

Roll the 6-sided die and the resulting number is the amount of damage recovered.

⑩ **Meals and Sleep** - Every 24 hours, characters must have 3 meals and 5 or more hours of sleep. They receive 2 points of damage if they do not receive either meals or sleep.

In addition, any character that has gone without either food or sleep for three days will eventually faint and sleep for 12 hours.

⑪ **Enterprise** - If a character has a communicator, they can communicate with the Enterprise. If communication can be established, use of the transporter is possible.

Furthermore, if you are cut off from the Enterprise and a schedule and position for transport had been established in the Scenario, you can only be transported from that location.

If you can return to the Enterprise, you can eat, sleep and recover all damage (however, if you died you cannot be reanimated). Broken machines and equipment can be returned to the ship and be repaired.

7.8. Limitations of Actions

There are two possible approaches to actions: things that can only be attempted once, and those that can be tried multiple times.

Searching for a trap, attempting to disarm a trap, analyzing a machine, or attempting to operate an unknown computer are actions that may only be attempted once.

On the other hand, listening for something, looking at something, attempting to physically open a door, repairing a machine, using your own computer, performing treatment, etc. are things that be attempted as many times as you wish.

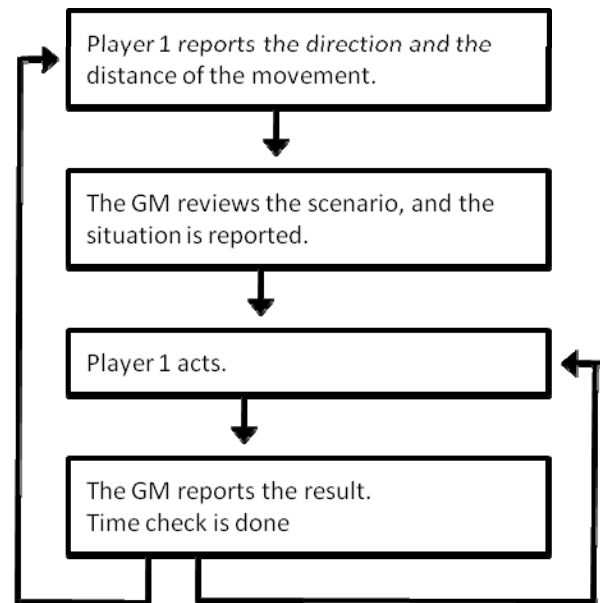
7.9. GM Options (Actions)

If the player takes an unanticipated action, the GM should immediately provide a reasonable response.

In this case, when it is possible to give a logical answer, do so.

If the player wants to do a crazy thing -- for instance, trying to destroy a table -- the GM will determine a likely probability (1 or 2 on the 6-sided die) -- and roll secretly. On a 1 or a 2, answer "It is cracked", and on a 3, 4, 5 or 6, "It doesn't break." The GM should think like a rational intermediary.

FIGURE 1 Action Procedure Flowchart



8. Encounters and Combat

While the game advances, there are times when the player characters will encounter other characters. In some cases, the character will be an ally. It may turn out to be an enemy. These encounters are the essence of the STAR TREK game. Now we will explain how to handle these encounters.

8.1. Game Master Characters

The characters in a Scenario that are controlled by the GM are referred to as non-player characters