

When I Am in an Original Series Star Trek Episode

Or: Surviving an Original Series Star Trek Episode: a How-To Guide for all Personnel
by Agatha Mallett

1. If I am not an engineer, I shall never wear a red shirt. I shall not carry a phaser nor act aggressive in front of clearly superior alien intelligence. If I feel compelled to don a crimson uniform, I shall instead resign.
2. All red-clad individuals must file and maintain current wills with the ship's legal officer.
3. All security dispatches shall travel in at least two and preferably in at least threes. Splitting up shall never be tolerated at any time. When escorting demented madmen to the brig, this rule is to be especially observed.
4. The brig shall be frequently checked to ensure escape has not transpired, even if there is no possible way it could have happened.
5. The engineering level is to be the most heavily guarded point on the ship at all times.
6. Security is to call for assistance *before* becoming overwhelmed.
7. A security detachment comprising no fewer than four individuals shall attend an occupied brig. Breaches shall be reported first, then quelled.
8. Phasers are to be fired immediately if and preferably before any attempt is made to relieve security officers of them.
9. Red-shirted individuals shall be instructed to constantly check around them, especially behind and above, even when under frontal attack and *especially* when off-duty. When working in a team, as much as possible a pair of eyes looking continually in each direction is highly encouraged.
10. When marching prisoners at phaser-point, security officers are to keep their distance. Their phasers are ranged weapons. Prisoners' fists are not.
11. The strongest security detachments shall occur in places where the ship is on leave.
12. I shall not expect the brig's containment shield to be anything more than a passing inconvenience to anything that is not determinedly human.
13. Spock's first guess about any Tricky Situation should be revered as divine law.
14. I shall remember that while Spock is almost always right, Kirk only manages, and by some miracle, to be occasionally so.
15. Before heroically fistfighting Spock, I shall remember that he is larger, stronger, faster, and more intelligent than I.
16. I shall not pester Spock with inane questions concerning his Vulcan heritage.
17. I shall remember that if Spock calculates the odds against anything, it becomes guaranteed to happen.
18. I shall remember that even if the fate of the entire galaxy depends on it, Kirk will never scuttle the Enterprise.
19. I shall not be female and expect Captain Kirk not to attempt to seduce me.
20. I shall remember that Mr. Chekov is historically illiterate, almost like a communist caricature.
21. I shall remember that Bones's intuition about anything miraculously always has a founding in truth, unless such intuition would contrast comically with Spock.
22. Yeomen are required to possess a triple digit IQ.
23. As an equal-opportunity employer, I shall instruct Starfleet to also hire male yeomen.
24. I shall remember that humanity's failings are aggrandized by everyone around me—particularly Captain Kirk. The latter would gladly sacrifice us all to ensure their preservation, even if that preservation is only symbolic.
25. I shall not impart the American ideals of naïve confidence, boundless enthusiasm, stubbornness, and foolish audacity when faced with certain death. Proselytizing freedom and individual liberties to oppressive regimes is also useless.
26. However, I shall remember that human emotion is inexplicably a powerful weapon against superior life.
27. I shall cause seat belts to be retrofitted to all seats on the bridge.
28. All ship's weaponry and life support shall be powered from a dedicated battery as intermediary so that loss of power does not render us helpless.
29. A dedicated armed guard of no fewer than ten individuals is to remain on the bridge at all times, spaced strategically around the room.
30. No prisoners, especially mysterious, powerful, or insane, shall be permitted on the bridge. I shall not give them opportunity to transgress this restriction. In fact, no one except core, highly-trusted personnel shall be allowed on the bridge.
31. Any beings that suddenly appear on the bridge are to be vaporized instantly, especially if pretty.
32. To enter the bridge shall require the positive acknowledgment of the bridge itself. To force entry shall require a perfect voice or retinal identification of at least two highly-ranked officers.
33. Similarly, to override key ship systems from anywhere on the ship shall require a perfect voice or retinal identification of at least two highly-ranked officers. Additionally, under no circumstances shall it be possible to do so by crossing some wires in an easily accessible hallway panel.
34. I shall demand that at least basic encryption be mandatory on all computers.
35. Fistfights shall be automatically located and reported by the ship itself.
36. I shall suggest that the computer system be in control of targeting and firing all weaponry, so that personnel are not required in the phaser room in times of duress.
37. The ship shall be outfitted with video surveillance so as to be able to easily ascertain fault of the occasional murder.
38. I shall require the addition of a defuser to unfuse things that get fused. Control circuits, dilithium crystals, transporter resonators—it seems to happen a lot.
39. I shall operate under the perpetual suspicion that someone or something is trying to take over the ship. This suspicion triples if anyone outside the crew is also on-board.
40. Instead of retreating directly backwards from attacks, I shall suggest turning sideways or vertically. Nor shall I condone attempting to outrun projectiles in the previous manner.
41. Our shields shall *always* be up.
42. I shall not use my starship to attack mysterious space objects using half-assed phaser attacks if my warp drive is inoperative and said object is more than 10,000 times my mass. This counts double if previous attempts at doing so anyway were completely ineffective.
43. Any small vessel is to be considered more dangerous than a large one, especially if it shows aggression or advanced technology.
44. I shall remember that foes that can outrun us can therefore overtake us and likely also outmaneuver us. I shall undertake pursuit of such fleeing vessels with utmost caution.
45. Before risking the entire ship on an incredibly unlikely Heroic Attack, I shall relay an exact summary of the entire mission and all pertinent details pertaining to any ongoing investigation so that the ship's untimely demise would not be a complete waste.
46. If I am in a confrontation with an enemy vessel, after reporting my situation to Starfleet, I shall create impenetrable subspace interference until the opposing vessel is destroyed.
47. I shall destroy all attacking vessels thoroughly and quickly using maximum force and before any communication can be sent to their home base. I shall fire powerfully and repeatedly, again and again, until the enemy is completely obliterated. I shall not leave minorly-damaged attackers to follow us from a safe distance to exact revenge when we least expect it. I shall not accept surrender.
48. Any place within striking distance of either Neutral Zone should not be trustingly assumed safe.
49. I shall always reserve some power for the phasers.
50. I shall remember that the life support systems of the U.S.S. Enterprise are nonoptional.
51. I shall remember that if the ship takes even minor damage, all control panels on the bridge will spontaneously burst into sparks and flame and that repairs on them will inevitably take unreasonably long amounts of time.
52. I shall remember that most spaceships are completely impervious to the Enterprise's weaponry, and that most ground targets are not.
53. Any vessel that is found to be in peril, missing part or all of its crew for mysterious reasons, or not answering hailing frequencies is to be reported destroyed by its discoverer and abandoned.
54. If a Klingon battlecruiser appears, I shall assume that it is not alone. I shall also *depend* upon it to attack, eventually.
55. If any spaceship appears, I shall instantly assume that a saboteur is at this moment attempting to disable a critical ship system or take command.
56. Before entering orbit, I shall unconditionally and promptly destroy all unexplained sources of energy on a planet using maximum phaser power and photon torpedoes simultaneously.
57. If a mysterious enemy slowly approaches the Enterprise, we shall flee at emergency warp. If it came from the surface of a planet, I shall subsequently advise Starfleet to obliterate the planet with every weapon imaginable.
58. When a force-never-before-encountered holds the Enterprise in a failing orbit over a mysterious yet bucolic planet inhabited by a strangely attractive, primitive people, the energy field responsible is present in the most conspicuous place. In decreasing order of operations, I shall attempt to destroy it, sabotage it, or wear it down with annoyingly persistent yet simple-minded tactics.
59. Lifeform scanners shall *always* be set to additionally detect life that is *not* as we know it.
60. I shall carry triple the amount of fuel and quadruple the amount of dilithium crystal catalyst I expect to require. In particular, it shall not be possible to cripple the ship by walking into engineering, stealing or damaging a single tiny part, and then beaming out.
61. If practical, I shall suggest other spaceships gather new technologies and have them installed on Starfleet cruisers. However, neither gathering nor testing of emerging technologies shall occur on board or even in loose conjunction with my vessel.
62. I shall remember that Scotty is always mistaken in asserting that the Enterprise is on the verge of destruction. Operations would be considerably simplified by the realization that Enterprise is in fact indestructible.
63. Specifically, I shall remember that the Enterprise can always go far faster than maximum warp and that it can sustain such speeds indefinitely.
64. Also, specifically, the ship will never ever run out of power completely.
65. I shall advise slow vessels that being near the Enterprise places them in mortal danger.
66. I shall frequently transmit fake messages, ostensibly to Starfleet, implying my vessel's great power and the presence of possibly undetectable nearby heavy reinforcements.
67. I shall frequently try to hail empty space, announcing that we have detected them through their cloaking device.
68. Transporters should never be used if broken or if inclement weather poses any chance of interference.
69. If a transporter is rendered dysfunctional, a reliable means of transportation to alternate, parallel, and especially mirror universes becomes available.
70. A dedicated armed guard of no fewer than ten individuals is to remain in the transporter room at all times. If any guard leaves for an unexplained reason, red alert shall be sounded and the deck locked down and flooded with neural gas.
71. Positive identification of all beam-ins and beam-outs is required by the bridge.
72. If no beam-in operations are scheduled, but the transporter energizes anyway, if possible the transporter beam coordinates shall be adjusted to point to deep space. As a backup, the security detachment shall fire phasers on kill while the object or person is still materializing.
73. A force field between the transporter room and the rest of the ship shall exist, controlled from the bridge. The force field shall surround the room entirely and be blast resistant.
74. I shall insist that unmanned sensor probes be beamed down first even to friendly planets.
75. I shall never beam down to any mysterious or unexplored planet.
76. I shall never be on the first or second parties that beam down.
77. I shall remember that unless I am absolutely critical to the ship's functioning, I will die shortly after beaming down.
78. I shall change regulation uniforms to allow easy concealment of all equipment.
79. Every single planet one beams down to will contain life. Most life is harmful.
80. If I am compelled to beam down, I shall endeavor not appear pretty to any creatures on any unexplored planet's surface.
81. If I am compelled to beam down, I shall always have two subcutaneous transponders.
82. Check-ins are every five minutes, except by prior agreement. Communicators shall be modified so that check-ins can be conducted silently. Failure to check-in or communication becoming anything less than perfect shall result in the Enterprise automatically beaming the landing party aboard as soon as it is detected that its members are alone.
83. Similarly, communicators shall have a silent, dedicated distress button that can be pressed surreptitiously when handing over captured equipment or being forced to contact the Enterprise.
84. If communications are down completely, I shall assume we are under attack and recommend fleeing at maximum warp, even if away team members are still planetside.
85. If I am compelled to beam down, I shall not wear my nicest clothes when doing so.
86. If I am compelled to beam down, I shall carry at least three phasers: two prominently and to be handed over in case of capture, and one concealed to be used in case of emergency. I shall carry at least one spare power pack for each.
87. When beaming down, my prominent phasers shall be ready, one in each hand, set to kill.
88. I shall take precaution not to allow myself to be captured. This includes not beaming down into preindustrial, militaristic societies, losing my communicator, forgetting to charge my phaser, and sauntering blindly into a trap.
89. If a phaser is captured, I shall not dissuade enemies from accidentally killing themselves with it.
90. Feigning illness always works.
91. I shall not fall off cliffs.
92. I shall remember that hand phasers are often useless whenever they would be most useful.
93. I shall remember that if it would be tremendously inconvenient to have a phaser disappear at a given moment, it may do so with little to no explanation.
94. I shall have hand phasers modified so that they cannot overload.
95. I shall fire before the situation becomes desperate.
96. If I mean to destroy, I shall set phasers on maximum power first, instead of becoming confused when lesser strengths fail to affect powerful foes.
97. When confronted by superior and hostile alien intelligence, after token resistance I shall feign cooperation until I am certain of the consequences of any possible actions. After careful planning, I shall strike hard, fast, and mercilessly.
98. Away team members shall not be permitted to harbor idealistic and unrealistic pretenses about the situation at hand. Displays of fear, disobedience, and expressions of petty grievance shall not be tolerated.
99. Landing party personnel shall never split up. Groups shall travel in threes or more. Two is the minimum, and only under extreme circumstance.
100. If the Captain is in our landing party, we shall assume that he considers *every* female entity we encounter a potential love interest. If he disappears, we know what's up.
101. Even when no threat is apparent, *all* landing party personnel are instructed to check around them constantly. This counts doubly if trying to find a dangerous someone or something.
102. Maximum sensor readings shall constantly be taken during all landing party operations. The detection of any animal lifeforms is cause to regroup and possibly to beam up.
103. Unexplained fear, apathy, pride, happiness, unhappiness, health, or illness shown by any native inhabitants is cause for immediate departure at maximum warp.
104. If specifically advised by any native inhabitant to leave, I shall do so promptly.
105. Any mysterious, oracular entity controlling a primitive, simple-minded, docile society is to be considered dangerous in the extreme. Upon realizing its presence, I shall leave immediately. If impossible, I shall destroy it immediately.
106. The inhabitants of any planet are never what they first seem.
107. I shall not attempt to lead a civil insurrection if repeated prior attempts at it revealed no support.
108. All creatures can be destroyed by antimatter.
109. Any biped that is not humanlike is a threat. Most bipeds that are humanlike but unexplained are threats. Some bipeds that are humanlike and have explanations are still threats. All apparent humans that differ from normal in even the slightest way, especially concerning perfection, are grave threats.
110. I shall not give proven mass murderers second chances. Nor shall I let them out of my sight. If I know or suspect one, I shall not allow them to be beamed aboard.
111. Under no circumstances shall I ever trust the Klingons.
112. When analyzing any unknown alien lifeform in a Tricky Situation, I shall begin by assuming, in decreasing order of likelihood, that the aliens are hostile and both superiorly armed and superiorly intelligent, that the aliens possess the power of illusion, or that the aliens are misunderstood. I will keep in mind that alien life may be any combination of these.
113. Aliens do not bluff superior might. Under no circumstances shall I goad them into proving it.
114. I shall suck up to aliens.
115. I shall not punch aliens in the face unless I have a reasonable expectation of the desired effect.
116. I shall endeavor to prevent aliens from persuading me to do stupid things—especially marrying them, beaming down to mysterious locations with them, action without understanding local customs, or taking desperate and poorly planned Heroic Bids for Freedom against them.
117. All primitive hominids are either actually advanced themselves or are living perhaps obliviously in the shadow of a less evident alien race.
118. Until definitively proven otherwise, all alien plants are to be considered toxic, malevolent, and capable of bodily harm, *especially* through projectile mechanics.
119. Corollary: if a plant moves of its own accord, I shall vaporize it instantly.
120. If held forcibly by gentle but highly powerful beings who implore that they desire only knowledge of humanity and peace, I shall cooperate. I shall fork over some harmless information to appease the beings, and politely suggest that force is not necessary to hold us. When we are released, trade shall be established for mutual benefit and to learn their advanced secrets.
121. All gaseous clouds of pure energy are inimical.
122. God-like entities are not to be trusted.
123. God-like entities should not be aggrieved lightly.
124. All computers and androids are evil.
125. All computers and androids can be destroyed by logical fallacy.
126. Brief flashes of anything moving too quickly to see are cause for emergency.
127. I shall remember that disembodied voices will always lead to trouble.
128. I shall remember that all children, small animals, and beautiful women one discovers are dangerous. If I am foolhardy enough to take them aboard, they shall be under constant armed guard and surveillance. Demonic chants and strange technologies shall be repressed immediately and thoroughly investigated.
129. Creatures that exhibit advanced knowledge of the ship but refuse explanation are to die instantly.
130. Scantly-clad hominids also are to die instantly. In conjunction with other recommendations here, I shall change Starfleet regulation attire so that female crewmembers do not fall into this category.
131. I shall always carry at least one fully-charged, recently-tested phaser on my person.
132. I shall strive to attain a rank of at least slight significance—ship's historian or nurse, for example—so as to assist in my survival. However, I shall not beam down to a planet unless I am completely indispensable, and *especially* not if I am a scientist.
133. I shall terminate the life of anything that attempts to terminate mine.
134. However, I shall remember that if I seek petty revenge, my destruction is assured.
135. I shall not conduct risky science missions. All science missions are risky.
136. I shall endeavor to discover force fields before I walk facefirst into them.
137. I shall shoot first and never ask questions.
138. A sense of impending doom should be trusted.
139. I shall demonstrate the highest degree of mercy, kindness, and compassion to any and all enemies if I suspect that advanced aliens may be watching and judging.
140. I shall not stupidly yell at my superiors. I shall not stupidly yell at my subordinates when doing so would be useless and cause them mental damage.
141. I shall remember that despite its supposed solemnity, the Captain's example demonstrates that the Prime Directive is merely a recommendation.
142. I shall suggest to Starfleet that it keep track of its ancient probes.
143. I shall not be surprised to find that American English is the lingua franca of the entire universe.
144. I shall remember that bluffing nearly always works, especially if the bluff preserves idealism.
145. If the Enterprise is taken over, or controls become unresponsive, I shall depart immediately in a shuttlecraft to orbit around the nearest class-M planet along with copious energy reserves and food.
146. I shall not endeavor to find or help any personnel that mysteriously disappear or die. Personnel who disappear mysteriously are to be considered dead.
147. If such occurs on a planet, I shall beam up instantly and depart immediately at emergency warp. If such occurs on ship, I shall sound red alert and (as applicable) jettison the body into the nearest stellar object. In both cases, I shall also report the situation to Starfleet Command, decontaminate the ship, order comprehensive medical examinations on every single crewmember, and treat any subsequent illness however minor in the above manner for a period of not less than six months.
148. I shall not demand physical impositions.
149. “No” is an acceptable answer to any order that is impossible due to laws of physics. I shall not attempt such orders anyway despite my better judgment. I shall not be surprised if others attempt to carry out physically impossible orders and subsequently fail.
150. However, I shall remember that conservation of mass is not required to be observed when developing hypotheses.
151. Similarly, I shall remember that almost any repair I suggest can be completed in time.
152. If any member of Starfleet outside of the crew itself forcibly takes command, it is wrong to obey any order he makes. Furthermore, it is guaranteed that following any such orders will cause unnecessary loss or peril.
153. All personnel are subject to compulsory Vulcan mental discipline training.
154. All personnel are expected to report themselves to sick bay upon experiencing even the slightest deviation from normal health. This includes, especially, anxiety, unhappiness, dizziness, sleepiness, injury, and unnatural thoughts.
155. The slightest nervous twitch is cause for any crewmember to be stunned and transported to sick bay and placed under heavy restraints for a comprehensive physical examination. If at any stage the crewmember resists, he is to be shot to death and jettisoned into the nearest stellar object.
156. The slightest hint of a crewmember's betrayal is cause for both instant death and a posthumous examination in hazmat suits to determine the cause.
157. A crewmember's refusal of a regularly scheduled physical is cause for two heavy security detachments to enforce it and a red alert.
158. Any deviation of a crewmember's expected readings is cause to treat that crewmember in the same manner accorded to alien life.
159. The ship's medical store shall be secured with voice and retinal locks.
160. The ship's medical store shall contain a preposterously large amount of medical supplies. More than adequate, anyway.
161. I shall instruct medical personnel to scan for only the most rudimentary problems first. If it is none of these, the only other option is the most outlandish cause imaginable.
162. Time travel near Earth will most often be to sometime between 1920 and 1960.
163. Many galactic cultures inexplicably seem modeled from time periods on western Earth. Upon encountering such a culture, not only shall I not be startled by the astronomical coincidence, I shall *assume* that *every* detail is exactly the same and plan accordingly.
164. Any new people one meets in a particular adventure, one will almost never see again. Seeing anyone again is cause for immediate departure on emergency stations.
165. Peaceful diplomacy does not ever happen. If it appears to work, there is much more to the story.
166. Sensors never malfunction.
167. Corollary: If a sensor reading is anomalous or nothing could account for a reading, we shall flee the area at maximum warp.
168. Distress calls either arrive too late or are traps.
169. Specifically, it is already too late for a scientific expedition signaling for help.
170. When in a Tricky Situation, any explanation that's actually a strained biological metaphor will be correct.
171. If the high points of our Ordeal cannot fit into exactly 50 minutes, something has gone seriously awry.