Archaic Vehicles

A web enhancement for the "Star Trek" Roleplaying Game

"Are you afraid of cars?"
"Not at all, Captain. It's your driving that alarms me."
- Captain James Kirk and Commander Spock

Credits

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How to Get Around

In the world of Star Trek, Federation crew-members typically get around with their starships, transporters, or shuttlecraft. Within Federation space, travel between two points is seldom considered problematic. If there's need to travel across San Francisco, or even all of Earth, a Federation officer can get his travel arrangements taken care of with ease.

Outside of the relative comforts of civilized space, however, travel can be a bit more problematic. Starship crews can, of course, make use of transporters and shuttlecraft, but their availability is not always guaranteed. More than one Federation captain on the frontier has had to make use of primitive and archaic vehicles in carrying out his mission. Experts in the latest Federation warp-fighter may find themselves completely flummoxed when relying on a strange new world's equivalent of a Huey helicopter from the 20th century.

CHARACTER SKILLS

Starfleet officers will not generally have to deal with archaic vehicles. For this reason, formal training in older-technology vehicular operation is considered optional at best.

Despite this, being frustrated by the inability to use technology centuries out of date has caused more than one officer to reconsider specializing in this field. To gain the proper skills in this area, characters simply need to further specialize in the vehicle-related skills already available to them in the *Core Game Book*.

Archaic Vehicle Operation (Intellect)

A character can further specialize his vehicle operation training into various types of primitive vehicles. This allows him to become an expert in these types of vehicles and eliminate any penalties due to unfamiliarity with the technology involved.

Archaic Heavy Weapons (Intellect)

Though already unusual for Starfleet officers, this skill can further be specialized to allow a character to make use of archaic vehicular weaponry, such as tank cannons or a big ship's guns. Note that this is not the same functional skill as Shipboard Systems (Weapons Systems) as it requires as much more hands-on approach to handling the weapon.

Archaic Propulsion Engineering (Intellect)

This specialization applies to any earlier-technology vehicle dating from steam-engines up through the electric-engines of the pre-warp era. This specialization includes the functional and theoretical knowledge of automobile, aircraft, and other engines of earlier time-periods.

Archaic Vehicles

Since Thomas Savery invented Earth's first crude steam engine in 1698, mankind has created hundreds of thousands of different vehicles. These ranged from the early steam locomotives, to automobiles, to coal-powered naval vessels, to biplanes, to nuclear-powered aircraft carriers.

For the most part, vehicles are treated in much as the same way as modern starships. Each will certain details particular to their design, such as their overall speed, propulsion systems, and so on. A Narrator familiar with the layout of starship details should be comfortable with the layout of vehicle details.

There are a few differences to note, however, and these are explained below.

Class and Type

The class and type of vessels also gives an indication as to which skill would be required in its operation. Automobiles and their various kin would fall under "Ground Vehicles", where as jets and helicopters would fall under "Atmospheric Craft", and so on.

Technology Level

For the most part, powered vehicles come about in the 'combustion age', or technology level four. The bulk of 'archaic' vehicles will fall into this period. Nulcear-powered vehicles, such as the large aircraft carriers of the late 20th century, would mark the beginnings of the fifth technological level, the 'atomic age'.

Vehicle Size

Vehicles use a different scaling system than starships, to allow for greater variation and detail at the lower end of the spectrum. (At starship scale, nearly all conventional ground vehicles would be either size 1 or 2 at most). The included table gives examples of each scale of vehicle, along with recommended dimensions.

Passenger Protection

A primary difference between archaic vehicles and modern ones is that archaic vehicles often did not (or could not) provide complete protection from damage to its passengers. Instead, "Passenger Protection" serves as an additional armor rating to those within the vehicle.

Maneuvering Penalty

Many vehicles of earlier eras developed a reputation for being 'hard to respond' or sluggish. A car may have a powerful and fast motor, but that design may come at the cost of maneuverability. This penalty is assessed whenever the driver or pilot of the vehicle must perform a maneuvering task for it. The higher the number, the

WHAT DO YOU MEAN "OLD"?

The phrase "Archaic Vehicles" may seem to be a bit misleading at first for most players. They should keep in mind that vehicles like the Duesenberg or Harley Davidson motorcycle *are* archaic, when you're comparing them to a Class F Shuttlecraft from the later part of the 23rd century.

The combustion engine and its workings have long since become relics of history for the crew of the Starship *Enterprise*. Hikaru Sulu will regard them with intellectual interest. Commander Spock will find the vehicles quaint. Captain James Kirk will find them frustrating, though he'll insist that he's improving.

Of course, characters like Claudius Marcus, to whom petroleum-based automobiles are both modern commonplace, wouldn't consider these vehicles archaic in the least. For characters like this, who are from worlds and settings where 'archaic' vehicles are the norm, their vehicle-oriented skills apply directly to the vehicles of their day. Thrown behind a surviving shuttlecraft from the SS Beagle, however, Claudius would suffer dramatic penalties due to the technology difference.

Vehicle Size	Length Range	Height Range	Example
10	161-320m	51-80m	Aircraft Carrier
9	81-160m	31-50m	Battleship
8	41-80m	21-30m	Cruiser
7	21-40m	12-20m	Destroyer
6	11-20m	9-12m	Full Semi
5	9-10m	6-8m	Heavy Truck
4	7-8m	4-5m	SUV, Light Truck
3	5-6m	2-3m	Sedan
2	3-4m	1-2m	Coupe
1	1-2m	.5-1m	Motorcycle

more unresponsive the vehicle.

SERIES 452 CADILLAC LUXURY AUTOMOBILE

Class and Type: Luxury Ground Vehicle
Commissioning Date: 1930-1940 Old Earth Calendar
Technology Level: Four (Combustion Age)
Body Characteristics:
Size: 3
Resistance: 2
Structural Points: 30
Passenger Protection: 15
Operations Characteristics:
Crew/Passengers: 1/6
Movement and Power Characteristics:
Speed: 80/120/160KPH (4 hours)
Propulsion: V-16 Petroleum Combustion Engine
Power: None
Maneuvering Penalty: 1

Description and Notes

The "Caddy" was a heavy, powerful automobile that was very popular with the rich and powerful through North America and Europe in the early 20th century. It's heavy body would provide ample luxury and increased protection for its passengers, though this cut into its overall speed an maneuverability. Popular variants among its elite customers would add even more armor to the vehicle, including bullet-proof glass.

This model of the Cadillac would actually be in production as late as 2266, as Sigma Iotia II were still making near-exact replicas of the vehicle as part of their cultural inversion. As such, modern historians have enjoyed very detailed analysis of this would-be relic of history.

DUESENBERG LUXURY AUTOMOBILE

Class and Type: Luxury Ground Vehicle

Commissioning Date: 1913-1937 Old Earth Calendar
Technology Level: Four (Combustion Age)
Body Characteristics:
Size: 3
Resistance: 1
Structural Points: 30
Passenger Protection: 12
Operations Characteristics:
Crew/Passengers: 1/6
Movement and Power Characteristics:
Speed: 100/150/190KPH (4 hours)
Propulsion: Straight-8 Petroleum Combustion Engine
Power: None
Maneuvering Penalty: 0

Description And Notes

The legendary 'doozy', in its day, was more than a simple automobile. The name was synonymous with luxury and opulence. Owning such a vehicle was a sure sign of success and prestige and everyone knew that the owner of the vehicle was an important man not to be taken lightly.

The Deusenberg is provided here as an example of any 'heavy sedan' from the early 20th century. Most perform in similar fashion (though none would approach the 'Doozy's' overall reputation). A narrator should feel free to use this template for any similar vehicle.

HUEY 204 / BELL UH-1C

Class and Type: Service Utility Helicopter
Commissioning Date: 1955-2019 Old Earth Calendar
Technology Level: Four (Combustion Age)
Body Characteristics:
Size: 5
Resistance: 2
Structural Points: 50
Passenger Protection: 12
Operations Characteristics:
Crew/Passengers: 1/4 (variants can hold 15 passengers)

Movement and Power Characteristics:
Speed: 110/165/220KPH (6 hours)
Propulsion: Turboshaft Combustion Engine
Power: None
Maneuvering Penalty: 2
Weapons Systems:
Varies (See Below)
Weapons Skill: 0
Description and Notes

The "Huey" was one of the most versatile and successful rotary-wing designs. Originally created for Earth's 20th century cold war, it saw military use in that century's brush wars. Many variants would be created, with its passenger area serving as troop transport, various weapon platforms, or medical evacuation centers. Its versatility in these wars would cause the Huey to be identified strongly with them, though the aircraft would last several decades beyond the end of those wars.

Both in peacetime and in civilian circles the Huey proved to be just as versatile in performance, with numerous companies using them for light transport, rescue operations, and many other duties. So successful was this aircraft that its lifespan would last over 50 years, far greater than most designs could ever hope to achieve.

F-104 STARFIGHTER

Class and Type: Supersonic Interceptor Aircraft
Commissioning Date: 1954-2004 Old Earth Calendar
Technology Level: Four (Combustion Age)
Body Characteristics:
Size: 6
Resistance: 2
Structural Points: 60
Passenger Protection: 15
Operations Characteristics:
Crew/Passengers: 1 (Trainer variants holds 1 passenger)
Movement and Power Characteristics:
Speed: 1100/1650/2125KPH (6 hours)
Propulsion: Single Afterburning Turbojet
Power: 1
Maneuvering Penalty: 0

Weapons Systems:
T171 Vulcan Gatling Cannon
Range: 200/600/2000/6000m
Arc: 90 degrees Forward
Damage: 2 (starship), 100 (personal)
Power: [0]
Ammunition: Approximately 15 bursts
AIM-9 Sidewinder Missile
Number: 4
Range: 1/2/6/18km
Arc: 180 degrees Forward
Damage: 6 (starship), 300 (personal)
Power: [0]
Weapons Skill: 2

Description and Notes

The F-104 Starfighter was a light interceptor from Earth's Cold War period and produced in large numbers. It was known for its high speed and maneuverability with the primarily function of intercepting enemy bombers and fighters. Though riddled with problems with its single engine, the low- ost of the fighter would see it remain in use for many years.

Interestingly, the accuracy of information about the F-104 would come from the *USS Enterprise* during an accidental temporal excursion to 1969 Earth. The *Enterprise* had ample time to scan and record observations on "Bluejay 4" before the temporal anomaly could be corrected.

About the Author

Neale Davidson, also known as "Jaynz", is a relocated Hoosier native born in a small town in 1971. He currently resides in the Front Range area of Colorado and works freelance, at his own leisure, on various gaming products. The original series of Star Trek has been a life-long hobby, and his work has appeared in many, many places (official and not) over the years.