

To Go Boldly – Simple Star Trek RPG Rules

Introduction

This is a simple roleplaying game based in the universe created by the original series of Star Trek. Where people had trouble with Tribbles, overacting was considered the baseline, and Klingons were rascally villains with smooth foreheads. I have mostly ignored the films and modern series altogether.

The players create characters that are fresh out of Starfleet Academy. Their first posting is as a Ensigns on a survey team and they are assigned to an Explorer Class vessel called the USS Magellan.

This has a crew of eighty, including a veteran Captain and Executive Officer. The rest of the crew are like the players, greenhorns. This is how Starfleet in this era weeds out those who just will not make it in the field. Those that don't make the grade will be transferred back to Earth to work in desk jobs, others will come home in small steel capsules.

Attributes

New Ensigns have seven points to divide between the four attributes below. Each attribute must be given between one & three points.

Strength	STR	Dexterity	DEX
Intellect	INT	Spirit	SPT

Skills

Skill	Aptitude	Examples
Agility	DEX x 2	<i>Climb, Leap</i>
Engineering	DEX + INT	<i>Make, Repair</i>
Fighting	STR + INT	<i>Kill, Maim</i>
Navigation	DEX + INT	<i>Starship etc</i>
Perception	INT + SPT	<i>Spot, Hear</i>
Persuasion	SPT x 2	<i>Charm, Con</i>
Science	INT x 2	<i>Use/repair</i>
Shooting	DEX + INT	<i>Sniper</i>
Speed	STR + DEX	<i>Run, React</i>
Stealth	DEX + SPT	<i>Sneak, Hide</i>
Toughness	[STR + SPT]x2	<i>Courage</i>

Training

New Ensigns are Trained in two skills & Familiar with three others of their choice.

The rest are Untrained.

Training level	Bonus
Untrained	-1
Familiar	+0
Trained	+1
Experienced	+2
Mastered	+3

Skill Check

Roll less than Aptitude + Training on 1D10.

When using a skill a roll of 1 is an automatic success & a roll of 10 an automatic failure.

Race

The default race for a character is Human. In this era humans made up 80% of Starfleet. This does not stop players playing other Federation races, the most well known of which are shown below.

Humans are dynamic, adaptable and flawed. No-one can deny that they are the coming race in this part of the galaxy. Older races, such as the Vulcans and Romulans, look upon them with a mixture of scorn, pity and well-disguised awe.

A Human character gets +1 to STR & SPT, and +1 to a skill of their choice.

Vulcans are an ancient race that have spent millennia learning to contain their raging emotions and building an advanced civilization based upon reason. They are strong, intelligent and unashamedly logical. They also feel a deep

burden of responsibility, for it is they that allowed Humans to develop warp capable ships.

A Vulcan character gets +1 to INT & STR, and +1 to either Science or Engineering.

Andorians are impetuous, cunning, honourable and emotional, they are the counterweight to the Vulcans in the Federation. It is said that you always know where you are with an Andorian. He either loves you as a brother, or is scheming to kill you. However if he hates you, you may not see him coming.

An Andorian character gets +1 to DEX & SPT, and +1 to either Subterfuge or Navigation.

Andorians are able to operate normally in temperatures as low as -20 Celsius, but suffer in temperatures above 30.

Speciality [Choose one]

Each character graduates from Starfleet Academy with their Speciality Record. This is based upon assessments of physical, mental and emotional abilities, as well as their test scores in all the disciplines taught to future officers.

When they join the USS Magellan they are given a choice of speciality to follow and are assigned accordingly. This assignment does not have to be permanent, people can and do change in the field.

Command *On my order, fire all we've got!*

Persuasion +2, Engineering +1

This covers a range of activities from leading away teams, to acting as duty officer on the bridge, being detached on shuttle duty etc. Directing the ship's weapons in battle, and inter-species diplomacy also come under this speciality. They wear gold tunics when on duty.

Helm *Warp Factor 6? But that's impossible!*

Navigation +2, Perception +1

The safe piloting of the ship across the vast distance of the galaxy is a very responsible position. In space combat the ship's crew relies on its helmsman to keep the ship safe. Navigation and piloting the shuttlecraft also come under this speciality. They wear gold.

Science *It's life Jim, but not as we know it!*

Science +2, Engineering +1

All Federation ships have strong science teams, especially on survey missions. A Science officer is responsible for interpreting sensor data and investigating unknown phenomena. They tend to focus on the 'hard' sciences such as physics, cosmology and chemistry. They wear blue.

Medicine *It's worse than that, he's dead Jim!*

Science (Medicine) +2, Persuasion +1

The galaxy is a dangerous space full of opportunities to be killed by hostile aliens, unknown diseases and parasites, and a variety of 'entertaining' accidents. The physical and mental health of the crew depends upon its medical team. They wear blue.

Security *Set Phasers to Stun! Aieee!*

Fighting +1, Shooting +2

The primary responsibility of Security is to protect the crew while aboard the ship or on away teams. They form the core of boarding and counter-boarding teams, as well as acting as the Commander's provost. They wear red.

Engineering *Ye canna change the laws of physics!*

Engineering +2, Fighting +1

No ship can leave dock without its engineers. They serve the ships engines and keep all of its other systems in fighting condition. In battle they can be seen leading damage control parties. They wear red.

Improving Ensigns

After an adventure the Ensigns divide the experience points between them equally.

They can then spend some of this on training to improve themselves.

Cost	Improvement
5	Improve Attribute by +1
2	Improve a Skill's training level by +1

Starting Kit

All new Ensigns begin with a set of suitable clothes. Other equipment will be available on a mission by mission basis

Equipment

Weapons	Range	Bonus
Phaser	50m	+1
Phaser Rifle	100m	+2

Tech	Description
Communicator	Personal telecom unit, 10Km range.
Medikit	Used to knit wounds & prevent trauma.
Tricorder	Short range scientific analysis (5m).
Toolkit	Choose Electronic, Mech., Security, Armourer.

Other equipment can be requested and will be costed by the Games Master.

Playing the Game

When things get interesting the game is played in Turns of about ten seconds in length, on a gridded surface.

Each turn follows the sequence below:

1. Movement

The Ensigns can choose to move before or after their enemies. Note that grid squares are 2m across.

They can move up to 3 + Speed in squares.

You cannot move through a solid object over waist high or another figure (unless they let you). You can climb over or up an object but this is at half speed.

Stealthy movement is also at half speed.

In zero-g movement continues at the speed attained until stopped by the person moving or a bulkhead.

2. Combat

Ensigns & their enemies can attack once each in a turn. You can only fight another figure in a square next to your own (including diagonally).

You can shoot at any figure that is in line of sight & range, even if they are fighting.

The Ensigns always attack first.

The attacker makes a Fighting or Shooting skill check minus their opponent's DEX.

If there is more than one attacker attacking a single opponent in close combat each one gets +1 to their skill check.

The difference between what the attacker needs & what he scores is the damage.

He must then make a Toughness skill roll.

He must roll less than his Toughness minus the remaining damage, or he becomes Wounded.

A Wounded figure has all his skills are reduced by 3 points (including Toughness).

If wounded a second time he is knocked out.

A KO'd figure can be easily killed or captured.

3. Use other Skills

Anything not listed above can now be done.