

USS HIGH GUARD



A SOLO TRAVELLER GAME
SET IN THE
STAR TREK UNIVERSE

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2009

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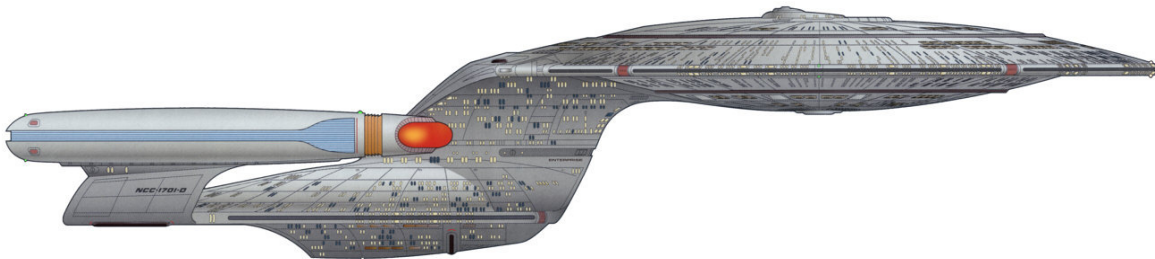
INTRODUCTION

USS HIGH GUARD is a solo roleplaying game that requires the use of High Guard, a rulebook for the *Traveller* game, published by Games Designers' Workshop. The book includes year-by-year rules for creating star navy characters, and can be used to map out the careers of characters from the Star Trek universe's Starfleet. I created **USS HIGH GUARD** not simply as a set of conversion notes, but as a solo game activity to while the hours away. The aim is not to produce a character ready for a game, but simply to follow a character's career, providing explanations and stories to explain the events hinted at by the random die rolls. The player continues until the character is killed, injured or leaves Starfleet of his own volition. It can take a couple of hours or more to really map out a career.

I have focussed this game on the Next Generation era of the 2360s, with a little modification it could be used to create characters from other Star Trek periods.

I have depended on the informative Star Trek wiki called **Memory Alpha** (<http://memory-alpha.org/en/wiki/Portal:Main>) as well as the amazing graphics pages of **Spike** (<http://www.st-spike.org/pages/uniforms/uniforms.htm>).

At the end of **USS HIGH GUARD** is a career sheet, use this to create your Starfleet characters.



An example of a Galaxy class starship

Here are two examples:

Starfleet Chief Rodriguez 34A666 Age 28 3.5 terms
Electronic-2, Navigation-1, Vacc-Suit-1, Transporter Ops-1, Brawling-1, Recruiting-1

Rodriguez is of Guatemalan origin, slim but with plenty of stamina. She is a long distance runner. Without a college education she entered Starfleet as a crewman in the Ops division. In her first term she was assigned to the USS Cairo, conducting deep space patrols and a strike against a Romulan force. She was promoted quickly owing to ship casualties and put her life in danger during the battle, she was wounded. Her second and third terms were served aboard the USS Prometheus, diverted from exploration duties to counter another Romulan incursion. Rodriguez specialised in electrical operations and transporter technology. Her third term began with secondment to a Mexican starfleet recruitment centre, but ended badly in the second year when the Prometheus suffered at the hands of a Borg encounter. Chief Rodriguez was critically injured (assimilated then rescued??) and forced to leave Starfleet immediately.

Starfleet Lieutenant Garvin B'Lal 7237C5 Age 34 4 terms
Ships Boat-4, Vacc Suit-1, Computer-2, Survey-1, Navigation-1, Bribery-1, Admin-1

Garvin graduated from the Academy, and joined the science division. In his first term his ship, the USS Galaxy, spent much of its time in combat with the Borg, he was decorated twice for his flying skills rescuing away teams and helping to conduct a daring commando raid on a disabled cube. In his second term he spent the entire 4 years at Starfleet HQ in San Francisco creating training programs for shuttle pilots. In his 3rd term his new starship USS Firebrand conducted military patrols, generally uneventful except for an extended campaign one year against Klingon pirates. He continues to serve on the USS Firebrand.



EDUCATION

To join Starfleet as an officer the character must first attend either Starfleet Academy or Starfleet Medical Academy. Characters with low education scores should instead apply directly to starfleet as non-commissioned crewmen. Anyone wanting to apply for the Medical Academy must have attended college first. Note that there is no NOTC or Flight School.

COLLEGE

Anyone may attend college in their first term. Assume automatic acceptance and success. The increase in Education is 1D-2. Honors are gained on 10+ (+1 if education 10+). There is no NOTC in college.

STARFLEET ACADEMY



Similar to the Naval Academy, Starfleet Academy requires a four year commitment and trains its students to be capable, well rounded and well trained officers. Candidates must compete to pass the entrance exams, but here we can assume automatic acceptance for characters with Edu 8+; others must roll, and if they fail must join Starfleet as crewmen. Characters with physical characteristics or intelligence lower than 4 will not gain entry,

however. Commissioned characters leave Starfleet with a bachelor's degree in a scientific or technical field.

Admission 9+ +1 if Int 8+ (Educ 8+ can assume to have passed entrance exam)
Education 1d-3 +1 if Int 9+
Honors 9+ +1 if Intel 9+
Skills The following are each received on a roll of 4+ on 1 die:
Vacc Suit-1, Navigation-1, Engineering-1, Computer-1

Students graduate with a commission (as 0-1, Ensign).

STARFLEET MEDICAL ACADEMY



Similar to the Medical School, Starfleet Academy provides extensive medical training to its students. They are also taught Starfleet procedures and so do not need to attend Starfleet Academy as well. Candidates for admission must first have attended college. All successful graduates will be commissioned as qualified doctors, rank lieutenant junior grade (O-2).

Admission 9+ +2 if College Honours graduate
Success 8+ +2 if Int 9+
Education +1
Honors 11+ +1 if Educ 11+
Skills The following skills are received automatically:
Medical-3, Computer-1, Admin-1

If the character graduates with honors, he gains +1 Medical and +1 Computer skill.

JOINING STARFLEET

Whether a character joins starfleet as a commissioned officer or as a crewman, he or she must determine which branch they are to serve in.

BRANCHES

There are six branches:

<i>Operations</i>	Ship and base services, life support, sensors and comms.
<i>Conn</i>	Ship flight control and navigation.
<i>Engineering</i>	Power generation, maintenance and technical services.
<i>Security</i>	Crew protection, ship's weapons and defensive systems.
<i>Science</i>	Scientific research, data gathering and studies.
<i>Medical</i>	Shipboard health, surgery, medicine and xeno-medicine.

To determine the character's branch, roll 1D:

1D	Starfleet Branch	High Guard Equivalent
1,2	Operations	<i>Line</i>
3,4	Engineering	<i>Engineering</i>
5	Security	<i>Gunnery</i>
6	Conn	<i>Flight</i>
7	Science	<i>New</i>
8	Medical	<i>Medical</i>

+1 if Edu 8+
+2 if Intel 10+

Medical Academy graduates *automatically* join Medical

NEW: SCIENCE BRANCH

Run characters through the science branch just as you would the engineering branch, using the command duty and assignment rolls as they are listed in the engineering column.

ASSIGNMENTS

Possible assignments for the character (and his ship or section), include training, patrol, strike and battle. The Book 5 assignments of shore duty and siege are renamed in these rules survey and exploration, respectively. Make all rolls on a yearly and termly basis as normal.

- Shore Duty renamed Survey
- Siege renamed Exploration

Officers can roll for command determination every year as per Book 5, see the Command Duty table for target numbers. Low ranking officers can interpret a one-year command assignment as a command opportunity as you see in the series, ie. Lt. Worf leads an away mission or takes a party off in a shuttle, they don't have to last a year but could be assumed to be the most significant assignment of that particular year. At rank O3 or higher, if a command assignment is rolled for the first year of a term,














assume that the command assignment lasts for the full four-year term. This represents a posting as a department head, executive officer or long term commander of a small installation or warp-capable vessel like scouts or frigates.

Captains generally have command assignments aboard their own starship, base or space installation. Assume a Captain has a command assignment, but feel free to roll on the Command Duty table when you want instead to take a staff assignment. It just works in reverse, Operations/Line officers will find it harder to take a staff assignment than someone from Engineering or Medical, for example. See the section on Starships and Other Postings at the end of these rules for more information.

RANKS AND PROMOTIONS

Officers can be promoted only **once** per term.

Enlisted personnel can be promoted **twice** per term.

	Enlisted Title			Commissioned Title	
E1	Crewman 3 rd Class	-	O1	Ensign	
E2	Crewman 2 nd Class	-	O2	Lieutenant Junior Grade	
E3	Crewman 1 st Class	-	O3	Lieutenant	
E4	Petty Officer 3 rd Class*	-	O4	Lieut. Commander	
E5	Petty Officer 2 nd Class*	-	O5	Commander	
E6	Petty Officer 1 st Class*	-	O6	Captain	
E7	Chief Petty Officer		O7	Commodore	
E8	Senior Chief PO +		O8	Rear Admiral	
E9	Master Chief PO +		O9	Vice Admiral	
			O10	Admiral	

* These grades are rarely used, instead the person is referred to by their job description (Petty Officers are assigned skilled organisational or technical jobs); such as specialist, quartermaster, yeoman and (most often) technician.




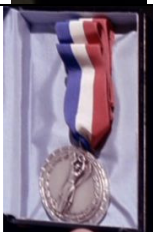
+ These rank insignia are not used in the show in this way, but make more sense to me! The show has one hollow pip for all ranks from E7 through to E9.



Commander Shelby

DECORATIONS

As in High Guard characters receive decorations for heroism based on how well they made their roll for decoration in each year's assignment.

<i>Roll ...</i>	<i>Award</i>	<i>Photo</i>	<i>Previous Recipients</i>
Indicated number or higher	Commendation Medal		The Doctor/USS Voyager
3 higher	Star Cross		Captain Archer, Lt.Cdr Data
5 higher	Starfleet Decoration for Gallantry		Lt.Cdr Data
7 higher	Starfleet Medal of Honor		Captain James T Kirk, Lt.Cdr Data

SPECIAL DUTY

Starfleet has a number of schools and colleges that take precedence over those listed in Book 5's special duty table. Use these names, although the details for their equivalents in High Guard should still be followed. Note that a roll indicating Starfleet Academy represents a one-year officer training course, not a full four year course detailed at the start of these rules.

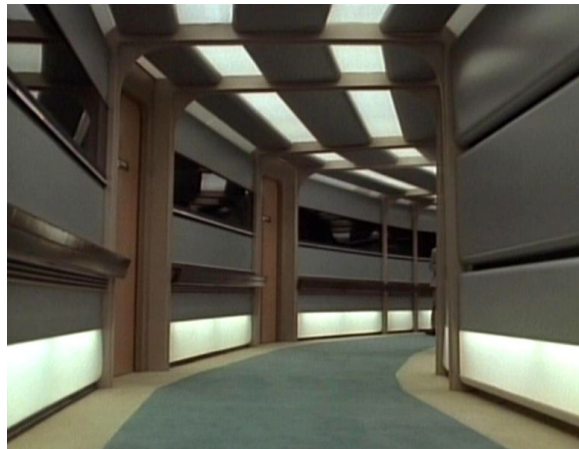
<i>Die Roll</i>	<i>Enlisted Ranks</i>	<i>Die Roll</i>	<i>Officer Ranks</i>
1	Cross-Training	1	Cross-Training
2	Specialist School	2	Starfleet Intelligence College (<i>Intelligence School</i>)
3	Recruiting Duty	3	Recruiting Duty
4	Starfleet Tactical School (<i>Gunnery School</i>)	4	Starfleet Attache/Aide
5	Technical Services Academy (<i>Engineering School</i>)	5	Starfleet Command School (<i>Command College</i>)
6	Starfleet Academy (<i>OCS</i>)	6	Starfleet Staff Operations School (<i>Staff College</i>)
7	Starfleet Academy (<i>OCS</i>)	7	Starfleet Staff Operations School (<i>Staff College</i>)
DM: An individual with social 11+ or a college education may elect to take a +1 DM			

SKILLS

Die roll	Science Branch	Exploration Skills	Survey Skills
1	Survey	Gunnery	Jack-o-T
2	Computer	Brawling	Engineering
3	Vacc Suit	Gun Cbt	Vacc Suit
4	Navigation	Vacc Suit	Vacc Suit
5	Computer	Recon	Survey
6	Survey	Transporter Ops	Computer
7	-	Survival	Survival
8	-	Ship's Boat	Navigation
9	-	Jack-o-T	Pilot
10	-	Gun Cbt	Survey
DMs:		+4 if O-1	+4 if O-1

SKILL CHANGES

The technological base of Starfleet is different from that of Traveller, and that affects the skills learnt by personnel. There are matter transporters and a limited number of weapon types. Few Starfleet personnel travel around in anything but a shuttlepod or shuttlecraft, although occasionally vehicles are utilised on low technology planets. These changes take all of this into consideration. Where the following



Traveller skills occur in the rules, replace with its **USS HIGH GUARD** equivalent.

<i>Zero-G Cbt</i>	Replace with Transporter Ops
<i>Gunnery</i>	Select from Phaser Bank, Torpedoes or Deflectors
<i>Gun Cbt</i>	Select from Phaser Pistol or Phaser Rifle
<i>Blade Cbt</i>	Replace with Brawling
<i>Navigation</i>	Includes use of sensors, tricorders and other equipment
<i>Vehicle</i>	Replace with Ship's Boat if desired

RE-ENLISTMENT

There is no re-enlistment roll at the end of each term. Instead the player may want to roll to determine if the character decides to leave Starfleet to retire, set up in business, get away from the rigid hierarchy etc. Roll 5+ at the end of each term to stay in Starfleet (an optional roll).

UNIFORMS

Starfleet uniforms for the Next Generation era do change slightly over time, but these changes are minor. Throughout the 2360s (much of the Next Generation series) the uniform is made up of black trousers, and a tunic of colour determined by branch with black shoulder pads. Rank pips are fastened to the right collar. An alternative uniform switches these, with the shoulder pads carrying the branch colour. The greatest change to the Starfleet uniform in this period occurs in the mid-2370s (the era of the Next Generation movies) when the branch colour is restricted to an undershirt, and the shoulder pads are uniformly grey – the body suit uniformly black.





There are many variations on the standard uniforms, including coats for the physicians, dress uniforms for functions and banquets, uniforms for cadets and so on.

Check out Bernd Schneider's great site Ex Astris Scientia, starting with his page on Next Generation uniforms: <http://www.ex-astris-scientia.org/gallery/starfleet-uniforms2.htm>

It might seem pedantic discussing uniform styles, but **USS HIGH GUARD** is all about conjuring up the life of a single individual throughout their career, and the draw toward Star Trek is that it is a familiar environment, we know what the cabins look like, the uniforms, the engineering sections, the tricorders and so on. Ad-libbing a life in this game is all about taking what the dice give you and building on it, adding events, texture and life. Being able to visualise everything makes this game seem much more like an episode than a process.



These uniforms (used from 2373 onwards – from the movie *First Contact*) are much more of a departure, with branch colours restricted to the under-shirts, and duplicated on wrist-bands. Shoulder pads are of grey-quilted material. The metal communicator pin changes shape also.

BRANCH COLOURS

Starfleet personnel wear the colour of their branch on their jacket. Refer to the table below. Note that command officers wear red. These are ship or base commanders, and admirals, as well as executive officers.

Command, Conn	Red
Engineering, Operations, Security	Orange
Science, Medical	Blue

STARSHIPS AND OTHER POSTINGS

In the character's first year of Starfleet service he must determine where he is posted. It may be a starbase, an installation or a ship. Alternatively, the player can review the character's assignments during the term and decide retro-actively, what kind of posting he had. If his assignments were staff attache, training and engineering school then he may have spent his time on Earth at Starfleet Headquarters. If there are several exploration assignments, perhaps he was assigned to a Galaxy class or an Oberth, or even posted to a remote frontier outpost to conduct research on a newly discovered world.

STATIONS

The following types of stations exist in the United Federation of Planets:

General Types	Named Stations (biggest first)
Starbase (Starfleet supply base)	Earth Spacedock
Deep Space Station (frontier depot)	Utopia Planitia Yards
Drydock (construction & maintenance)	Earth Station McKinley
Subspace Relay Station (communication)	Jupiter Station
Research Station (scientific)	Farspace Station Earhart
Navigational Control Post (sensor sweeps)	Star Station India
Array (observatory)	Lya Station Alpha
Outpost (remote frontier station)	

STARSHIPS

Select a starship class based on the character's assignments for the last term, then select a name – or create your own! Photos and diagrams of these ship types (as well as bases and stations) can be found on the internet, notably:

http://www.ex-astris-scientia.org/schematics/starfleet_stations.htm

http://www.ex-astris-scientia.org/schematics/starfleet_ships1.htm

http://memory-alpha.org/en/wiki/Category:Starship_classes

Quick Pick Starship List

Type	Typical Class	Sample Names
Cruiser	Excelsior Class Constellation Class	USS Crazy Horse, USS Cairo, USS Fearless USS Stargazer, USS Hathaway, USS Victory
Destroyer	Centaur Class Freedom Class	USS Buckner, USS Centaur USS Firebrand, USS Concorde
Frigate	New Orleans Class Steamrunner Class	USS Kyushu, USS Thomas Paine, USS Renegade USS Appalachia, USS Himalaya
Scout/Research Ship	Oberth Class Nova Class	USS Cochrane, USS Copernicus, USS Grissom USS Equinox, USS Rhode Island, USS Nova
Explorer	Galaxy Class Nebula Class	USS Galaxy, USS Enterprise, USS Yamato USS Farragut, USS Endeavour, USS Merrimack
Transport	Sydney Class Miranda Class	USS Jenolan, USS Nash USS Tiananmen, USS Majestic, USS Nautilus
Tug	Ptolemy Class	USS Ptolemy, USS Masada
Hospital Ship	Olympic Class	USS Pasteur, USS Nobel
Runabout	Danube Class	USS Ganges, USS Mekong, USS Rubicon

CURRENT EVENTS

To create an ongoing narrative of a character's life it is helpful to have a few building blocks to play with. We have the description of the assignment (eg. patrol) we can say our officer is onboard the USS Cairo, but what is he patrolling and why? If he gains a decoration for bravery, what did he do?

USS HIGH GUARD is set in the Next Generation era, the 2360s and 2370s. What was happening around that time?

2311	Tomed Incident, violent confrontation between the Federation and the Romulans; results in Romulan isolationism for the next 50 years.
2328-2346	After the Betreka Nebula Incident, Cardassia and the Klingons wage a brutal war
2340s	Exploration and expansion in the 2340s brought the Federation into conflict with several minor and major powers including the Talarians, the Sheliak and eventually, the Cardassians. Meanwhile the Klingons and Romulans become 'blood enemies'.
2344	Battle of Narendra III; Romulans attack a Klingon outpost, defended by an Ambassador class ship.
2346	Khitomer Massacre; Romulan ships wreak havoc with secret aid from the Klingon House of Duras
2347 – 2366	Cardassian Wars
2350s	This decade saw the Federation dealing with guerilla attacks from the Talarians, continued wars with the Cardassians as well as at least one Tholian attack; the early 2350s also saw the Romulans and the Klingons in combat, leaving the balance of power in the Alpha Quadrant unstable.
2360s	Tzenkethi raiders begin a border war with the Federation
2365	The Enterprise makes first contact with a Borg cube
2366	Battle of Wolf 359; the Federation fleet is destroyed by a single Borg cube
2368	Klingon Civil War fought between Gowron and the House of Duras. The Federation sends a fleet to blockade secret Romulan supply convoys; also, Romulus plans to invade the Federation, but the plan is foiled by Spock and Picard.
2369	Discovery of Bajoran Wormhole through to the Gamma Quadrant
2370	Federation discovers the Dominion; Federation-Cardassian peace treaty signed and a Demilitarized Zone formed. A number of Federation and Cardassian colonies found themselves situated within the other's territory; an agreement was reached for the transfer of those colonies. However, some Federation colonists were opposed to the agreement and formed the Maquis, a rebel movement who resisted the Cardassians.
2370 - 73	Federation-Dominion 'Cold War'
2371	Battle of the Omarion Nebula
2372-2373	Klingon-Cardassian War that sparks the ...
2372-2373	Federation-Klingon War
2373	Battle of Sector 001, with a Federation victory over a Borg cube attempting to assimilate Earth
2373-2375	Dominion War (against an alliance of the Federation, Klingons and Romulans)
2374	Battle of Betazed
2375	Battle of Cardassia ends the Dominion War; Push to admit more new members into the Federation to help bolster defences
2379	Brief military coup staged on Romulus by the Reman underclass
2380	Peace talks result in period of co-operation between Romulans and the Federation

STARFLEET PERSONNEL WORKSHEET 1 / 2

Name	Age	Str	Dex	End	Int	Edu	Soc							
Origin	Terms													
Education	Honors? y/n	Branch												
Term One	command/staff	Final Rank												
Year 1 assignment: promo: award:	Skill List													
Year 2 assignment: promo: award:														
Year 3 assignment: promo: award:														
Year 4 assignment: promo: award:														
Term Two								command/staff						
Year 1 assignment: promo: award:														
Year 2 assignment: promo: award:														
Year 3 assignment: promo: award:														
Year 4 assignment: promo: award:	In-Service Schools/Cross-Training													
Term Three	command/staff	Contacts, Friends, Enemies #												
Year 1 assignment: promo: award:														
Year 2 assignment: promo: award:														
Year 3 assignment: promo: award:														
Year 4 assignment: promo: award:														
Term Four	command/staff													
Year 1 assignment: promo: award:	Personality*													
Year 2 assignment: promo: award:														
Year 3 assignment: promo: award:	Awards													
Year 4 assignment: promo: award:														

Create at will, or use the Event Tables in Mongoose's Traveller Core Book

** Create at will, or use NPC charts found in 2300AD and Space: 1889*

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STARFLEET PERSONNEL WORKSHEET 2 / 2

Term Five	command/staff	Additional Notes
Year 1 assignment: promo: award:		
Year 2 assignment: promo: award:		
Year 3 assignment: promo: award:		
Year 4 assignment: promo: award:		
Term Six	command/staff	
Year 1 assignment: promo: award:		
Year 2 assignment: promo: award:		
Year 3 assignment: promo: award:		
Year 4 assignment: promo: award:		
Term Seven	command/staff	
Year 1 assignment: promo: award:		
Year 2 assignment: promo: award:		
Year 3 assignment: promo: award:		
Year 4 assignment: promo: award:		
Term Eight	command/staff	
Year 1 assignment: promo: award:		
Year 2 assignment: promo: award:		
Year 3 assignment: promo: award:		
Year 4 assignment: promo: award:		
Term Nine	command/staff	
Year 1 assignment: promo: award:		
Year 2 assignment: promo: award:		
Year 3 assignment: promo: award:		
Year 4 assignment: promo: award:		