



The **STAR TREK GAMEMASTER'S KIT** includes the following:

- * * 3-panel Gamemaster's Screen displaying all important tables and charts;
- * * 16-page booklet of all the tables and charts needed by players and gamemasters, including character sheets for Star Fleet personnel, Klingons, merchant characters, and much more.



GAME MASTER'S SCREEN

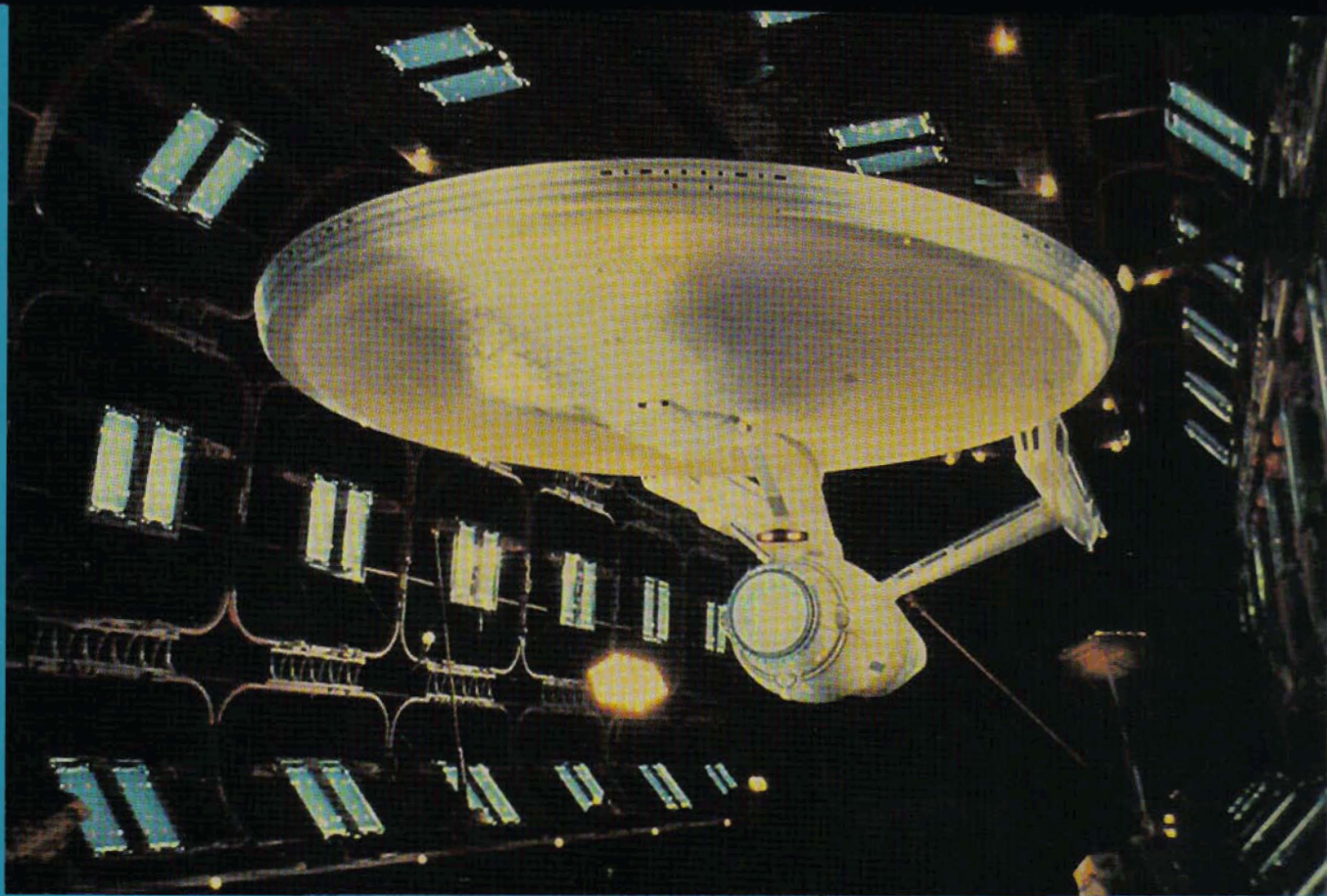


A supplement for use with

STAR TREK™
THE ROLE PLAYING GAME



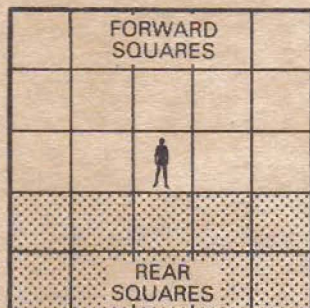
STAR TREK® II
THE
WRATH
OF
KHANI



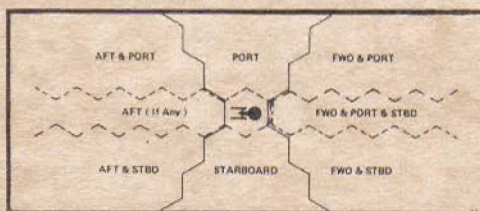
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ARCHAIC WEAPONS

WEAPON TYPE	PARRY	DAMAGE	SHORT	MEDIUM	LONG	EXTREME	AMMO/POWER
CLUB, or other similar	P	2D10	---	---	---	---	---
MACE/FLAIL/AXE	P	4D10 + 10	---	---	---	---	---
DAGGER/KNIFE	some	2D10	1-5	6-10	11-15	16-20	---
SWORD	P	4D10	---	---	---	---	---
POLE WEAPON	P	4D10 + 5	---	---	---	---	---
BOW (w. normal quiver)	P	4D10	1-20	21-60	61-130	131-190	20
CROSSBOW (w. quarrels)	P	4D10 + 10	1-12	13-35	36-60	61-90	20
PISTOL	-	4D10	1-10	11-25	26-40	41-75	6
CARBINE	P	4D10 + 10	1-15	16-50	51-100	101-170	15
RIFLE	P	4D10 + 5	1-30	31-100	101-200	201-300	30
SHOTGUN	P	4D10 + 10	1-10	11-25	26-50	51-100	2
SMG (submachine gun)	P	4D10 + 20	1-15	16-45	46-80	81-120	32
MG (machine gun)	-	4D10 + 30	1-50	51-150	151-300	301-500	50



FACING
DIAGRAM



STARSHIP FIRING ARCS

BARE HAND DAMAGE BY STRENGTH

STR	DAMAGE
01-25	1D10 - 3
26-50	1D10
51-75	1D10 + 3
76-100	2D10
101-125	2D10 + 3
126-150	3D10
and so on ..	

TRANSPORTER SAVING ROLLS

No save required for routine beaming. For other situations, make standard save on *Trans. Op. Proc.* skill, with the following modifications, where appropriate:

S-P = ship-to-planet	P-S = planet to ship
S-S = ship-to-ship	(S) = beaming within same ship
S-P or P-S/bad atmospheric conditions or other local interference	+ 20
S-P or P-S/transporter rooms on both ends operating	- 40
S-S/transporter only operating at one end	+ 10
P-S or S-S/pickup or locking in using sensor readings only	+ 10
ANY beaming to location already used in last 24 hours	- 20
ANY beaming during low power situation (ship's power below half of normal)	+ 25
(S)/beaming inside same ship	+ 40
ANY/using mass transporters (12+ persons)	+ 10
ANY/using cargo transporters for living matter	+ 20
ANY/using transporters through one lowered shield (when other shields in operation)	+ 30

HEALING RATES

Humans (and any unspecified race)	
Wound dmg. healed/day = Original END/20 (round down)	
Temp. dmg. healed/30 min. = Original END/10 (round normally)	
Imperial Race Klingons	
Wound dmg. healed/day = Original END/20 (round up)	
Temp. dmg. healed/30 min. = Original END/10 (round normally)	
Klingon Fusions (all)	
Wound dmg. healed/day = Original END/20 (round down)	
Temp. dmg. healed/30 min. = Original END/10 (round normally)	

BASIC TO HIT NUMBER = ½ (DEX + weapon skill)

SIZE:	small	- 15
	man-size	0
	large	+ 15
RANGE:	same/adjacent square	+ 15
	short	0
	medium	- 15
	long	- 30
	extreme	- 45
TARGET MOVEMENT:	stationary	+ 15
	moving	0
	evading	- 15
AIMED SHOT:		+ 10
TARGET CONCEALMENT:	2/3 or more	- 20
	1/3 to 2/3	- 10
ATTACKER CONCEALMENT:	more than 2/3	- 30
TARGET PRONE:		- 5
WRONG HAND:		- 20
TWO WEAPONS:		- 10 to each

MODERN WEAPONS

WEAPON TYPE	PARRY	DAMAGE	SHORT	MEDIUM	LONG	EXTREME	AMMO/POWER	GRAZE	DRAIN	OVERLOAD RADIUS
PHASER I (mk. I)	-		1-5	6-12	13-30	31-50	20			30 squares
stun		75*						25*	1	
wide angle stun		75*						25*	4	
heavy stun		120*						40*	2	
heat		40						20	1	
disrupt		150						50	2	
disintegrate		DESTROYED						50	4	
PHASER II (mk. I)	-		1-10	11-24	25-60	61-100	35			100 squares
stun		75*						25*	1	
wide angle stun		75*						25*	4	
heavy stun		120*						40*	2	
heat		40						20	1	
disrupt		150						50	2	
disintegrate		DESTROYED						50	4	
PHASER RIFLE (mk. I)	-		1-15	16-35	36-90	91-150	50			125 squares
stun		75*						25*	1	
wide angle stun		75*						25*	4	
heavy stun		120*						40*	2	
heat		40						20*	1	
disrupt		150						50	2	
disintegrate		DESTROYED						50	4	
PHASER I (mk. II)	-		1-6	7-15	16-30	31-60	20			30 squares
stun		80*						30*	1	
wide angle stun		80*						30*	4	
heavy stun		130*						50*	2	
heat		40						20	1	
disrupt		160						60	2	
disintegrate		DESTROYED						60	4	
PHASER II (mk. II)	-		1-12	13-30	31-60	61-100	40			110 squares
stun		80*						30*	1	
wide angle stun		80*						30*	4	
heavy stun		130*						50*	2	
heat		40						20	1	
disrupt		160						60	2	
disintegrate		DESTROYED						60	4	
HAND DISRUPTOR (mk. I)	-	75	1-4	5-10	11-20	21-35	20	25	2	
DISRUPTOR RIFLE (mk. I)	P	75	1-10	11-25	26-40	41-100	50	25	2	
HAND DISRUPTOR (mk. II)	-						20			
standard shot		75	1-4	5-10	11-25	26-45		25	2	
high-power shot		DESTROYED	1-4	5-10	11-25	NONE		50	6	
HAND DISRUPTOR (mk. III)	-						25			
standard shot		75	1-5	6-15	16-35	36-50		25	2	
high-power shot		DESTROYED	1-5	6-15	16-35	NONE		50	6	
DISRUPTOR (mk. III)	P						65			
standard shot		75	1-10	11-20	21-60	61-90		25	2	
high-power shot		DESTROYED	1-10	11-20	21-60	NONE		50	8	
HAND LASER (old-style)	-	80	1-6	7-15	16-30	31-60	20	20	1	
LASER RIFLE (old-style)	-	80	1-15	16-40	41-100	100-200	40	20	1	
POLICE STUNNER	-	75*	1-5	6-12	13-30	31-50	20	25*	1	
STUNCLUB	P	40*	---	---	---	---	---	---	---	
GORN BLASTER	-	50	1-4	5-8	9-20	21-40	25	20	1	

*Non-permanent damage

Phaser I, II and rifle stun effects last 2D10 + 10 minutes.

Heavy stun effects last 3D10 + 20 minutes.

FATIGUE SAVES ON END REQUIRED FOR:

RUNNING full speed (using double AP for movement during a turn.)

EVADING full speed (using all available AP for move-and-evade — saving die roll at 20 point penalty.)

SWIMMING during full turn.

DIFFICULT TERRAIN (using over 1/2 available AP for movement over rugged terrain — steep hills, rocks, sand, snow, stairs, ladders, etc.)

COMBAT (after any combat involving hand-to-hand or hand weapons, if combat lasts more than 3 turns — roll after contact with enemy broken.)

Roll save vs. normal END. Failure expends 5 END points (as temporary damage). Gamemasters may require END save penalties or more frequent saves as conditions warrant.

OPTIONAL KLINGON DAMAGE ADJUSTMENTS

Projectile weapons: +1 pt/die Imperial Race only.

Edged weapons: +2 pts/die Imperial Race
+1 pt/die Fusions

Neural drugs: +1 pt/die all Klingons

Inhaled drugs 10% faster effect

Agonizer: Saving roll for victim at -40 for all Klingons (instead of -50 for others).

Phaser stun:

Mk. I stun (graze)	60 (20) pts. Fusions
	50 (20) pts. Imperial Race
Mk. II stun (graze)	65 (25) pts. Fusions
	55 (25) pts. Imperial Race
Mk. I hvy stun (graze)	100 (35) pts. Fusions
	80 (30) pts. Imperial Race
Mk. II hvy stun (graze)	110 (45) pts. Fusions
	90 (40) pts. Imperial Race

EMERGENCY FIRST AID SAVING ROLLS

Make saving roll on appropriate Medicine skill, with the following modifiers to the number rolled:

- +0 if no medical equipment available
- 5 if using medical field kit/first aid kit only
- 15 if using Star Fleet/Klingon medical pouch (or equivalent)
- 25 if using modern Star Fleet/Klingon sick bay facilities (or equivalent)
- 5 if any skilled attempt at first aid has been made already (even if such attempt did not save the patient at that time...)

ADD time in minutes since zero END reached

ADD damage in END points beyond zero level

If roll succeeds, patient is stabilized at END of 1.

ACTION POINTS TABLE

MOVEMENT

Move 1 square orthogonally (straight)	1
Move 1 square diagonally	1½
Move and evade 1 square orthogonally	2
Move and evade 1 square diagonally	3
*Turn in place (only)	1
Crawl 1 square orthogonally	2
Crawl 1 square diagonally	3
*Roll sideways (in prone position)	2

SPECIAL MOVEMENT NOTES

Swimming - twice normal AP - no other actions

Climbing stairs - twice normal AP

Climbing ladder - twice normal AP - DEX save for other actions

Climbing rope - 3x normal AP - DEX save for other actions

If running full speed (no other action for turn), DOUBLE available AP for the turn for movement only. If running 2 turns in a row (and each subsequent uninterrupted turn), make a fatigue saving roll.

POSITION CHANGE

*Stand to kneel (and reverse)	1
*Kneel to prone (and reverse)	1
*Dive to prone	2
*Dive roll (evade—from stand to kneel or from kneel to prone).	4
Stand to sit (and reverse)	1

WEAPON AND EQUIPMENT USE

Draw weapon (or device) and ready	2
*Fire ready weapon/throw weapon	1
Reset weapon settings	2
Reload weapon	2
*Short communication (one sentence)	1
*Operate familiar device	2
Aim weapon	2

PERSONAL COMBAT

*Parry blow	2
*Duck thrown weapon/object (not missiles)	2
*Personal combat attack (with ready weapon or hand-to hand)	all remaining (at least 3)

Flying tackle (must move 3 sq. directly toward opponent) all remaining (at least 4)

* = possible opportunity action

RACIAL MODIFIERS / ATTRIBUTES

	STR	END	INT	DEX	CHA	LUC	PSI
Human	---	---	---	---	---	---	-30
Andorian	+10	+5	---	---	---	-20	-20
Caitian	---	-5	---	+20	+5	-10	-30
Edoan	-5	---	---	+15	---	-15	-35
Tellarite	+5	+5	---	---	-10	-20	-40
Vulcan	+20	+10	+10	---	---	-40	---
Orion	+10	---	---	---	-10	-25	-30
Imperial Race Klingon	+10	---	---	+5	-30	-40	-60
Klingon/Human Fusion	+10	+5	---	---	-20	-40	-50
Klingon/Romulan Fusion	+10	+10	---	---	-10	-40	-40