



**A PENDRAGON HACK  
FOR PLAYING KLINGONS  
by  
Fred Furtado**

# FOREWORD

I am playing the *Great Pendragon Campaign* for the second time (in the first one, we only got as far as 491) so I was in the appropriate frame of mind to read [this post](#) by verdantgreen:

*Finally, I have a tournament-style one-shot Klingon game using the Savage Worlds system. I call it tournament style, because the PCs are attempting to earn as much glory as possible in 90 standard days without starting a war with the Federation. The glory is measured in points, which I keep track of each time I run the scenario.*

and think there should be a hack of *Pendragon* to play Klingons – called *Kahless*, obviously. And a *Great Kahless Campaign* (GKC, or *qeyllIS Qu'a'*) as well, which would take the Player Klingons (PKs) from TOS to TNG, passing through the Military Command, Disaster and Peace, and Alliance periods, among others.

I could not unthink it, so I sat down to write it with the help of a few RPGnetters. The result is this file, KAHLESS – in full caps, because it's a Klingon supplement! –, that you are reading. It collects rules adaptations and offers new systems that allow you to use the *Pendragon* engine to run a Klingon campaign.

Bear in mind none of this has been playtested, so it may prove to be clunky at some places or even a complete mess. If you take it out for spin and find out what works for you and what doesn't, feel free to drop me a line and I will try to incorporate it in future versions (which are not guaranteed).

Also, I completed this work before the release of *Pendragon's* 6th edition quickstart, so none of the rules changes have been taken into account. KAHLESS is mostly based on the 5th edition.

But why use *Pendragon* for a Klingon game, when there are several official Star Trek RPGs out there? Modiphius has even released a Klingon core book. Well, I see it as a way to have a game focused on character choices and how they navigate the events and history of the Empire; to witness how they and their values change. With space battles and *bat'leth* fights.

KAHLESS is just a primer for the much more ambitious *qeyllIS Qu'a'*. I want to do it, but I am not sure when I will be able to. Again, if you have ideas or seeds for it, send them my way and one day they will be part of the saga.

I hope you enjoy KAHLESS and have as much fun playing and running it as I had writing.

Send your comments, compliments, criticisms and suggestions to fred AT patchlord DOT com.

*Qapla'!*

## The unforgettables

KAHLESS would not exist without the *Star Trek* franchise and the *Pendragon* game, but it is also inspired by all the other incarnations of Star Trek roleplaying games.

I have played all of them, either online or at the tabletop. They had different approaches to the setting, each with their high and low points, but all were created by people who seemed to love the universe.

These games and their mechanics certainly influenced my decisions when writing KAHLESS. So this work is as much a child of them.

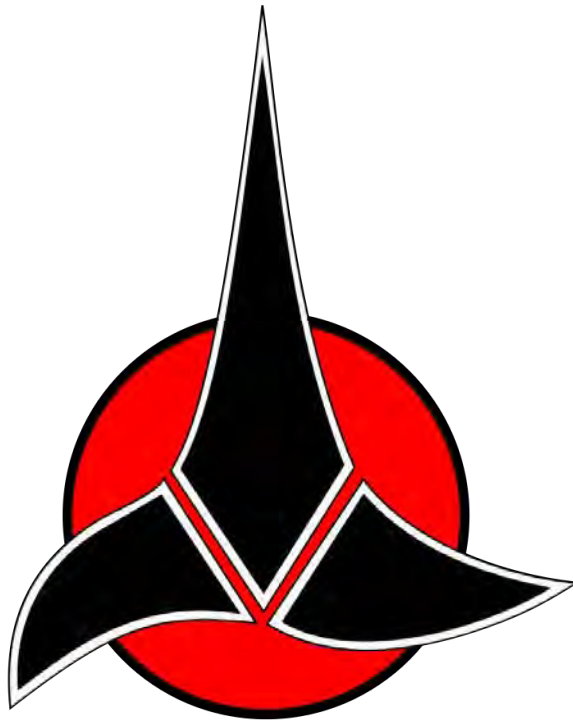
*Star Trek: The Role Playing Game* (Fasa)

*Prime Directive* (Task Force Games/Amarillo Design Bureau)

*Star Trek Role Playing Game* (Last Unicorn Games)

*Star Trek Roleplaying Game* (Decipher)

*Star Trek Adventures* (Modiphius)



## THANKS

While writing KAHLESS, I received invaluable help from fellow RPGnetters, especially verdantgreen, igelixo, Littleredfox, and SuStel, but also Nate\_MI, General\_Tangent, Coyote's Own, Laminator\_X, SunlessNick, dmjalund, Susanoo Orbatos, 4th of Eleven, Kinetic Energy Weapon, DarkMoc and Evil Midnight Lurker.

## TRANSLATION

The *thlingan HoL* words used in KAHLESS are courtesy of linguistic masters qurgh and SuStel.

## ART

KAHLESS logo by Fred Furtado.  
Klingon trefoil by Matt Jefferies.

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# CHARACTER GENERATION

Follow the steps below, referring back to the rules in *Pendragon* 5e, when necessary.

## Personal Data

Choose a **name** for the character. In the 23rd century, lots of Klingon names start with K (*q*, *Q* or *thl* in Romanized Klingon), so that is a safe bet. But that isn't the be-all, end-all of Klingon nomenclature; you can choose whatever you like. Here are some examples:

**Male names:** A'Trom, A'Tul, Amar, Antaak, Ba'tkor, Barot, Chang, D'Ghor, Duras, Gorkon, Gorothe, Gowron, J'Dan, Kargan, K'mpec, Kang, Kell, Kerla, Klaa, Klaang, Klag, Kohlar, Kolax, Koloth, Kor, Korath, Korax, Korris, Kortar, Kozak, Kras, Krell, Kruge, Kurn, M'tokra, Maltz, Martok, Mogh, Morag, Ortikan, Sorval, T'Greth, T'Kar, T'Vis, Toq, Toral, Torak, Torg, Vagh, Vorok, Worf, Yeto

**Female names:** Azetbur, B'Elanna, B'Etor, Ba'el, Grilka, K'Ehleyr, K'Rene, Lursa, Mara, Miral, Sirella, Talij, Tavana, Valkris, Vekma, Vixis, Zegov

Next, determine the **name of the former lord or lady (joH) of your house (tuq)**, who are the character's father or mother. This will be part of your PK's name. A full Klingon introduction goes "[name], son/daughter of [father/mother], House of [name]". During the High Command period, this is frowned upon, and characters just go by their given name.

Determine **how the former joH died** by rolling in the table below. The result may lead to additional Passions for the PK. Note that the table presupposes a 23rd-century character. For later eras, adjustments to the "In battle – alien power" have to be made.

### Former joH's Cause of Death

d20	Result
1-2	In battle – personal feud
3-5	In battle – other House
6-7	In battle – alien power (Roll a d6: 1-3: Federation; 4-6: Romulans)*
8-9	In battle – subjugated species
10-11	Intrigue (assassination, sabotage, etc.)
12-13	Accident
14-17	Natural causes (old age, illness, etc.)
18-20	Unknown cause (disappeared, never came home, etc.)

\* gain Hate (Federation) or (Romulans) 3d6

All PKs are nobles and the **joH of their respective tuq**. Their Houses' homes are in the First City, in Qo'noS, and they must decide if the House changes name according to the current **joH** or has a fixed denomination, independently of who's the lord/lady.

During the High Command period, houses don't have a lot of political clout, but they are still a source of adventure. Administrative duties are left in the care of

a second (*cha'DIch*), with the PK only dealing with it them at Winter phase (*qlmroq blr mIw*).

The game starts in the **Year of Kahless** (*qeyllS DIS*) 892 (2266 CE). The PKs are **22 years of age**, having been born in the Year of Kahless 870 (2244 CE). They have just graduated from the Klingon Naval Academy and hold the rank of *Iagh* (Ensign).

### Naval Ranks

Klingon	Starfleet
<i>beq</i>	Crewman (not a rank)
<i>Da'</i>	Corporal
<i>bu'</i>	Sergeant
<i>ne'</i>	Yeoman
<i>Iagh</i>	Ensign
<i>Sogh</i>	Lieutenant
<i>Ia'</i>	Commander
<i>HoD</i>	Captain
<i>totlh</i>	Commodore
<i>Sa'</i>	General
<i>'aj</i>	Admiral
<i>Ia'quv</i>	Supreme Commander

Like in the GPC, PKs have known each other from childhood and have deep ties of friendship (and possibly blood).

## Traits and Passions

**Traits** in *Kahless* are the same as in *Pendragon*, but there is a different set of **Virtues**, based on the ruling structure and its culture: High Command, the "new way" in the 23rd century; and Imperial, the "old way".

**High Command:** Energetic, Cruel, Proud, Suspicious, Vengeful

**Imperial:** Energetic, Indulgent, Pious, Proud, Vengeful

PKs start with Valorous 15 and have to choose five Traits to have at 13. They also need to select the character's "Famous Trait", which is set at 16.

Having all High Command Virtues at 16+ gives +3 hit points and +2 damage to the PK, while the Imperial ones grant +6 hit points. In either case, PKs get extra 100 Glory yearly.

Characters who follow the Way of the Warrior get extra Glory as well. Note, however, that this ideal is in stark contrast to the Klingon Virtues and actually attaining it may make the PK an outsider.

**Way of the Warrior bonus:** if the sum of Energetic, Generous, Honest, Just, Temperate and Valorous is 80+; the PK gets an extra 100 Glory.

*Kahless'* **Passions** are basically the same, with minor differences.

Passion	Starting value
<i>vuv</i> [Respect] (commanding officer)	12
<i>matlh</i> [Loyalty] (High Command)	3d6 (optional)
<i>muSHa'</i> [Love] ( <i>tuq</i> )	15
<i>quv</i> [Honor]	15
<i>muS</i> [Hate] (Federation)*	3d6
<i>muS</i> [Hate] (Romulans)*	3d6

\* based on PK background

## Attributes

Attributes can be determined by distributing 60 points or by rolling:

**Size:** 3d6+4

**Other attributes:** 3d6+1

For the attributes other than Size, roll four times and assign the values as you wish. PKs use the **Klingon modifier**, getting +1 to STR and +3 to CON. **Derived statistics** are calculated as normal.

## Skills

Most skills remain the same, but a few are renamed to better represent their new areas of influence.

Skill	Description
Administration	Same as Stewardship
Alien Lore	Knowledge about alien cultures
Athletics	Physical activities
Bat'leth	Melee weapon
Carousing	Having a good time
Command	Leadership
D'k tahg	Melee weapon
Disruptor	Beam weapon
Engineering	Starship Repair
Medicine	Same as Chirurgery
Mok'bara	Hand-to-hand combat
Operations	Starship operation
Parmaq	Romance and Flirting
Piloting	Starship piloting
Poetry	Same as Compose
Rituals and Traditions	Same as Courtesy
Science	Scientific knowledge
Survival	Hunting expanded

Skills are divided into three categories: Warrior, Regular and Shameful. The tables below list them and their beginning values.

### Warrior Skills

Name	Value
Bat'leth	10
Battle	5
Command	5
D'k tahg	10
Disruptor	10
Mok'bara	10
Operations	5
Piloting	5

### Regular Skills

Name	Value
Administration	2
Alien Lore	1
Athletics	2
Awareness	5
Carousing	2
Engineering	3
First Aid	10
Folklore	2
Gaming	3
Intrigue	3
Linguistics	0
Orate	3
Parmaq	3
Play [choose]	3
Poetry	1
Recognize	3
Religion [choose]	2
Rituals and Traditions	3
Science	3
Singing	2
Survival	2

### Shameful Skills

Name	Value
Craft	0
Medicine	0

## Customization

In this step, you get to personalize your PK. However, there are a few limitations in how you can apply the customization guidelines below.

### Limitations

- Regular and Warrior skills cannot be raised above 15 by customization.
- No attribute can be raised above standard species limits (18 plus bonuses). A PK's Size cannot be increased after age 22.
- No Trait may be raised above 19 and no Passion may be raised above 20.
- No Shameful skill may be increased.

### Guidelines

- Raise one Warrior skill to 15.
- Raise three Regular skills, other than First Aid, to 10.
- Increase four different statistics from attributes, Traits, Passions or skills. Skills increase by 5 points; attributes, Traits or Passions, by 1 point. Any combination of four increases is allowed.
- Divide 15 points among any number of Warrior or Regular skills.
- All other skills start at the value listed above.

## Previous Experience

If you want your PK to have additional experience, you can have them start at an older age. Note, however, that they will still be just *SoghHom*. Create a backstory to

explain why your PK joined the Naval academy later than their friends.

You may raise the age of your PK up to 5 years. For each additional year, you choose two of the following benefits. The same benefit cannot be chosen twice in the same year.

- Distribute 1d6 points among the PK's skills. No Shameful skill may be increased, and no skill may be raised above 15.
- Add 1 point to any Trait (maximum of 19) or Passion (maximum 20).
- Add 1 point to STR, DEX, CON, or APP. No attribute can be raised to a value greater than the species' maximum.

## Glory

PKs start with 1,000 Glory (*ngay'*) plus 6d6+150 (or plus 10% of father/mother's Glory).

## Luck

Each character gets one roll on the Luck table.

## Equipment

Each PK starts the game with their own *bat'leth*, *d'k tahg*, disruptor pistol, communicator, uniform and outfit (ceremonial armor and robes).

## Luck

d20	Result
1-2	Masterwork <i>d'k tahg</i> . + 1 to D'k Tahg skill, when used. Breaks normally.
3	You have an ally belonging to another culture. Roll a d6: 1-2: Federation; 3-4: Romulan; 5-6: Orion.
4	Meditated in front of a Time Cristal on Boreth. 1d3 times in your life, you can change or accept your FATE. If you fail a check, you can roll again (success = disregard the previous roll; failure = you accept your Fate and gain +1 <i>quv</i> ). Even if you are successful on the reroll, you can <i>choose</i> to fail, by declaring you were fated to fail and has accepted it (gain +1 <i>quv</i> ).
5-7	You have blood ties with the Chancellor's House. +100 Glory.
8-10	You have an extra disruptor no one knows about.
11	Kahless is your direct ancestor. +200 Glory.
12-13	Family heirloom (non-weapon).
14	You have personal access to a starship. Check with the gamemaster for details.
15	You have a legendary <i>bat'leth</i> . + 1 to Bat'leth skill, when used. Breaks normally. Value... What do you mean "value"? Are you thinking about selling your ancestor's <i>bat'leth</i> , you pile of rotting <i>forshak</i> ?!
16-18	Your father died gloriously. +100 Glory.
19	Commendation. One of your ancestors performed a glorious and honorable deed, earning your House a commendation. +1 to social rolls involving politics or the High Council
20	Roll twice

# COMBAT

Combat follows the usual rules in *Pendragon*, except for when beam weapons are used. There are two types of beam weapons: disruptors and phasers. The former is the main energy armament of the Klingon and Romulan empires, while the latter is the weapon of choice of the Federation.

**Disruptors** have two settings: kill and disintegrate. **Phasers** have a third setting: stun. In *Kahless*, all of these are treated as damage, but have different effects that come into play according to how well attacker and defender roll in a turn.

- **Stun:** leads to unconsciousness if damage takes a PK's hit points below their Unconscious threshold. Stun damage is temporary and disappears after the character regains consciousness, in 30 - CON minutes.

- **Kill:** regular damage that wounds and leads to death. Recovered regularly.
- **Disintegrate:** high-energy damage that leads to atomic dissociation. Characters killed by a disintegrating shot aren't just dead – their bodies are gone.

The damage of beam weapons depends on the century they are produced:

- **23rd:** 5d6
- **24th:** 6d6

Unlike *Pendragon*'s dodge rule (p. 117), in which a successful roll by the defender negates the attack, in *Kahless* beam weapon dodge is resolved with an opposed roll. The different outcomes based on the combatant's rolls are summarized in the table below.

Outcome	Stun	Kill	Disintegrate
Attacker crits	Unconscious	Double damage	Disintegrated
Attacker succeeds/defender fails		Full damage	
Attacker succeeds/defender partially succeeds		Half damage	
Attacker partially succeeds/defender succeeds		No damage	
Defender crits	+5 on next attack or defense		

After the High Command period, Glory from defeating an opponent using disruptors is half the normal amount, regardless of whether melee combat was also part of the victory. This doesn't apply to starship combat, obviously.

## Injury & Health

The healing rate in *Pendragon* (p. 123) may be appropriate for 6th-century Britain, but it's unreal for a 24th-century spacefaring nation. Just by having access to the advanced medicine of the future, characters **recover their Healing Rate every day**. This may be reduced (being stranded in less technologically-advanced planet, alien diseases, etc.) or increased (full-on intensive care, experimental procedures, etc.) by circumstances.

**First Aid** for light wounds takes only 1d6 rounds and **recovers 1d3+3 hit points**, double that if a critical is rolled.

**Major Wounds** only result in statistic loss if the Medicine roll fails.

Characters that suffer a **Mortal Wound** can be saved even if the First Aid roll fails or doesn't recover enough hit points to bring the total to 1. If the injured person is transported to a medical facility (e.g., aboard a starship) within that first hour, a Medicine roll with a penalty equal to negative hit points will save the character. They will still need to roll for statistic loss – a critical result reduces that to just two rolls –, but these can be alleviated by options such as cybernetics.



# HOUSES

Houses in *Kahless* have **Traits** as well. They represent the ability of the House to affect the world in different ways. There are three House Traits:

**woQ [Influence]:** social and political clout

**HoS [Might]:** military power, including troops and ships

**mIp [Wealth]:** economical strength, including assets and financial resources

All Traits start at 10, reflecting the ordinary status of the House. Great Houses (*tug'a'*) have at least 15 in each Trait. Those with seats in the High Council have even higher stats. Much like character Traits, these will vary during the game, both due to Winter phase results and to PK actions.

During the Winter phase, treat Weather rules as relating to "political weather". For example, you may have a Conflict category: Skirmish +1 or +2, Battle +4 to +6, War +8 to +12. After determining it, roll different skills for each Trait: Administration for Wealth, Command for Might, and Intrigue for Influence.

Effects will depend on the Trait, but Impoverished results should reduce the Trait by 1 point, while Superlative ones should increase it by 1

Usually, the PK's *chu'DIch*, the one who administers the House while the character is off in space, rolls the three checks. If the GM agrees, and the player can justify why – perhaps, the game has taken the characters to Qo'noS for an extended amount of time –, his PK can roll for any or all of the checks. In this case, the Glory bonus for rolls may be invoked, depending on the situation.

There are two ways in which a PK may use their House:

**Aid:** the character employs their House's resources, reputation and/or power to boost his chances of success. Roll the appropriate Trait. A critical grants +5 to the PK's check and earns an experience mark for the Trait; success grants +2; failure means the House couldn't help in a significant way; and a fumble is

disastrous, actually damaging the PK's attempt with a -5 modifier and an automatic drop of 1 point in the House Trait. The GM is the final arbiter if Aid is possible.

**Service:** the character orders his House to perform a service. It can be anything, from the trivial (when's the birthday of the captain's niece?) to the herculean (delay the Imperial fleet's departure!). Choose the most appropriate Trait and roll it. Modifiers may apply depending on the complexity of the order. The two examples above could be worth +5 and -10, respectively. A critical means the service was performed in an outstanding way, has an additional benefit (e.g., the action cannot be linked to the House), and earns an experience mark for the Trait; success is, well, success; failure, likewise, failure; and a fumble means the action was botched in the worst possible way – there will be dire repercussions, and the House Trait loses 1 point.

Though Might abstracts the House's military forces, there's a group of warriors and associates that can be called upon even when the House Trait is low. They are the core members of the House, the PK's extended family and subjects.

**Warriors** are the PK's aunts, uncles, cousins and other relatives, as well as those adopted into the house, that function as commanders and generals. To find out how many House Warriors the PK has, roll as follows:

**Old Warriors (over age 120):** 1d6-5

**Middle-Aged Warriors (age 50-120):** 1d6-2

**Young Warriors (age 20-50):** 1d6+1

Add all three numbers together, plus 1 more young warrior (the PK), to find the total number of House Warriors.

**Lineage Klingons** are also relatives, but not necessarily warriors, although they can hold their own in a fight. Lineage Klingons usually have other skills that are useful to the PK. There 3d6+5 of them.

**Troops (QaS)** are loyal soldiers of the House. There are 5d20 of them.

# STARSHIPS

Starships are an integral part of *Kahless* and the following rules allow the GM to incorporate them into the game in a simple way.

## Stats

Like the PKs, starships have stats of their own.

**Size:** the ship's physical dimensions. Check the Size table below, using the greatest dimension (usually length).

**Structure:** potency and robustness of systems and facilities as a whole. Check the Structure table below.

**Power:** extra energy to power weapons, recharge shields and perform battle maneuvers. This is the amount available every round. Divide *Spacedock's* Standard Usable Power by 33.3 (or, for a quick-and-dirty stat, Size by 1.5)

**Shields:** a ship's main defense. The first number is the shield's integrity level, its hit points; the second number is the protection level, how much damage the shield dissipates. Integrity is equal to Size + Structure, Protection to Size + Structure divided by 3.

**Breach:** the amount of damage needed to progressively disable a system. Size + Structure divided by 4.

**Crew:** how efficient and well trained the crewmembers are. Check the Crew table below.

**Systems:** the quality of the ship systems and the bonuses they give to the PK's actions. If a specific system is not listed, the ship hasn't the appropriate facilities. Check the Systems table below.

**Tactical:** weapons and other tactical systems. Beam weapons list damage and range; missile ones list damage, range, spread and, in parenthesis, ammo; cloaking devices list power consumption. Check the Weapons table below.

### Size

Rating	Range (meter)	Example
1	< 2	Nomad probe
2	2-5	Photon torpedo
3	5.1-10	<i>Galileo</i> shuttle, Types 6-10 shuttles
4	11-15	
5	16-20	
6	21-30	<i>Danube</i> <sup>[1]</sup> <sub>SEP</sub>
7	31-40	
8	41-50	
9	51-75	<i>Defiant</i> , Jem'Hadar attack ship, Maquis raider, Tholian ship
10	76-100	<i>Antares</i>
11	101-150	<i>Daedalus</i> , <i>Oberth</i>
12	151-200	<i>B'rel</i> , Romulan Bird-of-Prey
13	201-250	<i>D7</i> , <i>K't'inga</i> <sup>[1]</sup> <sub>SEP</sub>
14	251-300	<i>Constitution</i> , <i>Miranda</i>
15	301-400	<i>Constitution</i> (refit), <i>D'Kora</i> , <i>Intrepid</i> , <i>Galor</i> , <i>K'vort</i>
16	401-500	<i>Akira</i> , <i>Excelsior</i> , <i>Vor'cha</i> <sup>[1]</sup> <sub>SEP</sub>
17	501-600	<i>Ambassador</i> ,
18	601-700	<i>Galaxy</i> , <i>Negh'var</i> , Jem'Hadar battle cruiser, <i>Sovereign</i>
19	701-850	
20	851-1,000	
21	1,001-1,250	<i>D'deridex</i>
22	1,251-1,500	
23	1,501-2,000	
24	2,001-2,500	
25	2,501-3,000	Planet killer

### Structure

Model	Value
Outdated	10
Standard	12
Advanced	15
State of the Art	18

These values can be adjusted up or down a few points to reflect improvements or changes in environment. For example, a TOS ship with an Advanced Structure thrust 100 years in the future will find its systems behave as Standard or even Outdated models.

### Crew

Quality	Value
Green	10
Proficient	12
Veteran	15
Elite	18

Crews can improve like skills. Whenever a Crew check results in a critical, it gets an experience check.

## Systems

Rating	Level
–	No dedicated facility; improvised capabilities
0	Basic: limited facilities
1	Standard: moderate facilities
2	Improved: large facilities
3	Advanced: expansive facilities
4	Cutting edge: state-of-the-art facilities

Starship stats can be tweaked as desired. However, if you want a more systematic way of doing this, you can borrow Trait and similar mechanics from other Star Trek RPGs. For example, a Sturdy ship with Advanced Warp Core may have +1 (or more) to Structure and Power.

## Sample Starships

Here are write-ups of a few TOS/Movie Era ships.

### *B'rel* class

**Size:** 12      **Structure:** 12      **Power:** 10  
**Shields:** 24/8      **Breach:** 6      **Crew:** 12  
**Systems:** Comms 0, Helm 0, Medical 0, Science 0, Sensors 0, Tactical +1  
**Tactical:** Cloaking (4P), Disruptors 5d6/C, Photon torpedo 6d6/L/6 (100)

### D7 Cruiser

**Size:** 13      **Structure:** 12      **Power:** 8  
**Shields:** 25/8      **Breach:** 6      **Crew:** 12  
**Systems:** Communications 0, Helm 0, Medical 0, Science 0, Sensors +1, Tactical +1  
**Tactical:** Disruptors 4d6/C, Photon torpedo 5d6/L/3 (20)

### *K't'inga* class

**Size:** 13      **Structure:** 13      **Power:** 9  
**Shields:** 26/9      **Breach:** 7      **Crew:** 12  
**Systems:** Communications 0, Helm 0, Medical 0, Science +1, Sensors +1, Tactical +1  
**Tactical:** Cloaking (4P), Disruptors 4d6/C, Photon torpedo 6d6/L/4 (20)

### *Constitution* class

**Size:** 14      **Structure:** 12      **Power:** 9  
**Shields:** 26/9      **Breach:** 7      **Crew:** 15  
**Systems:** Communications +1, Helm +1, Medical +1, Science +2, Sensors +1, Tactical +1  
**Tactical:** Phasers 4d6/M, Photon torpedo 5d6/L/6 (40)

## Weapons

Type	Damage	Range
Laser	1d6-3/3d6	Close
Disruptor	4d6/5d6	Close
Phaser	4d6/5d6	Medium
Nuclear rocket	4d6	Close
Type I photorp	5d6	Long
Type II photorp	6d6	Long
Plasma torpedo	16d6	Close

Another way to vary the stats is importing STA's Spaceframe and Mission Profile mechanics. Starship classes have basic stats that are modified by the Mission Profile they are fitted for.

### *Constitution* class Refit

**Size:** 15      **Structure:** 12      **Power:** 10  
**Shields:** 27/9      **Breach:** 7      **Crew:** 15  
**Systems:** Communications +1, Helm +1, Medical +2, Science +2, Sensors +1, Tactical +1  
**Tactical:** Phasers 5d6/M, Photon torpedo 6d6/L/6 (120)

### *Excelsior* class

**Size:** 16      **Structure:** 13      **Power:** 11  
**Shields:** 29/10      **Breach:** 7      **Crew:** 15  
**Systems:** Communications +1, Helm +1, Medical +2, Science +2, Sensors +1, Tactical +1  
**Tactical:** Phasers 5d6/C, Photon torpedo 6d6/L/6 (120)

### *Miranda* class

**Size:** 14      **Structure:** 12      **Power:** 9  
**Shields:** 26/9      **Breach:** 7      **Crew:** 12  
**Systems:** Communications 0, Helm 0, Medical +1, Science +1, Sensors 0, Tactical 0  
**Tactical:** Phasers 4d6/C, Photon torpedo 6d6/L/4 (40)

### Romulan bird-of-prey

**Size:** 12      **Structure:** 12      **Power:** 5  
**Shields:** 24/8      **Breach:** 6      **Crew:** 12  
**Systems:** Communications 0, Helm +1, Medical +1, Science +1, Sensors +1, Tactical +1  
**Tactical:** Cloaking (4P), Plasma torpedo 16d6/C/1

### *Galileo*-class shuttle

**Size:** 3      **Structure:** 10      **Power:** 1  
**Shields:** 13/4      **Breach:** 3      **Crew:** –  
**Systems:** Communications 0, Helm 0, Sensors 0  
**Tactical:** None

# Starship Combat

These rules are intended for combats between two ships or, at most, a few ones. They are kept simple, but can easily accommodate new layers of complexity, if desired – just import your favorite rules from other RPGs.

Starship combat follows the Skirmish rules (p. 129), but with a few differences. Follow the steps below:

## 1. Recognition

When a ship is identified, each PK rolls their Recognize skill to see if they know who's the ship's captain. If successful, the characters know the reputation of their adversary (ruthless commander, brilliant strategist, etc.). Add the enemy's Glory bonus to the roll.

## 2. Initiative and Tactics Modifier

Each side's commanding officer (CO) chooses between an offensive or defensive stance and rolls Battle, with the highest successful roll winning initiative. This roll may also grant a bonus/penalty to all attacks or defenses, depending on stance, in the round (p. 129). The Battle roll is repeated at the start of each round.

If the enemy CO is a random NPC, their Battle skill can be determined by a 2d6+8 roll.

## 3. Actions

Each PK takes an action according to their bridge station. The characters are a crew and so should coordinate. A round in starship combat is long enough that PKs may discuss their options and decide on the best course of action.

It's possible to perform more than one action, but then the character needs to divide their skill level between the actions. For example, a PK with Operations 16 decides to shoot twice. They can fire two shots at 8; one at 10 and the other at 6, or any other combination they desire. In this case, the Tactics Modifier applies to only one of the rolls.

If there aren't enough PKs for all stations, use the Crew value for the NPCs that are manning them.

### 3a. Attack

Firing at the enemy is the job of the **Weapons Officer** (WO) who rolls Operations. Weapons **need Power** to fire.

Outcome	Damage
Attacker crits	Double
Attacker succeeds/defender fails	Full
Attacker succeeds/defender partially succeeds	Half
Attacker partially succeeds/defender succeeds	None
Defender crits	+5 on next attack or defense

### 3c. Communications

The **Communications Officer** can intercept and decrypt the enemies' transmissions, in order to gain a tactical advantage, or jam their communications,

**Beam weapons:** 1 Power per damage die, but can fire at a lower Power and damage

**Missile weapons:** 1 Power per missile loaded.

Each weapon has an **optimum range**, but can fire at longer ones at a penalty.

**Ranges:** Close, Medium, Long, Extreme

**Penalty:** -1 to the attack and -1d6 damage per extra range

Beam weapons can **offset the damage reduction** by channeling extra Power to the phaser/disruptor banks. Each extra point of Power restores one die.

It's possible to **overcharge a beam weapon**, increasing its damage by up to two dice. This requires 1 Power per extra die, but stresses the weapons system. If the attack is a fumble, the banks explode, Destroying (see below) the weapon.

Missile weapons have **spread**: the maximum number of missiles they can fire in a single salvo. Extra missiles can increase accuracy or damage, depending on firing pattern. Each extra missile in a salvo grants +1 to the attack *or* an extra damage die.

Beam weapons can **target individual systems** in a ship, missile ones can't. Such targeting has a penalty that can be found in the System Hit Table, in the Damage section, below.

### 3b. Defense

The **Helm (CONN in the 24th century) Officer** is responsible for maneuvering and evasion. Starships can **change range** by one step without any rolls, unless the movement is part of an evasion action. In this case, and if moving more than one range step in a normal action, the Helm officer needs to roll Piloting at -1 per range step.

Battle movement, either maneuvering or evasion, that changes range **requires 1 Power per step change**.

**Evasion** is a Piloting roll that opposes the Weapons Officer's Operations one. The resolution follows the one in the combat section above, only slightly modified, as shown in the table below.

preventing them from coordinating their maneuvers, alerting allies about the PK's ship or calling for back up.

**Interception** is an opposed Operations roll against the enemy Communications Officer. Success means the PK tapped into the adversary's transmission. For **decryption**, another roll is needed, this time unopposed, with success or critical success grating +2 or +5, respectively, to the next CO's Battle roll. A fumble gives -5.

**Jamming** requires no roll. Breaking though it, however, requires an opposed Operations roll.

### 3d. Sensors

Sensors are operated by the **Science Officer** (*QeDpIn*), who uses them to gather critical information about the enemy ship and help the Weapons Officer better target it.

**Scanning** the target is an unopposed Operations roll with a penalty equal to the Tactical system of the enemy ship. A successful roll when gathering information reveals: if shields are up or down, which weapons are armed/energized, if there are damaged systems and how many lifeforms are aboard. A critical success tells shield integrity level (in percentage), how damaged are the systems (damage track position), and what type of lifeforms are aboard.

If providing additional targeting information, success gives +2 to the next attack roll, while a critical success provides +5. A fumble gives -5.

### 3e. Damage Control and Power Management

The **Internal Systems Officer** (24th-century Operations) handles the ship's damage control and power management, directing the engineering and medical teams to the systems and crewmembers that need attention, extracting extra Power from the engines, and deciding how it's assigned to different needs during the battle.

When a system is damaged or casualties are suffered, a **damage control or medical team** is dispatched by the officer to fix it/treat them, with the team rolling the Crew value according to the level of damage (see Repair/First Aid, below). This doesn't spend the officer's action. They can try to fix or treat another system or casualty by themselves by rolling Engineering or Medicine.

The Internal Systems Officer can also try to **extract additional Power** from the engines. This is an unopposed Engineering roll with a -2 modifier for every extra point. A critical success grants double the power intended. A fumble means a critical system has been depleted of energy, with roleplaying or mechanical consequences. This extra Power lasts for one round only, requiring another check in the following round.

**Recharging shields** can be done by rerouting Power to the generators. Every point of Power used recovers one point of shield integrity. This must be sustained – if you allotted 3 Power to the shields, regaining 3

integrity, but in the next round you used 2 of those points for firing a disruptor, you've lost 2 integrity again.

The Internal System Officer is, after the CO, the final authority on Power management. If the Weapons Officer wants energy to the disruptors, but the Internal System Officer thinks it's better to recharge the shields, that's what happens, unless overruled by the CO.

## 4. Damage

When a starship is hit, the attacking Weapons Officer **rolls the damage dice** and applies the total to the target. Part of this damage is absorbed by the **shield's protection level**. Excess damage beyond the protection rating depletes the shield integrity *and* gets through to the ship, causing damage to systems and to the structure.

To find out which system is damaged, roll on the table below:

d20	System
1	Communications
2	Personnel
3-6	Engines
7-9	Sensors
10-17	Structure
18-20	Weapons

Apply the excess damage to the system rolled. Each full **Breach** amount of damage moves the system one step in the **damage track**: Damaged, Disabled and Destroyed. If there's still damage remaining after a system is Destroyed, it may spread to other systems. Roll again on the table. This only happens if the weapon is a **high-yield** one.

In general, **Damaged** systems inflict -5 on any roll that employs them. **Disabled** systems stop working. **Destroyed** systems are, well, destroyed and can only be repaired at a starbase or shipyard. The exception is Personnel, which can be healed from the Destroyed step (see Repairs/First Aid, below). Certain systems display additional or alternate effects when damaged.

### Personnel

- **Damaged:** -2 to Crew rolls (random PK or named NPC suffers 1d6)
- **Disable:** -5 to Crew rolls (random PK or named NPC suffers 3d6)
- **Destroyed:** No Crew rolls possible (random PK or named NPC suffers 5d6)

### Engines

- **Damaged:** lose 1 Power per round (cumulative)
- **Disable:** lose 2 Power per round (cumulative)
- **Destroyed:** lose 3 Power per round (cumulative), ship cannot move or maneuver

### Sensors

- **Disable:** ship is blind, cannot fire

- **Destroyed:** ship is blind, cannot fire

#### Structure

- **Damaged:** -2 to repairs
- **Disable:** -5 to repairs
- **Destroyed:** No repairs possible, ship crippled

When **shields are down**, any damage suffered by the ship affects a random system *and* the ship's structure. If structure is destroyed, engines become the extra system affected.

#### 5. Repairs/First Aid

The difficult of performing repairs/healing the crew depends on the severity of the damage:

**Damaged:** Crew or Engineering/Medicine roll

**Disabled:** Crew or Engineering/Medicine -5

**Destroyed (only for Personnel):** Medicine -10

Success moves Destroyed Personnel to Disabled, Disabled systems to Damaged, and Damaged ones to fully operational.

**Steps 1-5** should be repeated until one side is defeated or flees.

#### 6. Crew's Fate

After the battle has ended, calculate casualties based on final number of Breaches. Personnel Breaches count as two.

# Breaches	Casualties
None	No losses
1	3% losses (3% wounded)
2	5% losses (1% killed, 4% wounded)
3	10% losses (2% killed, 8% wounded)
4	25% losses (5% killed, 20% wounded)
5	50% losses (10% killed, 40% wounded)
6	75% losses (50% killed, 25% wounded)
7	85% losses (65% killed, 20% wounded)
8	95% losses (80% killed, 15% wounded)
9	100% losses (95% killed, 5% wounded)

#### Cloaking Devices

Cloaked ships automatically **gain a surprise attack**, if the target has no idea they are around. They can attack with +5 and their target can only defend, but with -5. If you want the target vessel to have a chance of detecting the cloaked ship as it decloaks (advances in technology, experience with this tactic, etc.), ask for a Sensors roll. A critical success lets the defender roll evasion without penalty.

If the target knows there's a cloaked ship in the vicinity, they can **use their motion sensors to locate and track it**. This requires a successful Sensors roll. Out of combat, one roll per scene is enough, unless something makes the tracking ship loses contact for some reason (sensor malfunction, cloaked ship stops moving, etc.). A stationary cloaked vessel *cannot* be detected.

**Firing on a cloaked ship** is done at -10 and the Tactical System bonus cannot be employed.

The exorbitant power consumption of a cloaking device prevents ships from fully accessing the capabilities of their onboard systems, and the cloak also interferes with the vessel's sensors. **When cloaked, ships cannot use shields or fire weapons, and sensor bonuses are reduced to zero.**

#### NPC Ships

Optionally, instead of tracking individual systems on NPC ships, give them a number of Breaches equal to half their Size and divide these equally between Damaged, Disabled and Destroyed. A Damaged ship has -2 for all rolls, a Disabled one isn't operational anymore, and a Destroyed one has been consumed in a ball of fire.

For example, a *Constitution*-class ship has Size 14, so it has 7 Breaches (which is also the Breach value): 3 Damaged, 2 Disabled and 2 Destroyed. If it takes 14 points of damage, that's two Breaches, and so it's Damaged. It can take 7 more points and still remain Damaged. More than that and it moves into Disable and, eventually, Destroyed.

## Combat Example

Captain Kordrik, of the IKS *lung'a'*, decides the increased hostilities between the Federation and the Empire are the perfect excuse for a raid on Trade Outpost 26, an independent space station in the Neutral Zone, but close to the Federation border. To Kordrik's dismay, the USS *Lexington*, under the command of Captain Jalara, quickly responds to the outpost's distress signal.

**Kordrik:** Battle 17

**Jalara:** Battle 15

**Turn 1:** both captains roll their Battle skill. Kordrik chooses an offensive maneuver and gets a 3; Jalara starts on the defensive, but fumbles.

Kordrik isn't taking any chances – he knows a *Constitution*-class ship is slightly superior to the D7 – and orders a full torpedo spread against the *Lexington*, while keeping the *lung'a'* at long range. His Science Officer provides additional targeting information (rolls 9, +1 *lung'a'*'s Sensors, -1 from the *Lexington*'s Tactical; success, +2 attack), while communications jam the *Lexington*'s signal to prevent it from calling back up (no roll needed). The D7 has a spread of 3, so 3 Power are needed to arm the torpedos (5 remains). The Weapons Officer fires (rolls 8, +1 from Tactical, +2 from sensors; success). The *Lexington*'s Helm Officer attempts evasive maneuvers, but Jalara's disastrous tactical choices (-10 to defense) have complicated their job (rolls 4, +1 Helm; partial success). That means half damage: 13 (rolls 7d6, 5d6 + 2 extra torpedoes, for 25 and halve it). The *Lexington*'s shields absorb 9 of those (it's now 22/9), with the

remaining 4 going toward Structure (rolls 11 on the System Hit table). They aren't enough to cause a Breach, though.

Jalara orders his helm to close to Medium range (no roll, 1 Power, 8 remain) and take out the *lung'a*'s weapons (-8 modifier). The Science Officer relays target data (rolls 2, +1 *Lexington*'s Sensors, -1 from the *lung'a*'s Tactical; success, +2 attack) and phaser banks are energized (4 Power, 4 remain). The Weapons Officer fires and misses (rolls 14, +1 from Tactical, +2 from sensors, -8, failure).

**Turn 2:** both captains go on the offensive. Kordrik rolls a 2, while Jalara gets 11.

The Tellarite captain tries again to knock the Klingon vessel's weapons out. The Science Officer provides assistance (rolls 9, +1 *Lexington*'s Sensors, -1 from the *lung'a*'s Tactical; success, +2 attack) and the Weapons Officer fires again, this time hitting (rolls 6, +1 from Tactical, +2 from sensors, -8; success). The Klingon pilot evades (rolls 3, partial success) for half damage: 6 (rolls 4d6, for 12 and halve it). The *lung'a*'s shields absorb all.

Kordrik moves his ship to Close range (1 Power, 7 remain) and orders a hit on the *Lexington*'s engine (-7) with overcharged disruptors (6 Power, 1 remains). Sensors help (rolls 9 with the usual modifiers) and the Weapons Officer fires and misses (rolls 9, +1 from Tactical, +2 from sensors, -7; failure).

**Turn 3:** both captains are still on the offensive. Kordrik rolls a critical and Jalara gets 13.

Emboldened by his own tactical brilliance, Kordrik decides this is the time to cripple the *Lexington*. He

orders a full barrage: overcharged disruptors and full-spread torpedos. That's 9 Power, but the *lung'a*' only has 8, so the Internal Systems Officer rolls Engineering at -2 to get that extra Power. He fails – the disruptors can only be overcharged to 5d6. Two attacks means the Weapons Officer has to divide his skill, but with the +5 to all attacks from the Battle roll, this is mitigated a little. The Sensors Officer secures the +2 for one attack. The torpedoes will be fired with a full spread, but in a firing pattern that maximizes the chance of hitting (+2). So the Weapons Officer divides his skill of 12 in two attacks of 6, with both getting +5, +2 (one from sensors, the other from the spread) and +1 from Tactical, for a total of 14. The officer rolls 1 and 6. The *Lexington*'s pilot wants a reasonable chance to evade at least one attack, so divides his 15 into 11 and 4, for a final 12 and 5 with the Helm bonus. He crits the first, but fails the second (rolls 12 and 17). The torpedo burrows into the Federation ship, doing full damage (rolls 5d6, for 23; shields drop to 8/9 and 14 damage get through) and knocking out its weapons system (rolls 19 on the System Hit table, causing two Breaches and Disabling the system).

The *Lexington* situation is critical and Jalara knows. Damage Control fails to bring the weapons back online (rolls 17, -5 Disabled). With low shields and no weapons, gambling on another round with the Klingons can be a *fatal* mistake. Jalara grits her teeth and orders the helm officer to take them out of there at warp (1 Power), ending the fight. The *Lexington* has five dead and 18 wounded (2 Breaches: 1% killed, 4% wounded, from a total of 430).

Kordrik roars in satisfaction, while the traders at the outpost start totaling their soon-to-be-realized losses...

# KLINGON MEDIA

Here's a list of Klingon-relevant Star Trek episodes and movies, from *The Original Series* (TOS), *The Next Generation* (TNG), *Deep Space Nine* (DS9) and *Voyager* (VOY), as well as the Movie Era.

The degree of relevance varies, with some episodes being centered around Klingons and others featuring no more than a D7 appearance. All have been included for the sake of completeness.

Episodes are listed by season and episode numbers.

## TOS

1x26 Errand of Mercy  
2x11 Friday's Child  
2x15 The Trouble with Tribbles  
2x19 A Private Little War  
3x07 Day of the Dove  
3x13 Elaan of Troyius  
3x22 Savage Curtain

## Movie Era

Star Trek III: The Search for Spock  
Star Trek V: The Final Frontier  
Star Trek VI: The Undiscovered Country

## TNG

1x20 Heart of Glory  
2x08 A Matter of Honor  
2x20 The Emissary  
3x17 Sins of the Father  
4x07 Reunion  
4x24 The Mind's Eye  
4x26 Redemption, part 1  
5x01 Redemption, part 2  
6x16 Birthright, part 1  
6x17 Birthright, part 2  
6x23 Rightful Heir  
7x21 Firstborn

## DS9

2x19 Blood Oath  
3x03 The House of Quark  
4x01/02 The Way of the Warrior  
4x09 The Sword of Kahless  
4x15 Sons of Mogh  
4x18 Rules of Engagement  
5x01 Apocalypse Rising  
5x03 Lookig for par'Mach in All the Wrong Places  
5x21 Soldiers of the Empire  
6x07 You Are Cordially Invited

## VOY

6x03 Barge of the Dead