



Quantum Mechanics by Rudi J Will © 2010



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THE CORE MECHANICS BEHIND THE GAME

Star Trek: Horizon shares all the ideals of a Roleplaying game that are seen in more Conventional fantasy setting-based RPG's. Player-character progression is expressed through the gaining of levels as determined by the accrument of experience points. Equipment upgrades and environmental exploration are also fundamental.

In this document we shall look at the major game mechanics systems in some detail.





MECHANIC #1: CHARACTER LEVELLING

Starting a new game begins with the player creating a new Starship Captain character. This character begins at Level 1 and has limited but adequate attribute scores and skills at their disposal, as well as functional if-not-spectacular equipment. As the character progresses through the game, new skills, equipment, attribute point increases and rank promotions are earned.

Character Level	XP	Starfleet Rank
Level 1	0 - 4,999	Captain (NC)
Level 2	5,000 - 9,999	Captain
Level 3	10,000 – 14,999	Captain
Level 4	15,000 – 19,999	Captain
Level 5	20,000 – 24,999	Captain
Level 6	25,000 – 29,999	Captain
Level 7	30,000 – 34,999	Captain
Level 8	35,000 – 39,999	Captain
Level 9	40,000 – 44,999	Captain
Level 10	45,000 – 49,999	Commodore
Level 11	50,000 – 54,999	Commodore
Level 12	55,000 – 59,999	Commodore
Level 13	60,000 – 64,999	Commodore
Level 14	65,000 – 69,999	Commodore
Level 15	70,000 – 74,999	Commodore
Level 16	75,000 – 79,999	Commodore
Level 17	80,000 – 84,999	Commodore
Level 18	85,000 – 89,999	Commodore
Level 19	90,000 – 94,999	Commodore
Level 20	95,000 – 99,999	Admiral
Level 21+	100,000+	Admira

If somehow the player has played through the story arc to its imminent completion and not reached level 20/Admiral status, an on-the-spot experience point bonus is given to the character sufficient to level the character up to 20. A character in this situation is set to 95,001 experience.



The effects of Levelling

- Each level, the character receives 3 attribute points, which they can put into any of their attributes that have a value less than 30 (30 is the cap for all attributes, although a character should be able to have a maximum of one stat at 30 during the course of a normal game).
- The character gains 1 skill point which can be used to acquire a new skill or raise the value of an existing one, which results in a greater chance of success when using the skill.
- At 5 level increments, more-so at levels that grant Starfleet promotion (level 10, level 20) the chance to seriously upgrade their starship occurs. Several new weapons are unlocked and made available to be selected for use, along with improved defensive systems and engines.
- At 5 level increments the Captain's crew increase in their efficiency and effectiveness. This manifests in their greater usefulness in solving problems that the Captain itself is ill-equipped to deal with (a science conundrum faced by a Tactical expert, for example). Crewmen too gain skills, but have fewer and more limited options than the player's character.

Character Attributes

Attributes play a key part in all *roleplaying* games. Most stats in *Star Trek: Horizon* are a value between 0-30. Various choices available to the player at *character creation* modify some or all of these stats either positively or negatively. There follows some of the *player* character's more commonly used stats.

Inherent Character Attributes

Strength A measure of how physically powerful the character is. This influences the character's hit points as well as doing bonus damage in hand-to-hand combat.

Dexterity The speed of movement and agility of the character. This also determines the character's defensive aptitude in hand-to-hand combat.

Accuracy This determines 'quick draw' firearms attacks. Shots fired when the character is under attack and has no time to take aim. High *Accuracy* allows for trick shots such as *Disarm* and *Warning Shot*.

Diplomacy The character's ability to resolve issues between factions peacefully. Humans are natural diplomats compared to many races, so this stat is relatively high from the outset.

Cunning This stat influences ship-to-ship space combat. A high *Cunning* score improves ship manoeuvrability and defences. *Cunning* also governs scientific and engineering skill success and as such can be thought of as intelligence.



Starfleet Specializations

- Tactics** Gained from taking the *Tactical Officer* specialization. *Tactics* further improves *Accuracy* and *Cunning* giving a permanent +4 to each.
- Ingenuity** Gained from taking the *Engineering Officer* specialization. *Ingenuity* further improves *Cunning* by +4 and makes available the *Personal Force Field Generator* upgrade.
- Analysis** Gained from taking the *Science Officer* specialization. *Analysis* offers improved *Medical Tricorder* heals; a +25% to heal effectiveness as well as access to several minor buffs such as *Cure Poison*.

Skills & Bonuses

- Rager** When the character is overcome with rage it gains a temporary +4 bonus to *Strength* and a +15% bonus to hand-to-hand damage, at the cost of a -4 penalty to *Accuracy*. When the rage ends the character takes an immediate -20% loss of hit points. If the character survives this crash, the lost hit points can be regenerated and healed as normal.
- Calculating** A *Calculating Tactical Officer* gains +1 to the bonus acquired from *Tactics*. An *Engineering Officer* gains +1 to the bonus acquired from *Ingenuity*. A *Science Officer* gains +2 to their *Cunning* attribute (Science skill tests only).
- Peacemaker** A natural diplomat who gains a permanent +4 to *Diplomacy*, at the cost of a -2 to *Accuracy* and -2 *Cunning* (*Cunning* modifier affects *Tactical Officer* only).
- Hardened** A *Hardened Captain* has seen many battles and has become an expert in ship-to-ship combat. The character gains a permanent +4 to *Cunning* (ship combat only) as well as universal +10 to *Morale*.
- Explorer** The character's willingness to venture forth into *space* previously uncharted, places them in high regard with *Starfleet Command*. The character gains a permanent +5% experience bonus.



MECHANIC 2: ROMA - THE MISSION SYSTEM

Alongside the game's story arc that pushes events forward by supplying linear mission progression to keep the player engaged, there is also the *Random Mission Allocation System* (or *RoMA*).

This provides what would in other RPG's be considered *side quests*. These missions are most often offered via members of the ship's bridge crew identifying strange occurrences or dangerous situations and informing the captain, who then decides the course of action.

Another way that these missions are received is through *subspace* communications (over the radio, to you and I). These missions range from 'fetch and carry' to 'escort the VIP'. Some of these missions will be of strategic importance to *Starfleet Command* and are often more challenging than most missions.

Some Examples of Random Missions

Mission A

While manning his station on the ship's bridge, a *Science Officer* informs the Captain that the ship is approaching a patch of anomalous gas in this sector of *space*.

The Captain has 3 choices at this point.

- They can accept the exploratory mission and investigate the gas cloud.
Accept mission and pursue immediately.
- They can instruct the Officer who offered the mission to log the co-ordinates of the gas cloud, so that the ship can return at another point in time.
Accept the mission, but undertake it at a later time.
- They can decide that the gas cloud is of low priority and continue on with their orders (*story arc* missions).
Decline the mission.

Experience Points for completion: 350





Mission B

A *subspace* communication is received from *Starfleet Command*.

It is a request for the Captain to meet with an alien diplomat on their home world, then take them aboard the ship to transport them to *Starbase 114* (A *Federation* resupply space station). Since this request comes 'from the very top' it is unwise to decline this mission. It is possible to have sanctions levelled against the character for ignoring orders. In this case however, it is a request not an order, so declining is a feasible option.

The Captain has 2 choices at this point.

- They can accept this request, in which case the ship immediately heads for the planet in question.
Accept mission and pursue immediately.
- They can politely decline the mission and ask that another *starship* deals with this 'request'. Other than missing out on potential experience points, nothing bad comes from this decision.
Decline the mission.

Accepting leads to an *Away Mission* on the alien home world. This is less than taxing and primarily involves exploration of the planet's surface to find where the diplomat is located. Once found, a short conversation with him leads to *the Away Team* plus their diplomatic charge beaming up to the ship.

Finding Starbase 114 on the star map the ship enters *warp* and arrives at the Starbase to offload the diplomat. While at the Starbase there is a chance to look around and maybe get one or two more missions from NPC's stationed there.

Experience Points for completion: 800

Upgrade(s) for completion: Medical Tricorder II (better heals)

Experience Points penalty for declining: 0 (N/A)





Mission C

A *subspace* communication is received from a *Class M* planet (*Class M* indicating inhabitable by humanoids). This is a distress signal that tells of a small-scale hostile incursion by *Klingons*. Klingons are famous for their warlike nature and disdain for diplomatic resolutions. As such it would be hard to negotiate with the *Klingons* and make them withdraw from the planet, but possible for an expert diplomat.

The Captain has no choices available at this point.

- Distress signals must always be answered by *Starfleet* personnel, where it is safe to do so. In the case of repelling invaders, it is crucial for the *Federation* to be seen to be protecting its own. Distress signals must be answered with action, so mission is automatically accepted.

The mission itself involves *beaming down* to the planet and looking for the *Klingons* who are causing the trouble. Once they are located a conversation takes place, which gives the opportunity to negotiate with the *Klingons* to find out what they want.

A highly diplomatic character can (if they choose to) persuade the *Klingons* to leave without that which they were searching for. Otherwise it is a fight. This pits the 4 *Away Team* members against 6 or 8 *Klingons* (depending on the player's level when the mission was received). This is a hard fight where at least one of the *Away Team* will often be incapacitated. With the *Klingons* driven off, a short conversation with the sender of the distress signal yields a bonus item for a job well done.

Experience Points for diplomatic resolution: 1600

Experience Points for tactical resolution: 1400

Upgrade(s) for completion: Personal Cloaking Field (Captain only)

