

"These are the voyages of the *Ginny's Delight* . . ."

An adventuring starship for
STAR TREK®: The Role-Playing Game

by Dale L. Kemper



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Many science-fiction gamers enjoy creating adventuring parties which go from planet to planet in their own small starships. If no such ships are available in the game, then the game master or one of the players with an interest in starship design will have to create them. The supplements already published for the STAR TREK® game that deal with starships (such as the Klingon and Federation Ship Recognition Manuals) are quite limited in their presentation of vessels that could be run by a small band of adventurers. The manuals are instead concerned with the larger ships of Star Fleet and the Klingon Imperial Navy, ships that usually have 300-400 crewmen aboard them.

Some games fill this gap with "adventure-class" vessels published in various supplements or magazines. This article presents one such ship for the STAR TREK game, and it is ideal for adventuring parties of up to four characters. The STAR TREK game is not just for those who wish to be Star Fleet officers or Klingon Naval personnel. Only imagination should limit what characters can do.

Tramp Trader *Ginny's Delight*

Vessel Class: Tramp trader, small
Vessel Type: Merchantman
Designer: T.P. Hodekker
Vessel name: *Ginny's Delight*
Hull number: MM 13920

Contractor: Belter Industries
Cost: 29.23 MCR

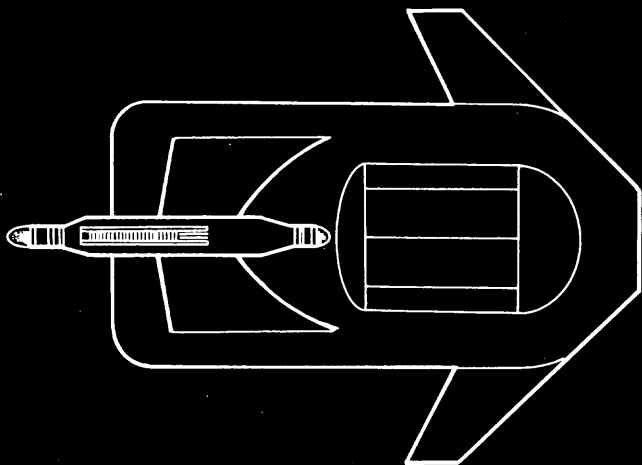
Overall length: 48 meters
Overall width: 34 meters
Overall height: 15 meters
Deck ceiling height: 2.5 meters
Cargo units: 90
Metric tonnage (empty): 8000

Warp engines

Type: One FWA
Movement point ratio: 1/1
Power units available: 6
Stress charts: F/G
Max. safe cruising speed: Warp 7.5
Emergency speed: Warp 9

Impulse engine

Type: FIA
Power units available: 2

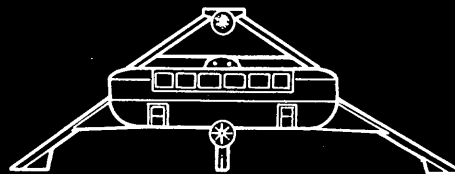
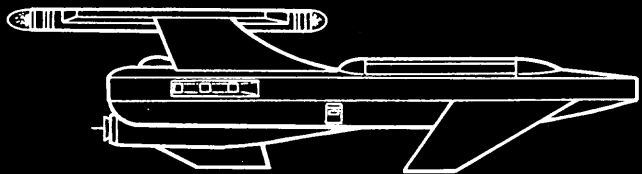


Contrary to initial appearances, the bow of the *Ginny's Delight* is to the left in the two schematic views of the ship to the left. The forward-mounted warp drive overhangs the bridge and photon torpedo mount.

Upper left: Overhead view of ship

Lower left: Port view of ship

Below: Bow view of ship



Shields and damage control

Superstructure points: 5

Deflector shield type: None

Armaments

Type: FP-2 photon torpedo mount

Location: Bow

Firing chart: 3

Power to arm: 1

Damage: 6

Other data

Transporters: One standard 2-person model

Shuttlecraft: None

Tractor beams: None

Crew requirements: 1-4*

Passenger facilities: Varies

Damage chart: A

* — Captain, navigator, engineer, assistant engineer. One person may operate the ship, however.

The tramp merchant trader *Ginny's Delight* is a one-of-a-kind vessel, currently owned and operated by Captain Ontario Barnes and various free-lance crew personnel picked up at starbase bars and flop houses. Built some thirty years ago, the ship has acquired a number of "special modifications" along the way that make her unique. One of the most important alterations is the Type FP-2 photon torpedo mount situated

beneath the forepart of the warp nacelle. Being in such close proximity to the warp drive, the mount cannot be detected by most standard sensors, and the *Delight* has surprised a number of unwary pirates, eager for an easy kill.

No deflector shields have as yet been installed, but Captain Barnes has frequently announced his intention to

Ginny's Delight is a one-of-a-kind vessel...

mount some eventually. Because of the currently poor defensive capabilities of the vessel, her usual tactic, when approached by any suspicious vessel, is to make an emergency warp out of the area and to ask questions later. This has been very effective in keeping the ship in one piece.

The *Ginny's Delight* is streamlined and capable of planetary landings. With her low cargo capacity, she usually is found transporting smaller, high-profit cargoes,

sometimes of an illegal nature. Found mainly in the Federation/Orion border areas, she is well known in some of the major ports there. She is easily recognizable by her unique forward-positioned warp nacelle on her upper hull and by the large cargo hatch aft. The old-style sensor array and swept-back atmospheric winglets, combined with her worn appearance, complete the picture. There are no passenger facilities, but Captain Barnes has been known to take on a "paying" crewman or two, usually being smuggled into one system or another.

The *Delight* was constructed by one of the smaller ship construction yards, Belter Industries, located amid the asteroid field surrounding Dicameron VI. Named by her designer after the memory of a pleasant leave spent on the pleasure asteroid Alover, she continues to be one of the most interesting tramp merchantmen amid the thousands that ply their trade within the Federation Exploration Zone.

The deck plans for the *Ginny's Delight* have been placed on the four center pages of this magazine. Simply bend back the staples, pry the deck plans loose, and lay them out flat for use in your STAR TREK® gaming with miniature figures or cardboard counters.

In the current GAMMA WORLD® game rules, the physical mutation *new body parts* has been left as a sort of miscellaneous physical, mutational advantage. When it is rolled, the player is allowed to design any sort of *new body part* he thinks will help his character, subject to the GM's approval. The idea seems to be that such a variable mutation, rather than a combination of dry stats and official mutations, will make a character unique.

However, this system creates problems, at least in my experience. Some players have trouble inventing original mutations which are more than mere variations of the official mutations in the book, especially now that the latter have been greatly expanded. Not everyone can be creative at the drop of the percentile dice, and it is not fair to make the party wait a week before adventuring while one player designs his *new body part*.

The system is hard on the GM, too, who must regulate these player-designed mutations to keep them sane and reasonably balanced. As we all know, some players constantly push for all they can get, and some GMs may lack either the experience to balance suggested mutations fairly or the foresight to imagine how a clever and ambitious player could wreck a campaign with a mutation that seemed harmless enough when it was approved.

When the GM does have the strength and the judgment to hold the line against an overambitious player, it can be the beginning of an exhausting round of haggling ("All right, if you won't allow that, how about this?") or bickering ("You accepted his mutation, why won't you accept mine?"). After the furor has died down and the hard feelings have settled in, chances are that the whole group will simply fasten on the one *new body part* they consider the best that the GM will allow. This destroys the whole point of *new body parts*: variety.

A table of *new body parts* is given below. Hopefully, this one is extensive enough to bring variety to the mutation without demanding impromptu inventions from the players or snap rulings from the GM. Some mutations given here are better than others, just as some official physical mutations are better than the others. None of them are utterly useless, but none are doomsday, either. Random percentile rolls are used to keep the system fair. Everyone has the same chance at the best mutations, and it cuts down on conflicts, since players seldom argue with ten-sided dice.

New body parts in GAMMA WORLD® gaming by John M. Maxstadt



WHY IS THIS MUTANT SMILING?

This table could also be used as a list of suggestions for any GM who prefers to assign *new body parts* himself or who has the players choose them. In the latter case, the last two (*duo-animalism* and *multimorphism*) should be excluded, since they are more powerful than the rest. Players would tend to choose them all the time, making them rather common instead of very rare as they should be.

The table itself requires a few words of explanation. It is important to remember that *new body parts* is a beneficial mutation, so the parts that a player rolls should not hamper his character's other abilities. For example, *carnivore jaws* and *siphon mouth* do not lower a character's charisma or impede his speech (although they might change the sound of his voice). *Talons*, *pincers*, or *hands* will not replace existing hands, claws, feet, or other useful appendages, but will have proportioned limbs of their own. *Carnivore jaws* or *fur* would be rerolled for a reptilian character, as they would be net disadvantages over the creature's own natural attributes. If the GM rules that a *hump* or *clublike tail* would prevent a bird from flying, he should disallow and reroll these new parts for avian characters.

Likewise, new body parts should be rerolled if the character already has them, *multiple body parts* being a different mutation. *Hands* are no more new body parts for a humanoid than are *scales* for a snake or *carnivore jaws* for a bear or tiger. In keeping with the beneficial nature of the mutation, the GM should avoid looking for situations in which new parts could be troublesome and restricting, with two exceptions. Most will not allow humanoids to "pass" as pure strain humans, and many will not allow them to fit into armor. Humanoid characters run these two risks with any physical mutation. One final note: Unless otherwise specified, attacks with *new body parts* are rolled to hit on Physical Attack Matrix II.

New body parts

Roll percentile die and consult the following list of new body part descriptions.

1-4: A *poison sting* is gained on the mutant's tail, fingers, or elsewhere. One attack is allowed per round (maximum of five poison uses per day), with a poison intensity of 9-18 (d10 + 8).

5-6: Two *tentacles*, each 1.5 meters long with suction disks, are attached to the mutant's upper torso. Two attacks per round are allowed at 1-6/1-6 damage

(no damage vs. AC better than 5). The tentacles can grasp objects and can disarm opponents (must hit AC 10 and have greater strength than opponent). The tentacles cannot perform fine manipulation, however.

7-8: An *acid pump* is attached to the mutant's digestive system and mouth. It squirts a stream of hydrochloric digestive acid 4 meters long and 7 cm wide, twice per day, hitting anything in its range as weapon class 13 (damage 4-24). The acid corrodes metallic locks, hinges, machinery, etc.

9-11: *Stalked eyes* on 20-cm retractable stalks replace ordinary eyes, giving sight in two directions at once, around corners, etc.

**It is important
to remember
that new body
parts is a
beneficial
mutation...**

12-15: Two crab- or lobster-like *pincers* are gained on the mutant's upper torso or tail. Two attacks may be made per round for 3-12 damage each; the pincers can open cans, act as scissors, etc.

16-18: Beetlelike *mandibles* are set on the mutant's face. One attack per round at 4-16 damage can be made, and the mandibles may act as can openers, scissors, etc.

19-20: A *siphon mouth*, mosquito-like in nature, is gained. One attack per round at 1-6 damage may be made, with continuous 1-6 damage every round after the first hit from fluid draining (ineffective against androids, robots, and other opponents without bodily fluids).

21-24: A *light-producing organ* is gained on the tip of the mutant's tail, palm, or anywhere else. The light covers a 15-meter radius area for a maximum of two march turns per day (the mutant may divide time into search turns or even action turns as desired).

25-26: *Bladelike limbs* are gained on the mutant's upper torso or tail. 1-4 attacks per round (roll d4 for number of limbs) may be made, at 1-8 damage each; each limb hits as weapon class 3.

27-29: A *swimming bladder and fins/flippers* are set on the mutant's abdomen, back, feet, or wherever appropriate. These allow swimming in water at land speeds, but do not confer the ability to breathe water.

30-31: *Froglike legs* are gained. The mutant may move normally and can jump 24 meters forward or 10 meters straight up.

32-33: A chameleon-like, *prehensile tongue* is gained. It may reach out to 6 meters to snatch objects by adhesion, with a strength comparable to the character's arm strength. The adhesion may be broken at will by the mutant character. The tongue may wield a dagger, hand axe, or club for an extra attack each round.

34-37: *Sucker or friction pads* are gained on the mutant's fingers and toes. The mutant may climb sheer, smooth walls and even cross ceilings at slow speed. Obviously, this ability is not effective if the mutant is wearing shoes, gloves, or armor.

38-39: *Eyeshields* (shaded transparent third eyelids) are gained inside the mutant's eyelids. The eyeshields close instinctively to negate *light generation*, and they protect eyes with *infravision*, *dark dependency*, etc. However, they do not negate physical damage taken from *dark dependency*.

40-42: A *saurian snout* (with toothy jaws) is gained on the mutant's face. Mutant may bite for 3-18 damage once per round.

43-46: *Scales* cover the mutant's entire body, giving it AC 7.

47-49: A *clublike tail* replaces the mutant's ordinary tail (if any). One attack per round at 3-18 damage is allowed, and the tail may be used as a hammer, battering ram, etc.

50-51: A *constricting tail* is gained instead of an ordinary tail. One attack per round at 2-12 damage may be made, and damage can continuously be applied every round after the first hit. This attack is not effective vs. any AC better than 4.

52-54: *Poison fangs* are gained in the mutant's mouth, allowing one attack per round (maximum of 5 poison uses per day). Poison intensity is 13-18 (d6 + 12).

55-56: A *viper tongue* replaces the mutant's ordinary tongue. This organ combines the *heightened taste* and *heightened smell* mutations. The mutant

may track prey by "tasting" the air over any terrain, but this ability is ineffective if the trail is over an hour old. This tongue also detects heat and radiation.

57-59: An eaglelike *beak* is gained on the face, giving one attack per round at 1-8 damage.

60-62: *Talons* are gained on the mutant's upper torso limbs or on his feet. Two attacks per round at 1-10 each may be made. These talons can grasp objects but cannot perform fine manipulation.

63-67: *Fur* is gained over the mutant's entire body, providing AC 8 and insulation in cold weather.

68-69: *Skin flaps* that allow gliding are gained on the mutant's arms (fore-legs), extending to the lower (rear) limbs. Gliding may be accomplished from any higher elevation to a lower one, for a horizontal distance equal to the difference in elevation x 5. The GM may wish to consider hot-air thermals and other wind phenomena for long glides beginning at great heights. These flaps may also be used as a parachute to slow falls and negate falling damage.

70-72: A food-storing *hump* is gained on the mutant's back, providing food and water for four days with no ill effects. The hump must be replenished by two days of heavy eating before its resources can be used again. The hump has no encumbrance value.

73-75: A *fatty layer* is gained under the skin. The layer negates poison damage from claws, fangs, stings, etc., unless a "to hit" roll 4 or more points over the number needed to hit was rolled. The layer also provides insulation in cold weather, and the mutant may go without food (but not water) for two days, as per *hump* above.

76-78: A *prehensile trunk* is gained on the mutant's face, serving as a third hand for an extra weapon attack each round. Other uses are possible, and the trunk can even fire a pistol or type (slowly).

79-81: *Carnivore jaws* are added to the mutant's face, giving one attack per round for 2-12 damage.

82-84: *Retractable claws* are gained on the mutant's fingers. Two attacks may be made per round for 1-6 damage each, but the mutant cannot use his hands for other purposes at the same time as he attacks.

85-87: A *prehensile tail* 2 meters long is gained. It acts as a third hand (see *prehensile trunk*), but it cannot melee effectively unless brought around to the front where the mutant can see it.

88-91: *Vocal articulators* may be

gained by mutant animals, giving them coherent, humanlike speech capabilities.

92-95: *Hands* are gained on the upper torso or feet. These hands may wield weapons, perform fine manipulation, handle artifacts, etc.

96-97: Roll twice on the above table, ignoring any result over 95.

98: Pick any of above (including "roll twice," though in the latter instance the player must roll for random abilities).

99: *Duo-animalism* is gained. The mutant is combined with another animal type to form a hybrid creature. For example, a human/bird might have wings, talons, and a bird's beak, but could retain human size, speech, arms, and hands. An alligator/lobster might have a *full carapace*, gills, stalked eyes, and pincers, while retaining the alligator's size, bite, and tail-slap attacks. Half-human duo-animals are common in fantasy literature (such as the centaur, minotaur, lamia, and harpy). Any second animal type is acceptable, but the character should not abandon his original animal type altogether. The player and GM should design a hybrid character together and agree on its abilities.

00: *Multimorphism* is gained. The mutant's consciousness exists simultaneously in more than one body. This is not like *temporal fugue*; it more closely

resembles having twins or triplets with a single guiding mind. Roll a d6: 1-5 = two bodies, 6 = three bodies. All bodies may attack at once and otherwise function as individuals, except as noted below.

All bodies are basically identical in appearance and have similar ability scores. Mutations rolled before *multimorphism* is generated are common to all bodies, but those rolled after this mutation are split evenly between them (which may make the separate bodies look different).

Each multimorph can sense everything the other bodies can, even if they are miles apart. A single consciousness guides the bodies, but each body has its own brain, so mental attacks must roll to hit each brain separately (as per *dual brain*, except that each brain hit by an attack will take damage). All bodies may be hit by the same area attack if near each other, effectively multiplying the damage.

Hit points are rolled separately for each body, and they cannot "loan" hit points to each other. Each body heals at the normal rate, effectively multiplying the character's overall healing rate. If one body dies, its hit points do not transfer to the survivor(s).

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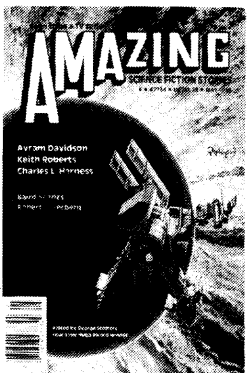
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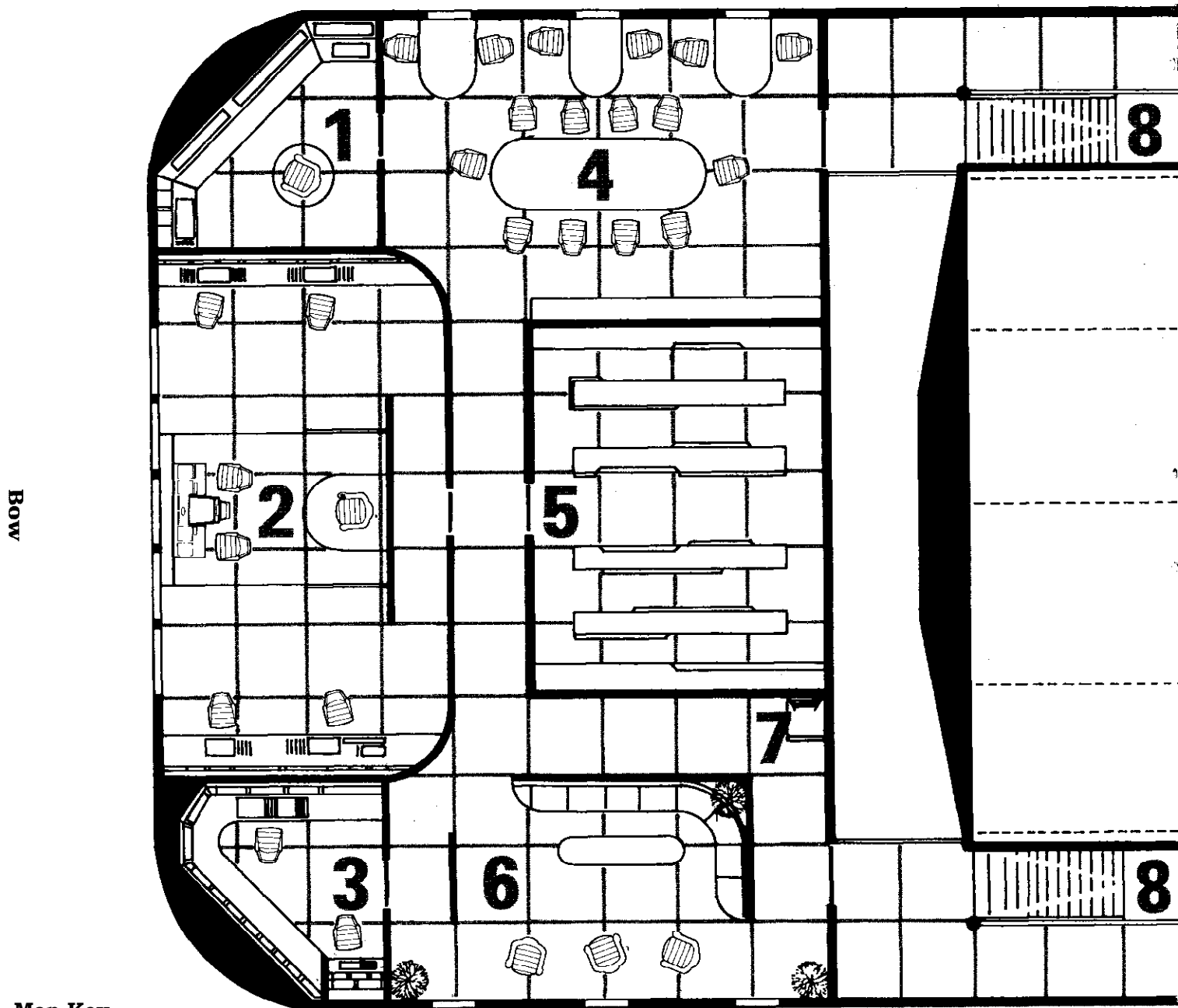
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Deck Plans for the GINNY'S DELIGHT

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Map Key

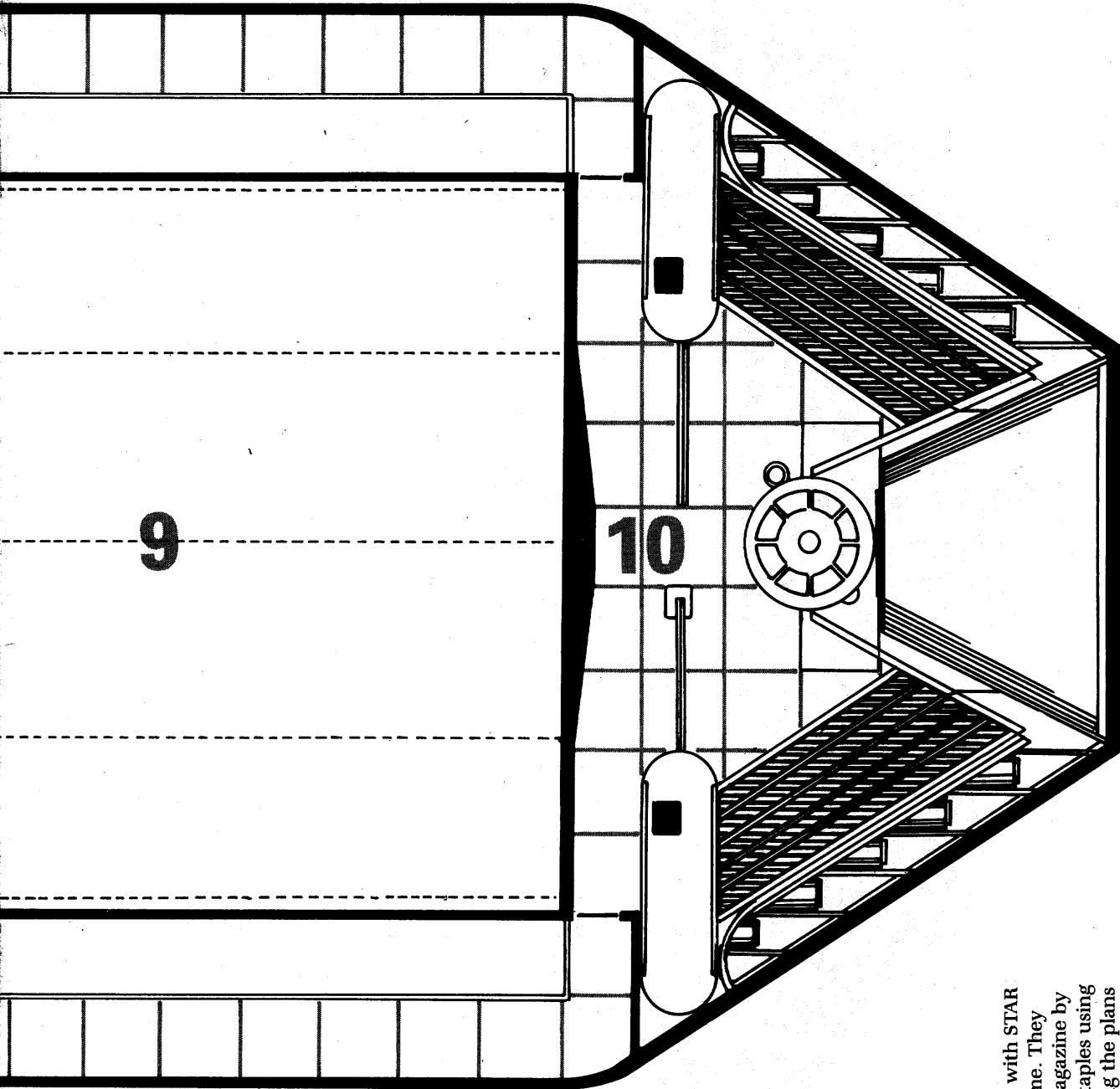
1. Sensors
2. Bridge
3. Sensors
4. Dining room
5. Computer room
6. Lounge
7. Ladder down
8. Stairway down (2)
9. Upper half of cargo bay (no floor)
10. Impulse engine

Port

UPPER

Each square on this map is 1.5 meters across.

Starboard



Stern

DECK

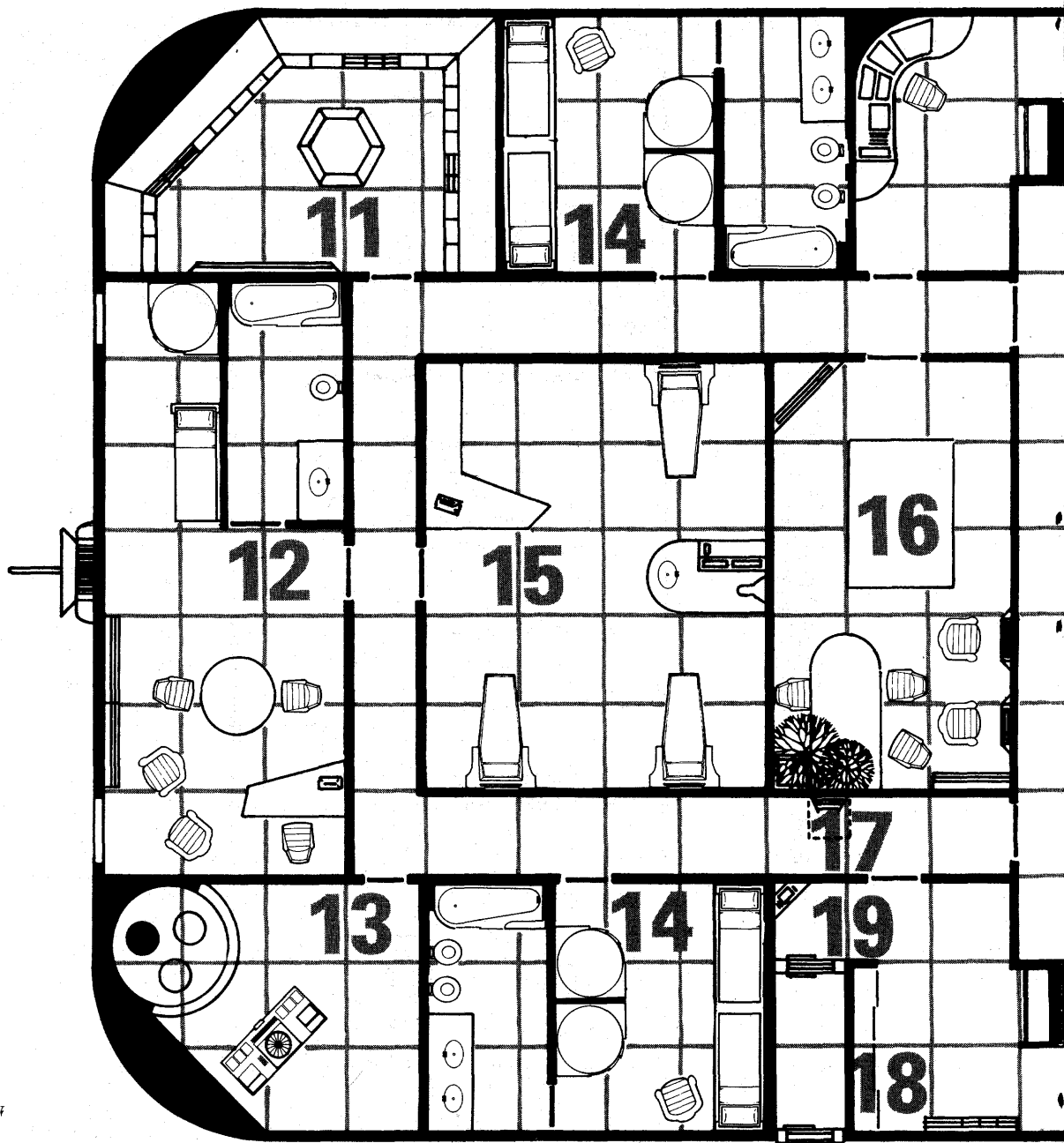
These deck plans are for use with STAR TREK®: The Role-Playing Game. They may be removed from the magazine by carefully bending back the staples using a dull butter knife and pulling the plans free. A description of the Ginny's Delight may be found in the ARES™ Section of this issue (DRAGON® Magazine #96).

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Each square on this map is 1.5 meters across.

Starboard

Bow

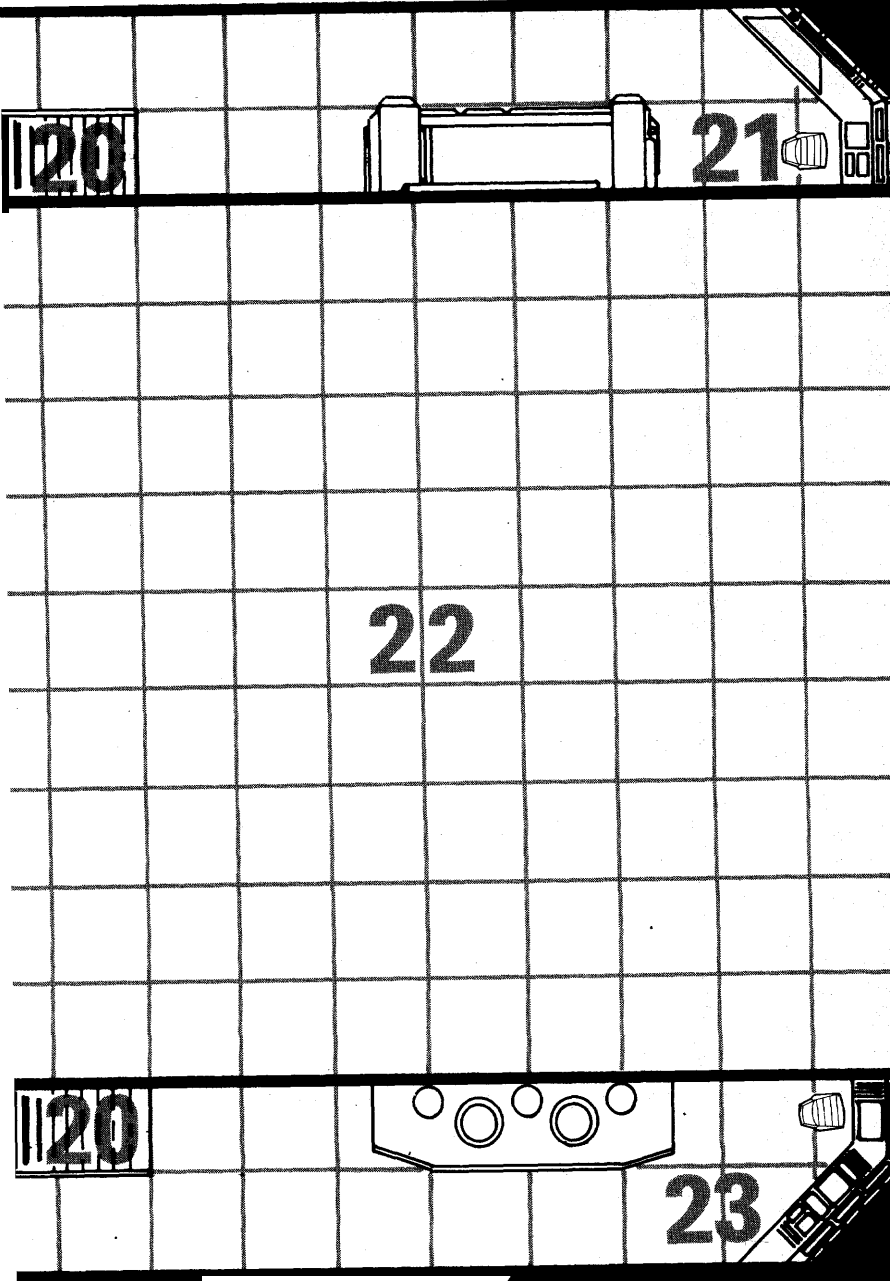


Map Key

- 11. Ship's stores and armory
- 12. Captain's quarters
- 13. Transporter room
- 14. Crew quarters (2)
- 15. Sick bay
- 16. Recreation room
- 17. Ladder up
- 18. EVA stores
- 19. Airlock
- 20. Stairway up (2)
- 21. Impulse drive engineering controls
- 22. Cargo bay
- 23. Warp drive engineering controls

Port

LOWER



Stern

DECK