STAR TREK

ROLEPLAYING GAME



PLAYER'S GUIDE

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DISCLAIMER:

While Decipher Inc. has researched extensively to make this the most authentic *Star Trek* Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek,* we have taken some liberties and players should remember that only the events, characters and places that appear on the show or in films are canon.

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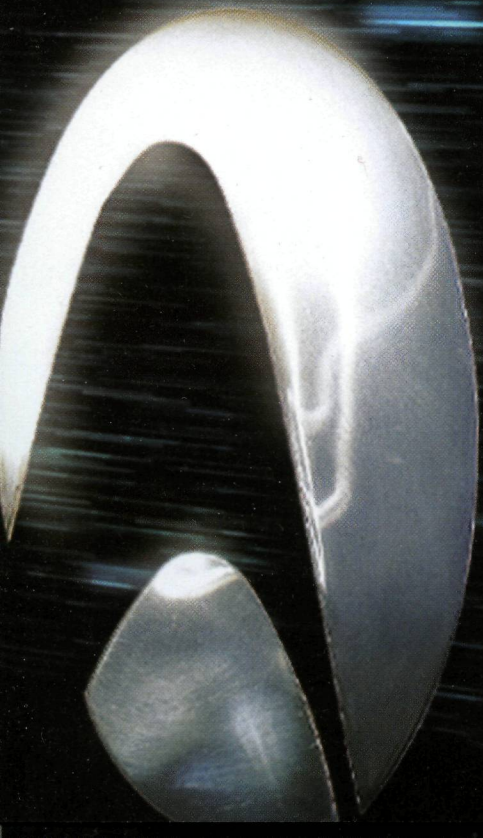
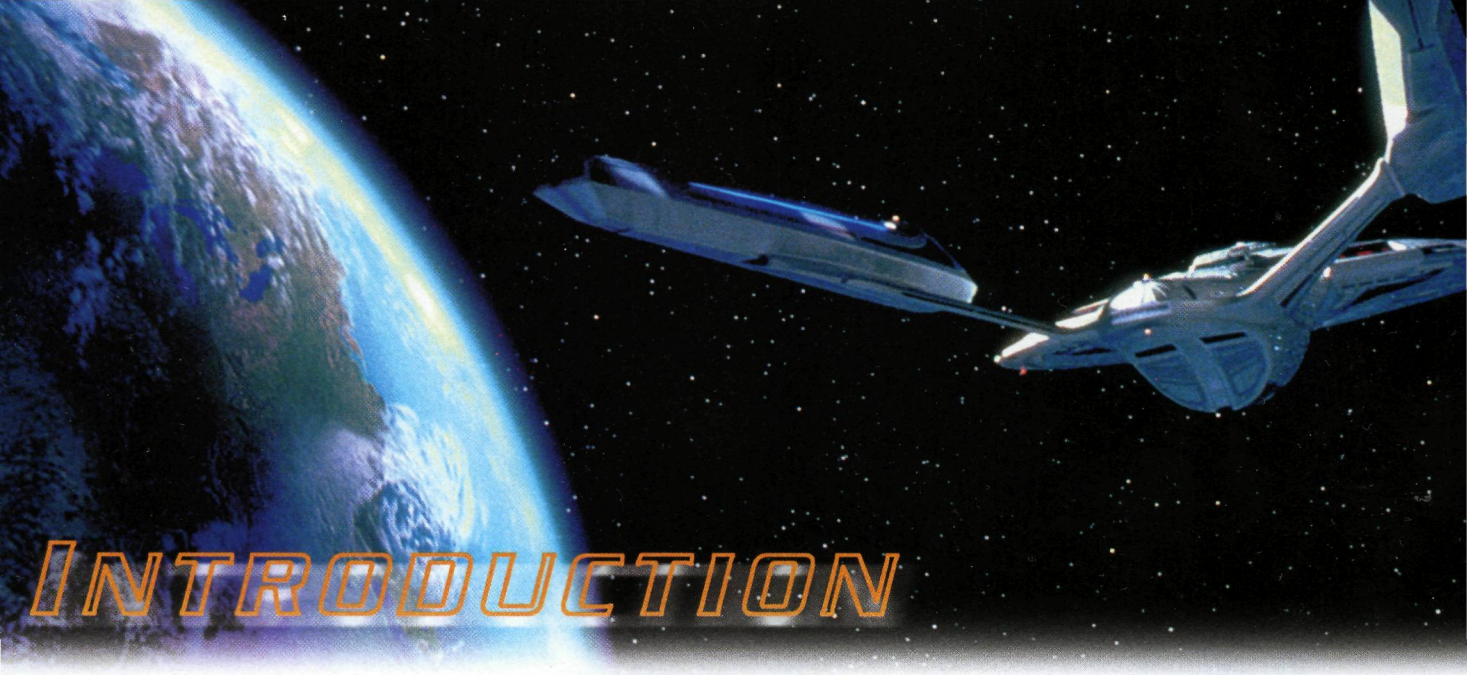
Character Creation







INTRODUCTION

The *Star Trek* television series and movies take us to a future of optimism, where people of different races and creeds join together to explore the galaxy's mysteries. From that first episode, in 1966, five successive television series have taken us where no one has gone before. Strange aliens, enigmatic planets, and unusual civilizations awaited Captains Kirk, Picard, Sisko, Janeway, and Archer. With this game, you can recreate the adventure of your favorite series or craft your own stories set in the *Star Trek* universe.

WHAT IS STAR TREK?

We all know the answer to this question. *Star Trek* is a phenomenon born of gleaming starships and mysterious worlds, bold explorers seeking out new life forms and new civilizations, phasers and transporters and bizarre wormholes, and space, the final frontier.

Star Trek signifies more than the dazzle and whir of special effects and space opera; it portrays a future of peace and science, of right making might and the victory of the human spirit over any obstacle, even those from within our nature or from out of our past. Heroes are able, professional, and dedicated, but most of all they are human. Despite all the technology and chrome, their stories remain human ones, even if the heroes happen to have pointed ears or impressive brow ridges.

More than that, *Star Trek* possesses an even greater meaning: It is a modern mythology for the Space Age, tales of heroism and wonder that tie the oldest of epic themes to the newest frontiers of science. With the *Star Trek Roleplaying Came,* you can bring your own heroes to life and join Kirk, Data, Garak, and Seven of Nine among the brightly burning stars of this legendary galaxy.

WHAT IS ROLEPLAYING?

You may know the answer to this question, too, although you might not realize it. After school, when you were a kid, you'd watch *Star Trek* on TV and then you'd play *Star Trek* in the backyard with your friends. Fingers pointed, you'd phaser down the luckless Klingons. A vacant lot became Vulcan, and starships zoomed in your imagination. With a roleplaying game, you can do all of that, and you don't even need the vacant lot. Better yet, there are rules to tell if you hit the bad guy with your phaser.

A roleplaying game, just like a TV show, is about telling a story. You take the roles of the main characters of an all-new *Star Trek* series, set anywhere from a battered science vessel on the edges of the Delta Quadrant to the gleaming campus of Starfleet Academy. You don't even have to play Starfleet officers; any character you can imagine from an honorable Klingon warrior to a shady Cardassian arms dealer to an adventurous Betazoid merchant can star in your game. It gets better: rather than play through someone else's scripted episodes, you create your own lines and describe your own settings. You've watched some episode of *Star Trek*

and sworn you'd do it differently if you were exploring that planet, if you were commanding that Romulan ship, or if you were bargaining with those Cardassians. Now, with the *Star Trek RPG,* you can do all of these things the way you want to do them.

WHO IS YOUR CHARACTER?

Your character is anyone you can imagine in the *Star Trek* universe, the hero of your own imaginary *Star Trek* series. Your character might be ...

- A Betazoid astrophysicist obsessed with finding the alien entity that killed his wife.
- A wily Human diplomat on the Orion homeworld during the early age of star travel.
- A brilliant Vulcan tactician whose military gifts starkly contrast with his Vulcan pacifist creed.
- A rambunctious Trill mercenary who has seen and done it all.
- A brash Talaxian orphan, eager to join Starfleet and see the universe.
- A rapidly aging Ocampan explorer, desperate to find a new world for her people.
- An aristocratic Klingon warrior, forced by the cowardly Organian Treaty to use dishonorable methods to destroy the Federation.
- A humane Cardassian governor, caught between the Obsidian Order and Bajoran terrorism.
- A cunning Ferengi con artist who sells phony star drives to primitive worlds to steal their resources.
- A visionary Bajoran mystic who hears a call from the Prophets to travel to the stars beyond the wormhole.
- Or any other character from two centuries of interstellar history and five series of televised *Star Trek* drama.

The characters you and your friends play become the cast and "Crew" in your own series, even if you play members of a Cardassian planetary garrison instead of the crew of a starship. Everyone else, from the omnipotent Q to the lowliest Lurian janitor, appears as members of the supporting cast.

WHO IS THE NARRATOR?

The Narrator acts out the supporting cast roles, playing the parts of everyone else—the guest star, the villain, and the red-shirted security man who dies in the first act. She becomes the director, the set designer, and the producer; she decides what this week's episode will be about and adjudicates the rules so everybody knows what they can do to keep the Romulans at bay or the deflector shields up. The Narrator designs individual episodes, *Star Trek* adventures all your own. Over time, these stories can become a whole new *Star Trek* series, a long-running triumph with a special effects budget as infinite as your collective imaginations. Among you and your friends, players and Narrator alike, evil is vanquished, order is restored, and the galaxy is saved. Everybody wins, because everybody has a good time.

WHAT ARE THE RULES?

Although there are no winners or losers in a roleplaying game, there are still rules. Rules provide the framework that let you tell your stories; they enable you to tell if you hit that Romulan or whether he dodges your punch. The rules exist solely to enhance stories, allowing them to move more smoothly and clarify any misunderstandings that might crop up along the way.

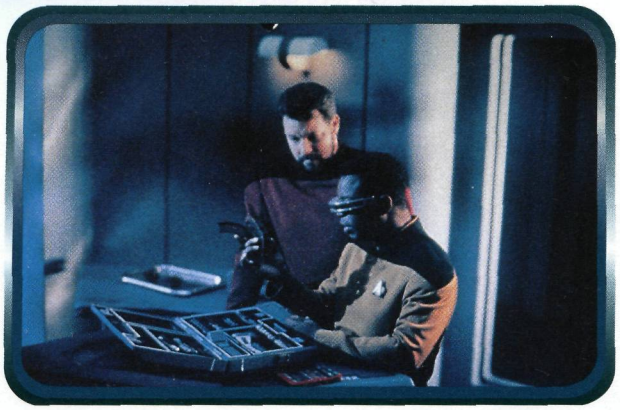
The *Star Trek Roleplaying Came* uses the Coda System, a simple rules system to explain and account for the random events your characters will face. By design, it allows a broad range of action and gives you any number of directions to explore as your character grows, improves, and changes.

WHAT DO YOU NEED TO PLAY?

You need a copy of this book, which tells you how to create and play your character. There's a blank character sheet, which you may photocopy, at the end of the book. You will also need a pair of conventional six-sided dice, a pencil or pen, and some paper for making notes. That's all you need in terms of materials.

But you can't play a roleplaying game alone. You'll need at least one other person to play with as you interact to tell stories. This person can be either the Narrator—the person who creates the backstory and runs the game—or a player (if you choose to act as Narrator). In either case, the Narrator will eventually need a copy of the *Star Trek Roleplaying Came Narrator's Guide* to create more fully realized adventures and series of her own design, and to gain additional information about the *Star Trek* universe. Though the *Appendix* on pages 242-252 of this book contains all the rules you need to play, the *Narrator's Guide* expands upon these rules to cover a wider range of actions and possibilities.

So step into the shoes of tomorrow's heroes, grab your dice, and boldly go where no one has gone before.



GLOSSARY

The following terms appear throughout the *Star Trek RPG.* Even if you are familiar with roleplaying games, or even this game, this glossary should help you figure things out.

ACADEMIC TEST: A die roll involving a character's knowledge, such as when the rainy season occurs on Rigel VI, how a warp drive works, or knowing the current chancellor of the Klingon Empire. Academic modifiers may affect these tests.

ACTION: When your character does something, that's an action. Every character can take two actions per round of game time.

ADVANCEMENT: Characters develop and improve as they learn from their experiences—both good and bad. When a character earns a certain number of experience points, he advances, gaining the opportunity to improve attributes and skills or acquire new skills and abilities.

ATTRIBUTE: One of six innate character qualities—Strength (Str), Intellect (Int), Agility (Agl), Vitality (Vit), Presence (Prs), and Perception (Per).

ATTRIBUTE TEST: A test of your character's innate qualities, such as lifting a heavy object or jumping across slippery rocks. To make an attribute test, roll 2d6 and add your attribute modifier to the roll.

BONUS: A positive modifier to a die roll or negative adjustment to a test target number (TN).

COURAGE: This represents your character's bravery, ingenuity, and "right stuff." You use Courage to improve test results, gaining a +3 bonus per Courage point spent.

CREW OR CREWMEMBERS: Your group of player characters.

DIE ROLL: A roll of the dice, made whenever there is a chance your character will fail at an action.

DIFFICULTY: The level of challenge associated with a test, established by target number (TN)—Routine (5), Standard (10), Difficult (15), Challenging (20), and Virtually Impossible (25+).

EDGE: A trait giving your character an advantage.

EPISODE: One complete *Star Trek* adventure, much like a television episode. An episode may require several game sessions to complete.

EXPERIENCE POINTS: A numerical measure of your character's achievement. You receive experience points during each episode based on your character's actions and success.

EXTENDED ACTION: An action that requires all your attention for a protracted period, such as repairing the warp drive on your starship.

FLAW: A trait that hinders your character.

FREE ACTION: An action that requires little time or effort, such as calling out for help or dropping your weapon. It does not require the use of any of your actions for the round.

FULL-ROUND ACTION: An action that requires full attention, such as such as stabilizing an injured crewmate. It requires the use of all your actions for the round.

HEALTH: A measure of your character's health and fitness. Your charcter's Health equals his Vitality plus his Strength modifier. See "Wound Level" and "Wound Points."

INITIATIVE TEST: A Quickness reaction test used to determine the order in which characters act in a combat encounter.

MAIN CAST CHARACTERS: See Crew.

MODIFIER: A bonus or penalty applied to a test result.

MOVE ACTION: These actions allows you to move a certain distance depending on whether you run, walk, crawl, climb, or swim.

NARRATOR: The player who portrays the supporting cast characters, makes up the episode for the game, and serves as the referee.

NON-PROFESSIONAL SKILL: A skill you may possess that is unrelated to your profession.

PENALTY: A negative modifier to a die roll or positive adjustment to a test target number (TN).

PHYSICAL TEST: A die roll testing a physical action, such as shooting a phaser, repairing a tricorder, or scanning a nebula. Physical modifiers apply to these tests.

PLAYER CHARACTER (PC): A character controlled by a player, one of the main protagonists of the episode or series. A member of the Crew.

PROFESSION: Your character's career path or vocational pursuit during the game—diplomat, merchant, mystic, rogue, scientist, soldier, or starship officer.

PROFESSIONAL ABILITY: A special talent or ability your character derives from his profession.

PROFESSIONAL SKILL: A skill you gain by virtue of your profession.

QUICKNESS: A type of reaction that represents your reflexes. Used to determine initiative, dodge attacks, or avoid surprise.

REACTION TEST: A roll made to avoid something, such as dodging falling rocks, withstanding a Vulcan mind-meld, or resisting the Psi 2000 virus. The appropriate reaction modifier applies to these tests.

REACTION: One of four character qualities—Stamina, Quickness, Willpower, and Savvy—used for reaction tests.

RENOWN: A measure of a character's fame or infamy. Used to determine whether others recognize the character, and to modify certain social tests.

ROUND: A six-second measure of time during combat or other encounters where timing is critical.

SAVVY: A type of reaction that represents your common sense and shrewdness. Used to resist attempts to persuade or bluff you.

SCENE: A single encounter between characters or a single event. This is similar to a scene in a television episode.

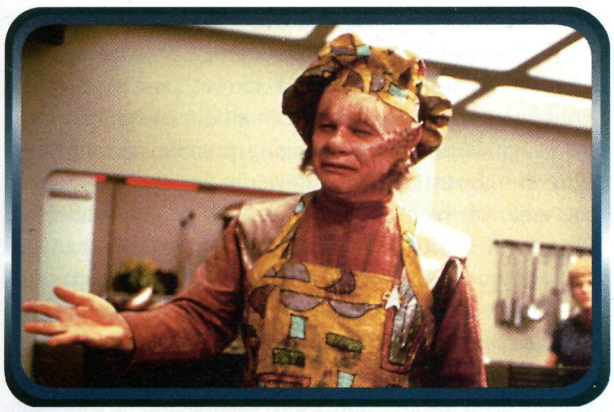
SERIES: A related collection of stories, with the same characters as the stars.

SKILL: Your character's learned abilities, aptitudes, and areas of knowledge.

SKILL TEST: A kind of test influenced by your character's training, such as repairing a warp drive or scanning a planet for life forms. To make a skill test roll 2d6, and add your skill rating and the appropriate attribute modifier to the total on the dice.

SOCIAL TEST: A die roll involving interaction between two characters, such as bargaining for a lower price or mediating a dispute. Social modifiers apply to these tests.

SPECIES ABILITY: Similar to a professional ability, this is a special talent or ability your character derives from his species.



SPECIES: Your character's species—Bajoran, Betazoid, Cardassian, Ferengi, Human, Klingon, Ocampan, Talaxian, Trill, or Vulcan.

STAMINA: A type of Reaction that represents your toughness and hardiness. Used to resist some forms of injury and to heal damage.

SUPPORTING CAST: Characters controlled not by other players, but by the Narrator. Also called non-player characters (or NPCs).

TARGET NUMBER: The number that a player must meet or beat to succeed in a test.

TEST: A die roll made to determine if your character succeeds or fails an action.

TEST RESULT: The sum total of the dice result after all modifiers have been applied.

TRAINED: Having at least one rank in a skill, such as Energy Weapon 1 means the character is "trained" in that skill.

TRAIT: An aspect of your character not measured by attributes, reactions, skills, or professional abilities. Examples include keen eyesight, a vulnerability to disease, or the ability to withstand more damage. Traits qualify as either edges or flaws.

UNTRAINED: Having no levels in a particular skill means a character is "untrained" in that area. Some skills can't be used untrained; if called upon to make a test using that skill, the character must be trained in order to perform the action and make the test. Skills that can be used untrained permit characters to make skill tests, even though they add 0 (their effective level) to the dice result.

UPGRADE: Some traits and abilities can be upgraded, meaning that your character can spend advancement picks to acquire them more than once. Unless a trait or ability says that it can be upgraded, your character can acquire it only once.

WILLPOWER: A type of reaction that represents your strength of will and guts. Used to resist mind control, torture, and some kinds of social tests.

WOUND LEVEL: This is a measure of a character's state of health or injury. There are five wound levels: Dazed, Injured, Wounded, Incapacitated, and Near Death. Within each wound level, a character can withstand an amount of damage equal to his Health. If he takes more than that, he drops to the next lowest wound level and immediately begins suffering physical penalties as a result of his injuries.

WOUND POINTS: These measure how much physical damage your character can withstand before dropping to the next wound level.



THIRTY-FIVE YEARS OF STAR TREK

Since September 8, 1966, when the U.S.S. *Enterprise NCC-1701* first flew across America's television screens, *Star Trek* has journeyed through four series (and their associated series of movies) in thirty years, while covering over 150 years of galactic history. Each series, and the era during which it was set, has its own central issues, major developments, and exciting adventure possibilities.

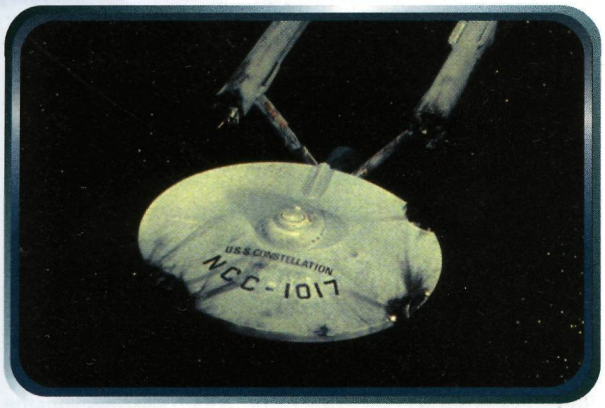
THE ORIGINAL SERIES

Over the course of 79 television episodes and six feature films, the original *Star Trek* series built a vision of the future as we all wish it to be: full of the rewards of peace and the excitement of the frontier, in which humanity has overcome its demons and, united and confident, faces the new challenges of galactic exploration. Working within legendarily tight budgets and even tighter schedules, the original series broke new ground for television and science fiction.

During Captain Kirk's first five-year mission in command of the *Enterprise,* the crew traveled to the edge of the galaxy twice, charted any number of unknown planets, opened trade routes, protected fledgling settlements, and even cracked the time barrier. While some of these missions were truly exceptional—time travel remains a drastic solution to only the gravest emergencies, and the edge of the galaxy is still thousands of light years beyond Federation space a century later—all of them, even routine shipments of food or medicine, possessed a sense of mystery, of danger, of the unknown "over the horizon" or beyond the next star.

At its core, *Star Trek* is about the expansion of the human race to other planets, both in partnership and rivalry with other intelligent species. By the 23rd century, the Earth had recovered from its terrible past of war and hatred. Unified and finally rid of prejudice and poverty, humanity eagerly entered the wider galaxy. Along with other peaceful, expanding races like the Andorians, Tellarites, and Vulcans, Humans helped create an interstellar Federation. To seek out knowledge, the Federation depended on its "Starfleet," a scientific and exploratory service dedicated to seeking out new life-forms and new civilizations. Space, the show's opening narration assured us, is the final frontier, and much of the series has a "frontier" feel similar to America's expansion into its own Wild West.

Everywhere Starfleet's bold explorers turned, pushing back the frontiers in all directions, they faced challenging puzzles and mysteries to resolve in the spirit of science and understanding. Even after two centuries of Human faster-than-light space exploration and expansion, Starfleet and the Federation had barely charted one percent of the galaxy. Exploration was hazardous, however; early Starfleet ships vanished with appalling regularity. The



great starships that patrolled the space lanes, stretched thin to cover enormous volumes and meet ever-increasing demands, must therefore be mighty warships as well as far-faring explorers. The Federation always had more questions than answers, and its expansion strained even the impressive resources of the 23rd century. The most thoroughly explored space in the core of the Federation still contained mysterious nebulae, primitive planets, and whole sectors barely delineated on Federation star charts.

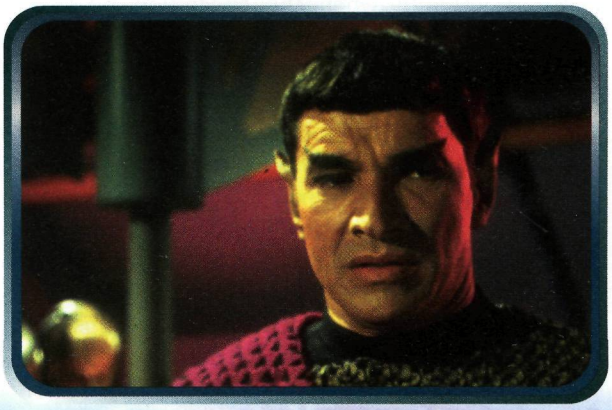
Starship commanders and crew were therefore the best of the best from a hundred worlds. Rigorously trained and ferociously competent in any situation from a barroom brawl to an archaeological dig on a dying planet, Starfleet officers had to know something about everything and know their own field better than anyone else. One sometimes feels that a Starfleet science officer could construct a temporal viewing device using nothing but stone knives and bearskins. Months or years from home, days or weeks from resupply starbases (even by subspace radio), Starfleet personnel during the 23rd century relied on themselves and their fellow officers for everything from last-minute repairs to threats of "phaser diplomacy." Although the Prime Directive forbade Starfleet from interfering with developing planets, out at the sharp end, it (and all other Starfleet regulations) was sometimes honored in the breach rather than the observance. It was a dangerous galaxy out there.

The expansionist, totalitarian Klingon Empire continuously meddled in interstellar politics, stirring up anti-Federation sentiments and intervening on neutral worlds. Although the Federation decisively defeated the Klingons at Donatu V in 2242, the long struggle never really ended (and would not until the Khitomer peace conference; see page 12). Cautious and stealthy where the Klingons were brash and aggressive, the Romulan Star Empire brooded behind a Neutral Zone established after a four-year conflict against Earth in the 2150s. Left to their own devices, the Romulans developed a revolutionary "cloaking device" which made a starship invisible to sensors—perfect for their strategy of quiet espionage, sneak attacks, and long-range manipulation of events. In 2267, the reptilian Gorn attacked a Federation colony on the planet Cestus III on the extreme borders of Federation space. Although the advanced Metrons granted Cestus III to the Federation, the Gorn remained an unknown threat in the region. In 2268, the even more enigmatic Tholians trapped and destroyed one Federation starship and nearly did the same to another. TheTholian Assembly claimed an irregular patchwork of "territorial annexes" between Earth and the edge of the galaxy, and sporadic conflicts with them continued into the 24th century. Roughly midway between the vague Tholian territories and the tense Klingon border, the slave-trading, anarchic Orion pirates terrorized the space lanes. Although the Federation drove the pirates out of core Federation territories at the Battle of Delta Doradus in 2166, Orion "merchants" continued trading on Federation colony worlds and then turned pirate when Starfleet wasn't around. These and a host of other, smaller conflicts remained to be resolved by Starfleet's intrepid explorers.

Events

Although Captain Kirk and the crew of the *Enterprise* were front and center for many of the crucial events of the time, the most important of these can inspire your own adventures.

ROMULAN ATTACKS: The Romulans, penned behind the Neutral Zone, began their resurgence during this era. In 2266, a Romulan bird-of-prey crossed the Neutral Zone to attack a series of Federation outposts and test Human resolve. Although the *Enterprise* destroyed the Romulan ship, the Romulans began to defend the Neutral Zone more aggressively, entering it with impunity. A Romulan strategic alliance with the Klingons gave them more punch in that contested boundary zone, and Captain Kirk led a covert mission in 2268 to steal a Romulan cloaking device and keep the balance of power stable. Romulan ships and agents harassed the Federation throughout this period, and some border raiders reached deeply into Federation space before being repulsed at Tau Ceti by Captain Kirk. Adventures set in this period might involve uncovering Romulan spies sizing up Federation defenses along the Neutral Zone, fending off a raid against a neutral world, encountering Romulan agents subverting an alien government, or discovering a new, powerful Romulan superweapon.



ORGANIAN ARMISTICE: The rivalry between the Federation and the Klingon Empire almost flared into open warfare when the two powers clashed over the seemingly primitive planet of Organia in 2267. The Organians proved to be highly evolved energy beings, and they enforced a treaty of armistice on both sides. The Organian Treaty granted disputed planets to the side which could develop them best, a loophole which caused Klingons to increase the tech level of the planet Neural artificially and to attempt to sabotage grain shipments to Sherman's Planet. The Klingons and Federation were forced to sublimate their struggle into a "cold war" of spies, destabilization, and subversion of planetary governments. Adventures set in and around the "Organia Incident" might involve holding off Klingon (or Starfleet) advances before the Organians imposed peace. You might struggle to prove your way of life better to develop worlds like Capella, Neural, and Sherman's Planet (or attempt to sabotage these efforts by someone else).



BABGL CONF6R6NC6: In 2267, the *Enterprise* escorted ambassadors from the core Federation worlds to the neutral planetoid of Babel to discuss the admission of the dilithium-rich, but deeply corrupt, planet of Coridan to the Federation. En route, Orion pirates attempted to destabilize the conference by infiltrating an assassin into the Andorian delegation and attacking the *Enterprise* with a suicide ship. Orion pirate and smuggling interests indeed lost a great deal of profit and opportunity when the Federation eventually accepted Coridan, but more importantly, the Babel Conference began to knit the Federation together as a cohesive unit rather than a loose alliance of members. You could be involved in events leading up to the conference—thwarting earlier Orion sabotage attempts, negotiating with Coridan, or shuttling between skittish Federation members. Afterward, you might deal with the conference's repercussions, including opening talks with other strategic planets like Coridan, opposing further Orion attempts to protect their profits (or working for them), or striving to prevent members from withdrawing from the Federation.

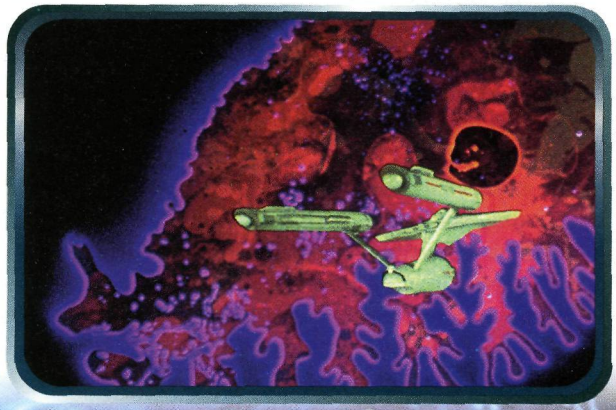
KHITOM6R ACCORDS: When Praxis, the moon of the Klingon homeworld *Qo'noS,* exploded in 2293, it dealt a near-fatal blow to the overstretched Klingon Empire. The visionary Chancellor Gorkon saw his opportunity to make a sudden and final peace with the Federation, believing that only through peace could the Empire survive. Although hard-line elements in both the Federation and the Klingon Empire conspired to assassinate him, the Klingons' greatest foe, Captain Kirk, uncovered the conspiracy and saved the talks. Under Gorkon's daughter, Azetbur, the Khitomer Accords established peace and eventually an alliance between the Klingon Empire and the Federation. Tackling the repercussions of the Khitomer Accords could provide years worth of adventure—mediating further agreements between the Federation and Klingon Empire, defending against attacks by renegade Klingons (or perpetrating them), enforcing the peace, or taking advantage of shifting political realities—as smugglers, opportunists, or rogues.

ADVENTURES

Captain Kirk and crew faced many bold adventures, establishing the themes of the typical *Star Trek* story. The original series era offers many possibilities for exciting adventure. Some of them include:

New CIVILIZATIONS: The *Enterprise* crew frequently encountered new civilizations, from planets inhabited by aliens with godlike powers to societies waging brutally efficient, computer-controlled wars, from cultures modeled on ancient Rome to those imitating Chicago's gangland culture or re-enacting the American-Soviet conflict. Whether you play Klingon soldiers intent on claiming a planet for the Empire, Starfleet officers seeking peaceful cooperation, or enterprising merchants in search of exotic goods, many new civilizations await discovery.

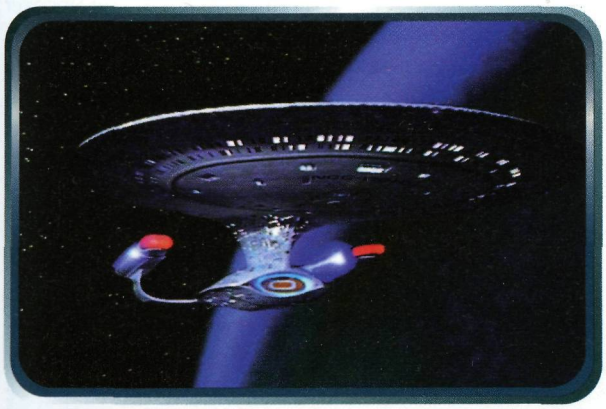
New LIFe-FoRMS: Denevan neural parasites, a massive space amoeba, beings from the Andromeda galaxy, or those living at a different temporal pace—Captain Kirk and crew encountered many strange, alien life-forms. No matter what you play—an intrepid starship officer seeking the undiscovered, colonists building a better life for themselves, scientists explor-



ing a dying world—bizarre, potentially dangerous, and usually enigmatic entities await.

TECHNOLOGICAL TERRORS: The *Enterprise* crew often confronted technology run amok—androids intent on galactic conquest, the murderous M-5 computer, intergalactic planet-destroying weapons, and probes bent on sterilizing the galaxy. The next planet you visit might hold a forgotten doomsday device, an ancient, mad computer, a society dominated by ruthless machine logic, or hyperintelligent nanomachines intent on galactic domination.

MERCHANTS AND FRCS TRADERS: In the original series era, merchants plied a rough-and-tumble galaxy with unusual wares. You can offer Spican flame gems and wives to lonely dilithium miners, hawk tribbles and Antarian glow water to the occupants of a remote space station, or sell exclusive rights to a Vulcan fuel synthesizer to the Denebians. You might belong to an Orion trade guild, running Starfleet blockades with shipments of Romulan ale (and perhaps more?), raiding poorly patrolled trade routes, or sabotaging the latest Federation scheme.



THE NEXT GENERATION

Set a century after the five-year mission of the first *Enterprise, Star Trek: The Next Generation* built on *Star Trek's* solid foundation while transforming familiar notions. In the 24th century, Starfleet still patrolled the galaxy, and still sought out new life-forms and new civilizations. But the UFP had both expanded, encountering many new alien species, and consolidated, as Starfleet regularly patrolled once-remote regions of Federation space. The Klingons had allied with the Federation, and enemies both old—the Romulans—and new—the Borg—challenged the ideals and skills of Starfleet officers. The series portrayed an organization and a galaxy more thoroughly realized and more nuanced.

In the time since Captain Kirk and crew, Starfleet had changed. New starship positions replaced old. Gone were the helm and navigator positions, to be combined into a single officer—flight control. In place of the navigator, an operations manager supervised critical ship's systems and allocated ship resources. A ship's counselor was on hand to help counsel the crew on the rigors of space travel and assist the captain in his interactions with alien species. New species joined crew ranks, from the telepathic Betazoids to the eager Bolians, from sympathetic El-Aurians to an old enemy—a Klingon. Uniforms changed as well—command wore red, and security officers wore yellow. But one thing remained the same—Starfleet officers were the best, most competent people the Federation had to offer.

Starfleet's primary goal of exploration found greater expression in the new class of starships. The operational life of starships increased; no longer were ships confined to "five-year missions," but were expected to operate farther into space for longer periods of time. These new ships accommodated entire families, to help officers endure the rigors of deep-space exploration, and extended tours of duty, adding something new to shipboard life—children. The *Enterprise-D* and her sister ships increased in size far beyond the old *Constitution*-class, carrying over 1,000 occupants; starships had become veritable cities in space. Familiar technologies, such as transporters, communicators, hand phasers, and tricorders underwent extensive improvements. New technologies improved the lives and jobs of those on board. The replicator allowed crewmembers to instantly create food and objects, while the holodeck provided unlimited recreation opportunities in an endless series of programmable "virtual environments." Starfleet ships could now travel at routine speeds far in excess of the highest velocities attainable by ships of Kirk's era, reducing travel times and bringing diverse species closer together.

The galaxy of *Star Trek: The Next Generation* differed significantly from that of the original series. Although more of the galaxy had been explored, expanding the boundaries of Federation space, Starfleet's presence was more reliable. No longer were starships weeks or months from home, nor crews isolated. Help was no longer weeks away. It was not years between visits, but months. Starships could participate more fully in events "back home" and respond to emergencies more quickly. Starfleet was not an organization of "cowboy captains," each commanding his own ship while maintaining relatively tenuous contact with Starfleet Command. While Captain Kirk could get away with adapting unique solutions, Captain Picard and crew found solutions within the boundaries of Starfleet regulations.

Exploration remained the core of *Star Trek: The Next Generation* but involved matters ranging from the responsibilities of power to thorny moral issues. Whether dealing with the repatriation of Bajoran refugees or the political ramifications of Klingon succession, the evacuation of a primitive society or combating terrorism,

Starfleet faced complicated problems and brought with it the hard-won knowledge of centuries of progress. The *Enterprise* was as likely to confront the issues facing a mature, intergalactic government—negotiating trade terms between two species, defusing a potential war, securing the release of hostages—as discover a new life-form. Diplomacy shared equal importance as exploration, and Captain Picard was an accomplished diplomat as well as a bold explorer.

Perhaps the biggest change in *TNC* involved the Federation's most implacable foes. Whereas James Kirk and his contemporaries considered the Klingons bitter enemies, in the 24th-century the Federation and Klingon Empire had become allies, emphasizing that old rivalries could be peacefully resolved and former enemies could become, if not friends, then partners. But the more things had changed, the more they stayed the same. Threats continued to jeopardize the Federation's security. The Romulans returned with a vengeance, attempting an invasion of Vulcan and seeking to destabilize the Federation-Klingon alliance. The Ferengi, a diminutive, sharp-toothed, umber-skinned race of greedy merchants, bargainers, and thieves, represented the antithesis of many Federation values. The omnipotent Q, with their godlike powers, appeared to challenge the capability of the Human race. And the Borg, their bodies an amalgam of flesh and technology, sought to assimilate all life-forms in the pursuit of biological and technological "perfection." Peace was no easier to maintain in *The Next Generation* than it had been in Captain Kirk's day.

Events

Captain Picard and the crew of the *U.S.S. Enterprise-D* encountered many strange beings and participated in many momentous events. The nature, outcome, and impact of those events provide an excellent background in which to set the adventures of your own crew.

KUNGON CIVIL WAR: In 2367, Cowron, ascending to the position of Chancellor of the High Council, requested Starfleet aid to thwart a plot to prevent his installation. The House of Duras had contended for the position earlier, but lost their claim when their candidate died in a blood feud, and now attempted a new challenge. When Captain Picard frustrated this plan, Cowron assumed leadership of the council, and House Duras and its allies made a bid to unseat him. The Empire descended into civil war. Adventures surrounding this event might include, as Klingons, your support for one faction or another as you battle for the Empire's heart and soul; as Starfleet officers, struggling to remain neutral in the conflict or negate the Romulan threat; or as merchants and rogues, working as Romulan agitators.



ROMULAN ResURGeNCC: After some 70 years of isolation, the Romulans returned in bold fashion to challenge the Federation throughout the quadrant. In the year 2367, the Romulans attempted to destabilize the Klingon-Federation alliance by manufacturing evidence of Federation meddling in Klingon internal affairs and sought to frame a Starfleet officer for the assassination of a prominent Klingon official. Soon afterward, operatives attempted to overthrow the Klingon government by supporting House Duras in its bid for the chancellor's throne. The following year, they attempted an abortive invasion of Vulcan in the name of "reunification." What other plots might you uncover during these events? Romulan spies inside the Federation's heart? Illicit contacts with the Breen or Ferengi? Or some conspiracy so Machiavellian that even the merest hints can only be guessed at?

THE BORG: Perhaps the greatest threat to Federation security, and that of all sentients in the quadrant, resided within the Borg. A powerful civilization of enhanced humanoids "assimilated" into a collective consciousness, armed with technology far beyond Starfleet's capabilities, and bent on "improving" the lives of others by assimilating them, the Borg invaded in 2367 and again in 2373. Beforehand, several Borg incursions along the Romulan Neutral Zone may have provided them with critical information. These events might include adventures ranging from, as scientists and Starfleet officers, planning defensive strategies, to struggling to rebuild after the Battle of Wolf 359. You might search for signs of earlier Borg activities or for some clue to Borg technology, or hunt them as part of a scientific research mission. Or there might be additional Borg assimilation attempts.

Adventures

Besides adventures set during the events described above, the *TNC* era offers many possibilities for exciting stories. Some of them include:

DIPLOMACY: From mediating a dispute between the Anticans and Selayans to negotiating with Ansata terrorists, from first contact with the Tamarians to bargaining for the Barzan wormhole, the *Enterprise* crew often handled complicated diplomatic situations. You could play a freelance diplomat, like Mediator Riva, traveling from world to world offering peaceful solutions. As a Starfleet

officer, you might frequently be called upon to settle disputes, enforce treaties, and represent the Federation. On the other hand, you might play a merchant trying to capitalize on the state of affairs, a rogue working to disrupt the negotiations, or the starship officer of some other species representing another point of view.

EXPLORATION: Strange technologies from a bygone age and giant space-born life-forms, sentient energy beings and those from other dimensions, deadly astronomical phenomena and unusual alien maladies—the *Enterprise-D* had its share of strange, and potentially deadly, encounters. You might play a traditional *TNC*-style series, as a Starfleet officer boldly going where no one has gone before. Or you could approach these issues from another perspective—that of a Klingon warrior, Ferengi merchant, or Cardassian spy.

P6RSONAL DeveLOPWieNT: Data's pursuit to become more human, Worf's grappling with his Klingon heritage, Wesley Crusher's journey into adulthood, Geordi La Forge's sporadic search for love—the crew of the *Enterprise* often confronted the challenges arising from their own identities. No matter whether you play a Trill diplomat, a Cardassian entertainer, or a Vulcan mystic, some of the adventures you face may arise from your own character concept. Do you have a former lover who visits from time to time? Must you confront the challenges of your own culture—*Pon farr,* the Rite of Ascension, or prejudice? Do you have some weakness you must overcome? Any adventure you have can be enriched by a personal development.



DEEP SPACE NINE

Picking up where *The Next Generation* left off, *Star Trek: Deep Space Nine* chronicled the triumphs, tragedies, and difficulties of a part-Starfleet, part-civilian multispecies crew on board space station Deep Space 9. Rather than range across the galaxy to find adventure, Captain Sisko and his crew became involved in a specific region, allowing them to delve extensively into Bajoran, Cardassian, and Ferengi cultures. Although it portrayed the same time frame as *TNC, Deep Space Nine* distinguished itself from its predecessors by standing traditional *Star Trek* concepts on their heads.

While previous *Star Trek* series featured starships journeying from one place to another, *DS9* took a different approach. Its crew worked on a space station that remained in one place. Instead of going out to find adventure, the adventure came to them. Based at one end of a stable wormhole that allowed passage to the other side of the galaxy, Ferengi free traders, Klingon freighters, Cardassian warships, Federation starships, and many others made their way to Deep Space 9. By staying in one place, Captain Sisko and crew witnessed circumstances evolving over time, faced recurrent challenges, and dealt with familiar characters. Even with access to a starship of their own—the *U.S.S. Defiant*—the crew frequently remained close to home.

Complicating matters, Deep Space 9 wasn't a Starfleet installation. Captain Sisko administered it on behalf of the Bajorans, a peaceful people recently freed from a long military occupation. Many Bajorans did not welcome what they saw as an intrusion, their former Cardassian occupiers didn't want Federation interference, and others saw Starfleet as bringing with it a new, meddlesome way of life. Here was a situation where Starfleet officers were one component of a melting pot of cultures and beliefs. They shared the station with Ferengi merchants, Cardassian tailors, Bajoran clerics, and Lurian workers. Everywhere they turned, Starfleet's officers faced thorny questions while struggling to maintain their ideals at the edge of Federation space.

At its heart, *Deep Space Nine* is about complicated issues—moral, social, and political questions. Within the Federation, many worlds had recovered from their terrible pasts, eliminated poverty and greed, and united in a brotherhood dedicated to peace, knowledge, and mutual cooperation. But on the frontier, people still struggled with their past, clung to old-fashioned ways, and succumbed to cultural prejudices. Bajor struggled between its traditional culture and the lure of modernization and development. The Cardassians confronted their militaristic past while laboring to emerge from their totalitarian regime. The Ferengi scorned Federation values. And in the middle, Starfleet's officers tried to set an example and intervene where there were no easy fixes. Whereas in *Star Trek* and *The Next Generation* Starfleet's principles provided a moral compass for the crew, the people of Deep Space 9 dealt with moral ambiguities and ethical quandaries.

Nowhere was this more evident than in the conflicts faced by Captain Sisko, his crew, and the inhabitants of Deep Space 9. In the early years, Maquis terrorists—former Federation citizens who found themselves under Cardassian rule because of the Federation-Cardassian treaty—presented a continued threat to peace and stability. Although they were even-

tually dispersed, many within the Federation and Starfleet supported the Maquis, dividing loyalties and severing friendships. The Cardassians, nominally at peace with the Federation after the Federation-Cardassian War, continued to meddle in regional affairs and periodically challenge Starfleet. A new threat, however—the Founders and Jem'Hadar of the Dominion—tested the Federation as never before. Existing on the other side of the Bajoran wormhole, the Dominion at first objected to incursions by Alpha Quadrant ships, but later revealed its true intentions—an invasion of the Alpha Quadrant to impose its brand of order on the inhabitants. Over the course of the Dominion War, the Klingons once again became enemies, then friends; the Romulans allied with the Federation; the Cardassians joined the Dominion, then switched sides; and the enigmatic Breen revealed themselves as powerful enemies. Deep Space 9 was the focal point for much of the war, giving the proof to the old saying, "Beware interesting times."

Events

The inhabitants of Deep Space 9 undertook many adventures together during Benjamin Sisko's tenure as station commander. Many of DS9's events can provide rich fodder for your own campaigns and provide a blueprint for other, similar settings. These include:

THE MAQUIS: At the end of the Federation-Cardassian War, the two powers established a Demilitarized Zone between them, resulting in the exchange of some territories. With the stroke of a pen, several former Federation colonies found themselves part of the Cardassian Union. After repeated protests to the Federation went unheeded, they began to strike back against Cardassian oppression and cruelty. Calling themselves the Maquis, terrorists attacked Cardassian ships, planets, and officials. Many Starfleet officers, sympathizing with the rebels, either left Starfleet to join them or provided covert aid. Your own adventures might focus on fighting alongside the Maquis as mercenaries, freedom fighters, and former Starfleet officers. You could work to neutralize them as Starfleet Intelligence agents or Cardassian soldiers. As merchants, you might secretly supply them.

WORMHOLE DISCOVERY: The discovery of a stable wormhole leading to another region of space created an entirely new political landscape. Formerly unimportant planets gained in stature, while others sought to control its utility. Alliances were made and broken over the Bajoran wormhole. Your own adventures might focus on exploring and contacting the region beyond the wormhole, struggling to control it on behalf of your own government, or confronting the new political dynamic it created. On the other hand, what other, similar discovery might alter the balance of power and provide the catalyst for your own adventures?

DOMINION WAR: With its vast armies of genetically bred, drug-controlled supersoldiers—the Jem'Hadar—and fleets dwarfing those of the Federation alliance, the Dominion represented the greatest threat to Federation security since the Borg. Worlds fell, fleets were smashed, and millions died. Adventures set during the Dominion War could involve events far from the front lines—the defense of Federation core worlds, old enemies seizing an opportunity—or might place you squarely in the middle of the war. Alternatively, you might create your own DS9-style setting, near the Borg frontier or an altogether new region of your own design, with its own, unique conflicts.

FAT6 OF BAJOR: Freed from Cardassian slavery, but not from the bitterness and hatred it engendered, the Bajorans found themselves confronting new problems from a new perspective. Should they join the Federation, or make their own way? Return to the traditional, peaceful, but restrictive, orthodox society they once had, or continue with the progressive modernization forced on them by the Cardassians? Use the wormhole to become a prosperous center of trade, or close it to preserve their cultural identity? Your adventures might explore these questions from the Bajoran perspective, as you play Bajoran clerics, former resistance fighters, and merchants. Or you could delve into similar questions, exploring a single world in great detail, with an alien society of your own design.

Adventures

Deep Space Mne-style games can draw on many different themes and story types to create adventure-filled episodes. Some of the possibilities include:

CRIME AND PUNISHMENT: The frontier, with its seemingly boundless opportunities and questionable authority, frequently attracts those who make their own rules. Far from the Federation, at the meeting point with alien cultures, merchants, rogues, and ne'er-do-wells are common. As law-enforcement officers, you might have to dispense a little "frontier justice" or track down notorious criminals. Or you might play the criminals, simply making your way across the galaxy as best you know how.

SHADOWS AND LIGHT: Operating at the edge between the Federation and "elsewhere," issues of black and white frequently blended into gray. Often on *DS9,* situations lacked a clear-cut answer, and sometimes doing the right thing involved questionable tactics or led to unintended consequences. What would you do to encourage the Romulans to enter the Dominion War? How would you have confronted the Maquis? Would you accept yesterday's enemy as today's ally? No matter what character you play, you may face challenges to your principles.

CULTURAL CONTACT: More than any other element, the crew of Deep Space 9 interacted closely with the Bajoran people. From questions of religion to mat-

ters of tradition, from the resettlement of refugees to subduing militant isolationists, Captain Sisko and crew became intimately involved in Bajoran matters. As a Starfleet officer, you might become similarly involved in the society of a different planet. Or you could play the merchants, mystics, rogues, and politicians of Bajor—or some other world—and confront the questions posed by Federation involvement.

TRAD6: Economic issues provide a backdrop or inspiration for many *DS9* episodes. You might play a merchant doing your best to make a healthy profit at minimal risk, or a rogue scheming to part people from their latinum. As a mercenary, you might offer your skills as a tailor sells his suits, or you could play a shopkeeper marketing your wares to the traveling throngs.



VOYAGER

A mere handful of years since the end of *The Next Generation* and within the same contemporary timeframe as *Deep Space Nine, Star Trek: Voyager* was positioned to take the reigns of *Star Trek* and boldly explore the final frontier.

When the concept of *Star Trek* was first developed, the idea was for a show that would be a "wagon train to the stars." *Star Trek: Voyager* returned to this grand form of storytelling, where the crew of the starship *Voyager* were thrust into unusual circumstances, far from Earth and Starfleet, left with only their morality and sense of duty to guide them. Responsible for seeing the crew of the *Voyager* through this difficult journey would be Captain Kathryn Janeway, an officer of determination and drive who would serve to remind us that no obstacle was too large to overcome.

The dilemma of morality was a key concept behind *Voyager,* where a lone Federation starship, trapped some 70,000 light-years from home, had to resolve conflicts, internal and external, on their own without aid or assistance from Starfleet and the familiar confines of the Alpha Quadrant. Instead the crew found themselves in the Delta Quadrant, surrounded by all manners of new and unusual species—and even a few old enemies. This was further complicated by the inclusion of Maquis rebels into *Voyager's* own crew. Captain Janeway turned to her opposing commander, Chakotay, and resolved to put away their differences and unite into one crew, appointing him as her executive officer.

Captain Janeway held herself and the crew of *Voyager* to the highest standards of Starfleet. While it would have been tempting to turn a blind eye to those in need in order to return home faster, Captain Janeway showed us that it was the journey that defined us as beings, not the end result. To sacrifice the ideals that Starfleet held dear would have been the greatest mistake of all.

Perhaps the most significant change in *Voyager* from previous *Star Trek* shows was the unfamiliar frontier that *Voyager* showed us every week. The Kazon and Vidiians were key opponents as *Voyager* began her journey home, but as the years passed, so did her adversaries. As *Voyager* turned closer to home we were afforded the opportunity to experience new adversaries never before seen in *Star Trek*—the Krenim with their poerful temporal weapons; Species 8472, invaders from fluidic space combining organic technology and ferocious determination; the Hirogen, a nomadic spacefaring race with a culture centered around "the hunt" (and hunt they did); and finally, the return of the Borg, as sinister and unrelenting as before, but this time in even greater numbers and led by their Queen.

EVENTS

Star Trek: Voyager introduced many unusual situations never before seen by Starfleet—or the viewer. Another vessel lost in the Delta Quadrant could run across these same adversaries, or, even more disturbing, have them find their way into the Alpha Quadrant and your series.

TH6 CAR€TAK€R: During a mission in 2371 to capture the Maquis, *Voyager* encountered a powerful displacement wave that engulfed the starship, transporting it some 70,000 light-years into the Delta Quadrant. Captain Janeway was forced to destroy the Caretaker Array to prevent the technology from falling into the hands of the Kazon, thus protecting the Ocampans. This stranded *Voyager* in the Delta Quadrant and marked the beginning of her epic trek home. Who knows what other ships may have been pulled into the Delta Quadrant by the Caretaker? Your ship could be thrust in the same situation, or perhaps you'll find yourself on the starship *Voyager,* experiencing many of the same situations seen on screen from a different perspective. What of a non-Starfleet crew, such as the Maquis, Klingons, or free merchants? What other stellar anomaly might fling your Crew into the Delta Quadrant or another dimension, or through time?



THE BORG & Species 84-72: Hundred of worlds and thousands of cubes blocked *Voyager's* path home, and a confrontation with the Borg could not be avoided. Then, a second, more dangerous enemy, Species 8472, emerged. Species 8472 began a war of their own against the Borg and seemed unstoppable. After the Borg were defeated Captain Janeway wondered where Species 8472 would stop—if at all. Seeing an opportunity to initiate a dialog with the Borg, Captain Janeway entered negotiations to stop Species 8472. Ultimately the *Borg/Voyager* alliance was able to deter the threat posed by Species 8472, but the Borg were unwilling to fulfill their part of the bargain and turned against *Voyager.* Thus would begin the first of many encounters with the Borg and their enigmatic Queen. Refueled with hatred by the "imperfect" humans, the Queen could launch a new assault on Sector 001, with your characters caught in the middle. Equally harrowing would be the return of Species 8472, no longer satisfied with fluidic space and seeking permanent expansion into relativistic space. Perhaps the Queen might enlist the aid of the intrepid Federation again in order to defeat this mutual ally. How would you respond to two of the galaxy's most dangerous foes knocking on your doorstep?

THe HIROGGN: A fierce adversary *Voyager* first encountered when using a Hirogen communications network, they were a nomadic species renowned for a culture based on the principle of "the hunt." The Hirogen, through Captain Janeway's assistance, took to hunting holograms instead of real prey in an effort to maintain their species' cultural identity. In due course the Hirogen may find their way to a new area of the galaxy and begin hunting anew in earnest. No longer satisfied with hunting holograms, especially intelligent ones that fight back, the Hirogen might return to biological prey. How would your characters handle such a situation? Can another recourse be found? If not, do you have the right to exterminate a species simply because its culture is built on a different foundation?

Adventures

The adventures that a crew encounters in the spirit of a *Voyager-themed* campaign are similar to those found in *The Next Generation,* with the addition of the overall larger goal of the journey. Sometimes these two ideas may be in conflict, while other times the adventure may overlap with the goal of returning home. These include:

MY OWN GNGMY: On board *Voyager* not everything ran as a finely tuned Starfleet crew. The inclusion of Maquis personnel introduced a potentially unstable element into the mix. On another vessel things might not have gone so smoothly. Dissidents unhappy with the captain's decisions plot to capture the ship to return home sooner. Starfleet and Maquis crew forced to work side by side might become resentful of each other, causing friction. A crewmember might commit a murder during a jealous rage; how does the captain dispense justice? In the Delta Quadrant there are no Starfleet penal colonies to drop off unwanted crewmembers. After several years does the crew still believe so strongly in the ideals and principles of Starfleet that a minor infraction is still not permissible, even if it shaves twenty years off the trip?

AMBASSADORS OF PGACG: Sometimes, in the vastness of the Delta Quadrant, *Voyager* had no currency beyond its reputation of goodwill and friendship. Fortunately, Captain Janeway, with the help of Neelix, was able to make overtures of friendship with a number of species. As a Starfleet officer, regardless of your vessel's current location, you have a duty to seek out new life forms and strange civilizations, boldly going where no one has gone before. In a similar situation, will you be able to enlist the aid of others, or even help another species in need if it takes you from your course in order to further the principles of the Federation? *Star Trek* speaks of an officer's "duty"—in *Star Trek: Voyager* that duty is put to the test in every adventure.

THE HERO'S JOURNEY: One's journey is not measured only in where he has been and where he is going, but in the inner journey, as well—the inward development resulting from the hero's experiences. The crew of *Voyager* encountered many tests along the way, and although they ultimately succeeded in returning home, it was the journey itself that defined them as people. Seven of Nine, for example, underwent her own journey from collective drone to whole individual. Can you take solace in the growth and opportunities presented by the journey, even though the end result was not what you had hoped for? Can you preserve your morals and uphold your ideals while far from home?

ANATOMY OF A CHARACTER

In order to play the Star Trek Roleplaying Game you need a character. The **following** chapters provide you with all the information yoo'll need to create characters—the species, professions, and equipment of the Star Trek universe. After reading them, come back to this section and follow the steps to create a character. You can create a beginning character from scratch, or you can use the fast-track method to start playing more quickly.

PRELIMINARY CONSIDERATIONS

When selecting your character's species, you should consider several factors carefully **before** making your decision.

First and foremost, what species interests you the most? What "feels" best for the character? If you have your heart set on playing an Ocaipi in an Alpha Quadrant-based series, talk with your Narrator anil see if you can come up with a reasonable explanation for the character's presence in the game. If you have an idea for an intriguing character that contributes to everyone's enjoyment of the game, most Narrators will work with you to get him involved.

Second, consider the species' stereotypical professions, both for using them and ignuring them. All uf the species descriptions include a "favored profession" and notes about how members of the species often become adventurers. But don't feel straitjacketed by those guidelines. Each species is incredibly diverse, with members participating in every profession and pursuit available. So while you may typically think of Vulcans as science officers, Klingons as warriors, and Ferengi as merchants, you may have more fun if **you** take a different approach. A Vulcan merchant, Ferengi warrior, or Klingon science **officer** can bring a fresh perspective to the profession, thus setting himself apart.

Third, look at what each species offers in terms of attribute adjustments and special abilities, and consider how they might help your character. If yon rolled poorly for Agility and Presence, you might want to have your character belong to a species that provides a bonus to those attributes or to Quickness. If you want to select the soldier profession for yoor character, choosing a species that grants bonuses to Strength or Vitality, such as Cardassian, Klingon, or Vulcan, maximizes your character's **effectiveness** at many military pursuits. If one of the species has a set of special abilities that really interests you, such as a Vulcan's mind meld and nerve pinch abilities, you may want to pick that species to create an enjoyable blend of professional and personal skills.

FORMING A GREW

When you sit down to create a character, you may have lots of possibilities in mind, or you may quickly Incus on just one character concept. It's fun to create a player character (PC), and it's easy when you're building a character that appeals tu yuu. But if you and your friends all create characters at the same time, how do you make sure they all fit together? You might create a Klingon diplomat, while the rest of your gaming group creates Starfleet officers. You'll need to consider what everyone in your group wants to play and find a rationale lor them working together as a Crew.

One way to do this is to create characters together. This way, you can come up with an overall campaign theme. If everyone at the table wants tu play something different—a Vulcan mystic, a Ferengi merchant, and a Cardassian pilot—maybe the group ought to play a campaign set along the Federation frontier, perhaps on a remote space station.

On the other hand, yuu might want to play a character that doesn't necessarily jibe with everyone else's—a Klingun diplomat to everyone else's Starfleet officer. In this case, maybe you and yuur Narrator could devise a way for your character to fit in. Maybe your Klingon serves as an observer for the Klingon High Council, for instance. You could make some slight **alterations** to your character to fit in better with the group, perhaps making him a Klingon starship officer (rather than a diplomat) participating in an officer exchange program.

You don't have to be together when yoo create characters; everyone might agree to certain kinds of characters beforehand. The importaot point is to create a group of characters that seem well suited to work together as a Crew while still allowing every player to create the character he wants.

On Star Trek, every Crew seems to have an engineer, a doctor, a scientist, a commander, and so on. When you and your group create your characters, give some thought as to how your Crew will succeed in the face of adversity. Who will repair equipment? Who will heal the sick and injured? Who will negotiate with alien leaders? While it's okay to have two security officers or two engineers, a Crew of all doctors can make for a lopsided series.

Your Narrator might also have a specific campaign in mind and restrict the kinds of characters you can create (though cooperative Narrators make sure their campaign idea appeals to the players before enforcing restrictions). "No Cardassians" or "Starfleet officers stationed on a frigate during the Dominion War" are examples. This could help you focus your thoughts on the kind of character you want to create, as well as make sure you all fit together in terms of setting and character roles. So before you create your PC, get in touch with your friends and consider what it is you want to play—both individually and as a grnup.

CHARACTER CREATION

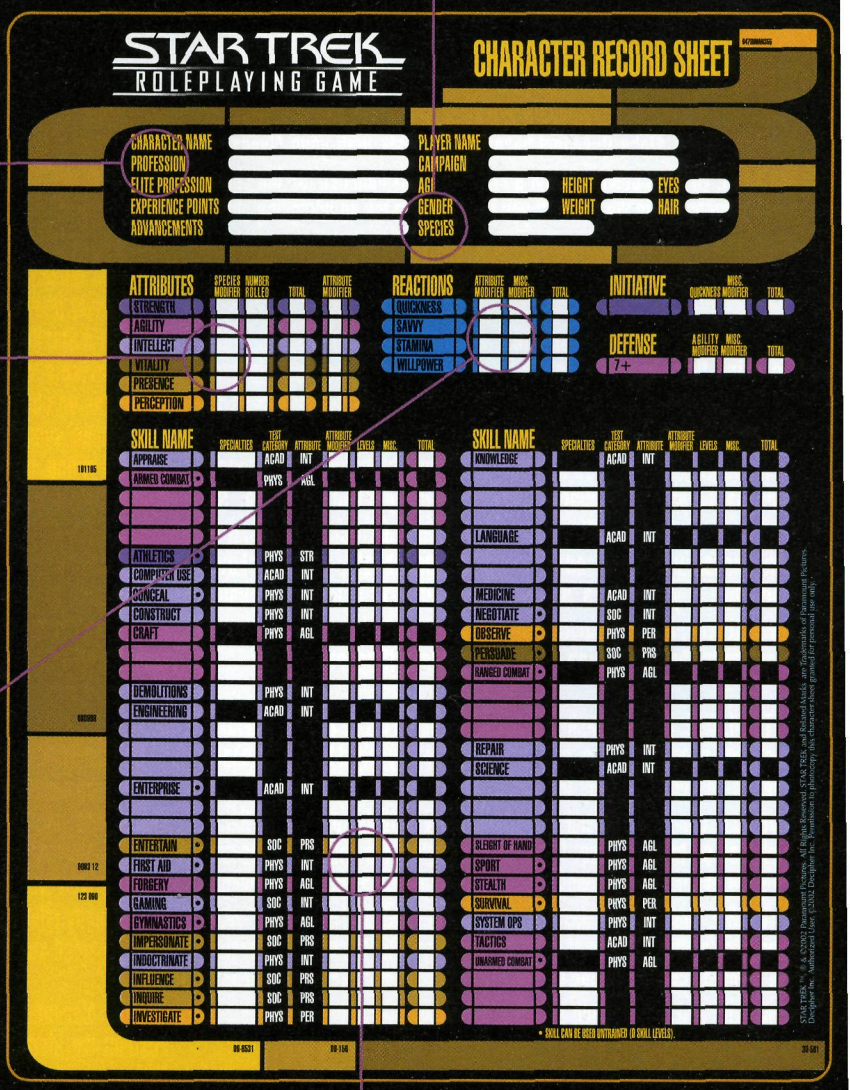
- STEP 1: CHOOSE SPECIES
- STEP 2: CHOOSE PROFESSION
- STEP 3: GENERATE ATTRIBUTES
- STEP 4: CALCULATE REACTION SCORES
- STEP 5: CHOOSE SKILLS

- **CHOOSE SPECIES:** Your character's species determines your character's identity and defines elements characteristic of the species such as skill modifiers and special species abilities. The species available for play are Bajoraos, Betazoids, Cardassians, Ferengi, Humans, Klingons, Ocampa, Talaxians, Trill, and Vulcans. See Chapter 2: Species.

- **CHOOSE PROFESSION:** Your character's profession defines what he can do, including skills with which he is prnficient and special profession abilities. The seven professions are diplomat, merchant, mystic, rogue, scieotist, soldier, and starship officer. See Chapter 3: Professions.

- **GENERATE ATTRIBUTES:** Attributes represent yoor character's innate abilities. Roll randomly or select your character's starting attributes. Modify them for your species (see Table 2.1). Record the attribute modifiers found in Table 4.1. The six attributes are Agility, Strength, Intellect, Perception, Presence, and Vitality. See Chapter 4: Attributes.

- **CALCULATE REACTION SCORES:** Characters must frequently react to changing circumstances, as represented by their reactions. See Chapter 8: Characteristics for rules on assigning reaction scores. The four reactions are Stamina, Quickness, Savvy, and Willpower.



- **CHOOSE SKILLS:** Skills allow your character to accomplish actions within the game, from repairing an impulse engine to shooting a Phaser. See Chapter 5: Development to select skills for your character aud Chapter 6: Skills for particular skill **descriptions.**

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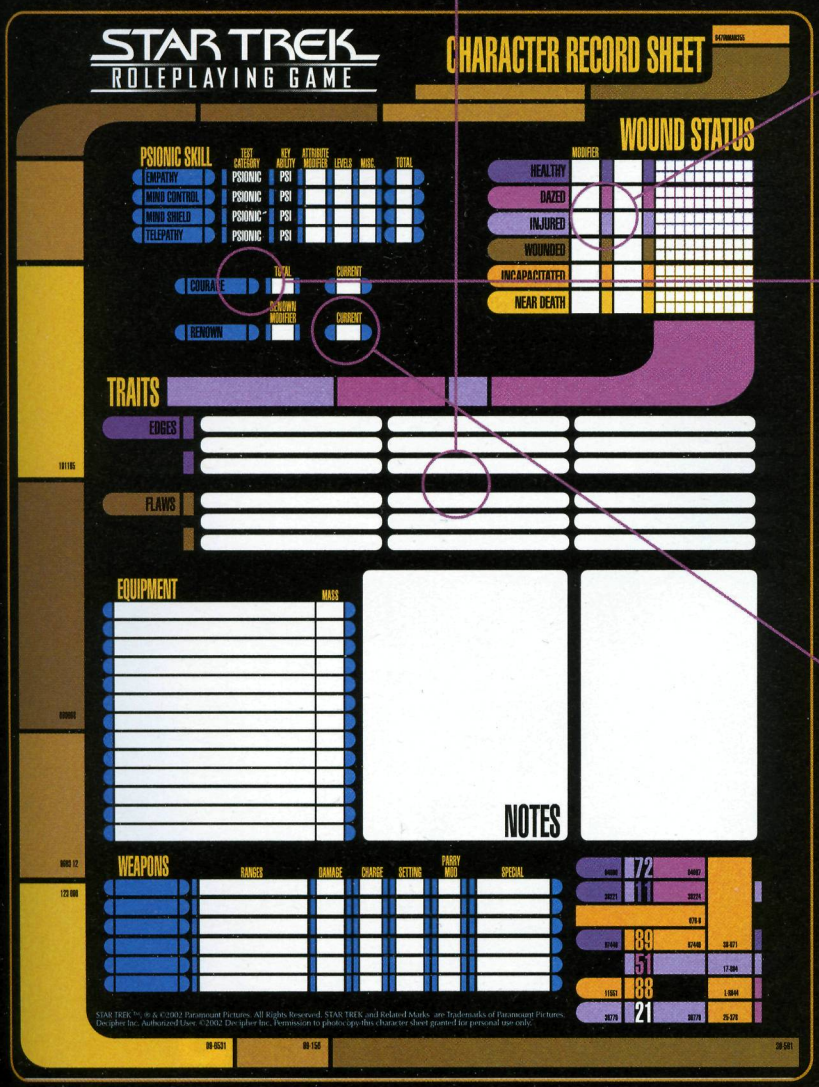
• CHOOSE TRAITS: Traits are additional abilities that aid or hinder your character. Edges provide a character with features that provide new capabilities or improvements. Flaws hamper a character in particular ways. See Chapter 7: Traits for descriptions ol edges and flaws and Chapter 5: Development to select traits.



• CALCULATE HEALTH: Characters may sustain injuries over the course of their lives. A character can sustain an amount of damage in each wound level equal to his Health rating. See Chapter 8: Characteristics, page 146, to determine your character's Health.

• RECORD COURAGE: Heroes can draw on innate reserves to accomplish difficult tasks, as represented by a character's Courage score. All characters start the game with Courage 3, modified by species and profession abilities. See Chapter 8: Characteristics, page 147, for rules governing Courage.

• RECORD RENOWN: As the center of a Star Trek series, characters participate in important events and influence the course of history. Renown measures a character's fame (or inlamy) throughout the galaxy. All characters start the game with Renown 0. See Chapter 8: Characteristics, page 148, for rules governing Renown.

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FAST-TRACK CHARACTER CREATION

The fastest way to start playing the Star Trek Roleplaying Game is to select an archetype. An archetype offers a ready-made character that comes complete with species, profession, attributes, skills, abilities, traits and a brief description. **Personalize** it a bit with 5 skill picks. Then give your character a name and you're ready to face whatever the Narrator throws your way. Archetypes can be found on pages 22-27.

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BAJORAN STARFLEET OPS OFFICER ARCHETYPE

ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	0	7	0
AGILITY	0	8	+1
INTELLECT •	0	10	+2
VITALITY •	0	10	+2
PRESENCE	0	4	0
PERCEPTION	0	8	+1

• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS •	+1	0	+1
SAVVY	+1	0	+1
STAMINA	+2	0	+2
WILLPOWER	+2	0	+2

• FAVORED REACTION

INITIATIVE	QUICKNESS MODIFIER	MISC. MODIFIER	TOTAL
	+1	+2	+3

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+1	0	8



PERSONAL DEVELOPMENT: OCCUPATION UPBRINGING

PROFESSIONAL DEVELOPMENT: OPERATIONS MANAGER

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS		TOTAL
• ATHLETICS	STR	+0	+0	+3	=	+3
• COMPUTER USE (HACKING)	INT	+0	+2	+4	=	+6
• ENGINEERING	INT					
SYSTEM ENGINEERING (EPS SYSTEM)		+0	+2	+2	=	+4
• INQUIRE	PRS	+0	+0	+1	=	+1
• RANGED COMBAT	AGL					
ENERGY WEAPONS		+0	+1	+3	=	+4
• REPAIR	INT	+0	+2	+1	=	+3
• SURVIVAL	PER	+0	+1	+3	=	+4
• SYSTEM OPERATION (OPERATIONS MANAGEMENT)	INT	+0	+2	+4	=	+6
• UNARMED COMBAT	AGL					
BRAWLING		+0	+1	+3	=	+4

SPECIES ABILITIES: ARTISTIC, FAITHFUL, PAGH
PROFESSION ABILITIES: STARSHIP DUTY (OPERATIONS), STATION PROFICIENCY
EDGES: ALERT, SKILL FOCUS (KEEN EYESIGHT), SKILL FOCUS (FURTIVE)
FLAWS: EASILY DISTRACTED, INTOLERANT (CARDASSIANS)

"IT COULD BE A MAJOR FLUCTUATION ON ONE OF THE DYNOSCANNERS."

	MODIFIER		
HEALTHY	0	10	
DAZED	-1	10	
INJURED	-3	10	
WOUNDED	-5	10	
INCAPACITATED	-7	10	
NEAR DEATH	-9	10	

	CURRENT		CURRENT
COURAGE	4	RENOWN	0

FERENGI MERCHANT

ARCHETYPE

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ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	-2	5	0
AGILITY	0	8	+1
INTELLECT •	0	10	+2
VITALITY	0	5	+2
PRESENCE •	+1	10	+2
PERCEPTION	+1	12	+1

• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS	+3	0	+3
SAVVY •	+3	0	+3
STAMINA	0	0	0
WILLPOWER	+2	0	+2

• FAVORED REACTION

INITIATIVE	QUICKNESS	MISC. MODIFIER	TOTAL
	+3	0	+3

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+1	0	8

PERSONAL DEVELOPMENT: MERCANTILE UPBRINGING

PROFESSIONAL DEVELOPMENT: ENTREPRENEUR

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS	TOTAL
• APPRAISE	INT	+0	+2	+5=	+7
• ENTERPRISE	INT				
BUSINESS		+5	+2	+2=	+9
• COMPUTER USE	INT	+0	+2	+3=	+5
• INFLUENCE (CHARM, FAST TALK)	PRS	+0	+2	+3=	+5
• INQUIRE (FRATERNIZE)	PRS	+0	+2	+2=	+4
• KNOWLEDGE	INT				
CULTURE		+0	+2	+2=	+4
SPECIFIC WORLD		+0	+2	+2=	+4
• NEGOTIATE (BARGAIN)	INT	+0	+2	+3=	+5

SPECIES ABILITIES: EYE FOR PROFIT, FOUR-LOBED BRAIN, HEAD FOR NUMBERS, LOBES FOR BUSINESS
PROFESSION ABILITIES: PANDERING
EDGES: CONTACTS, SKILL FOCUS (KEEN HEARING), SHREWD
FLAWS: COWARD



"YOU PAID HOW MUCH FOR IT? AMATEUR! NEVER SEND A HUMAN TO NEGOTIATE!"

	MODIFIER		
HEALTHY	0	5	
DAZED	-1	5	
INJURED	-3	5	
WOUNDED	-5	5	
INCAPACITATE	-7	5	
NEAR DEATH	-9	5	

COURAGE	CURRENT	RENOWN	CURRENT
	3		0

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HUMAN STARFLEET COMMAND OFFICER

ARCHETYPE

ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	0	7	0
AGILITY	0	8	+1
INTELLECT •	0	9	+1
VITALITY	0	7	0
PRESENCE •	0	10	+2
PERCEPTION	0	8	+1

• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS	+1	0	+1
SAVVY	+2	+2	+4
STAMINA	0	+2	+2
WILLPOWER •	+1	0	+1

• FAVORED REACTION

INITIATIVE	QUICKNESS	MISC. MODIFIER	TOTAL
	+1	0	+1

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+1	0	8



PERSONAL DEVELOPMENT: STARFLEET "BRAT"

PROFESSIONAL DEVELOPMENT: BASIC COMMAND TRAINING

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS	TOTAL
• COMPUTER USE (RETRIEVE)	INT	+0	+1	+2 =	+3
• ENGINEERING	INT				
SYSTEMS ENGINEERING		+0	+1	+2 =	+3
• ENTERPRISE	INT				
ADMINISTRATION (FEDERATION)		+0	+1	+4 =	+5
• INQUIRE (FRATERNIZE)	PRS	+0	+2	+2 =	+4
• KNOWLEDGE	INT				
CULTURE		+0	+1	+2 =	+3
• NEGOTIATE (MEDIATE)	INT	+0	+1	+3 =	+4
• PERSUADE (ORATORY)	PRS	+0	+2	+3 =	+5
• RANGED COMBAT	AGL				
ENERGY WEAPONS		+0	+1	+3 =	+4
• SYSTEM OPERATION (COMMAND)	INT	+0	+1	+3 =	+4
• TACTICS	INT	+0	+1	+2 =	+3

SPECIES ABILITIES: ADAPTABLE, THE HUMAN SPIRIT, SKILLED
PROFESSION ABILITIES: STARSHIP DUTY (COMMAND), COMMANDING PRESENCE
EDGES: COMMAND 1 (LIEUTENANT J.G.), FIT, RESOLUTE
FLAWS: PACIFIST, RECKLESS

"SHIELDS UP! BATTLE STATIONS! GO TO RED ALERT!"

	MODIFIER	
HEALTHY	0	7
DAZED	-1	7
INJURED	-3	7
WOUNDED	-5	7
INCAPACITATE	-7	7
NEAR DEATH	-9	7

	CURRENT
COURAGE	4
RENOWN	0

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ARCHETYPE

KLINGON ROGUE

ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	+1	11	+2
AGILITY	0	10	+2
INTELLECT	-1	6	0
VITALITY	+1	8	+1
PRESENCE	0	8	+1
PERCEPTION	-1	6	0

• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS	+2	0	+2
SAVVY	+1	0	+1
STAMINA	+2	0	+2
WILLPOWER	+1	0	+1

• FAVORED REACTION

INITIATIVE	QUICKNESS	MISC. MODIFIER	TOTAL
	+2	0	+2

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+2	0	9

PERSONAL DEVELOPMENT: MILITARY "BRAT"

PROFESSIONAL DEVELOPMENT: THE STREETS

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS	TOTAL
• ARMED COMBAT	AGI				
KLINGON TRADITIONAL WEAPONS		+0	+2	+4 =	+6
• CONCEAL	INT	+0	+0	+3 =	+3
• ENTERPRISE	INT				
STREETWISE		+0	+0	+3 =	+3
• INFLUENCE (INTIMIDATE)	PRS	+0	+1	+3 =	+4
• KNOWLEDGE	INT				
CULTURE		+0	+0	+1 =	+1
• OBSERVE (LISTEN)	PER	+0	+0	+3 =	+3
• RANGED COMBAT	AGL				
ENERGY WEAPONS		+0	+2	+3 =	+5
• REPAIR	INT	+0	+0	+1 =	+1
• SLIGHT OF HAND	AGL	+0	+2	+2 =	+4
• STEALTH (SHADOW)	AGL	+0	+2	+3 =	+5

SPECIES ABILITIES: BRAK'LUL, FEROCITY, HONOR
PROFESSION ABILITIES: SCOUNDREL'S FORTUNE (INFLUENCE)
EDGES: BLENDS IN, DODGE, HIGH PAIN THRESHOLD
FLAWS: DIM-WITTED

"KILL THEM ALL, DUMP THE CARGO, TAKE THE SHIP. WE COULD USE A NEW SHIP."



	MODIFIER		10	
HEALTHY	0		10	
DAZED	-1		10	
INJURED	-3		10	
WOUNDED	-5		10	
INCAPACITATE	-7		10	
NEAR DEATH	-9		10	

COURAGE	CURRENT	RENOWN	CURRENT
	3		0

TRILL DIPLOMAT

ARCHETYPE

ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	0	7	0
AGILITY	0	9	+1
INTELLECT •	+1	11	+2
VITALITY	0	6	0
PRESENCE •	0	10	+2
PERCEPTION	0	8	+1

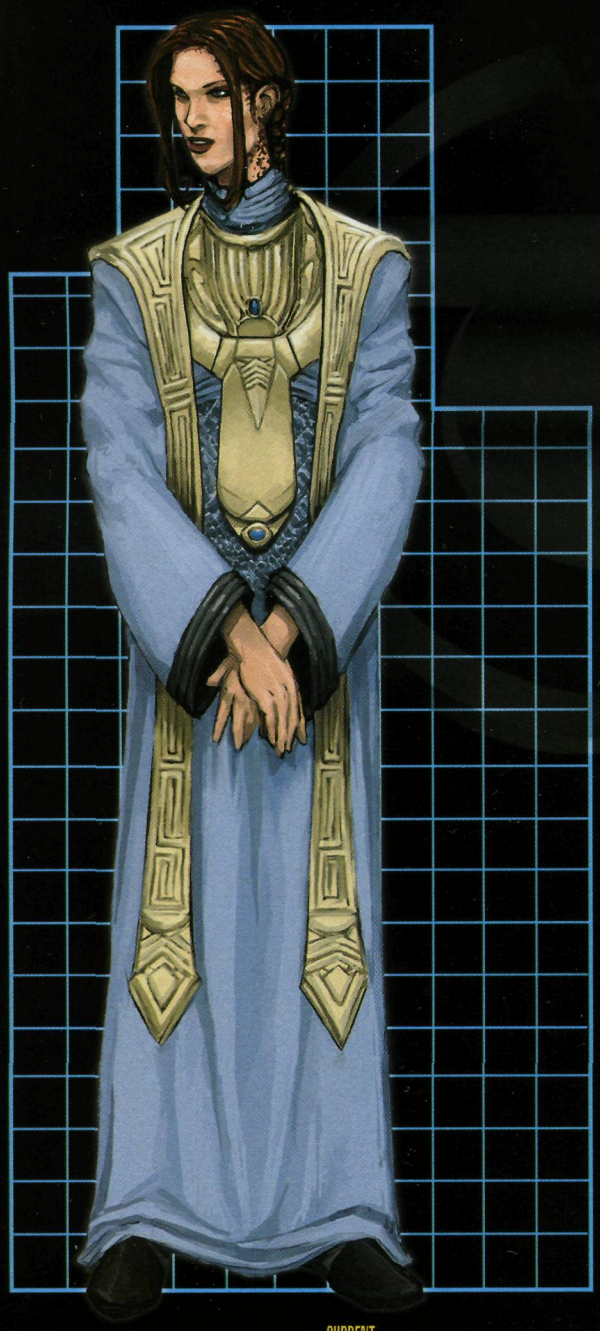
• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS	+1	0	+1
SAVVY •	+2	0	+2
STAMINA	0	0	0
WILLPOWER	+2	0	+2

• FAVORED REACTION

INITIATIVE	QUICKNESS	MISC. MODIFIER	TOTAL
	+1	0	+1

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+1	0	8



PERSONAL DEVELOPMENT: MERCANTILE UPBRINGING

PROFESSIONAL DEVELOPMENT: ENTREPRENEUR

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS	TOTAL
• COMPUTER USE (RETRIEVE)	INT	+0	+2	+3 =	+5
• ENGINEERING	INT				
SYSTEM ENGINEERING		+0	+2	+0 =	+2
• ENTERPRISE	INT				
ADMINISTRATION		+0	+1	+2 =	+3
• INFLUENCE •	PRS	+0	+2	+2 =	+4
• INQUIRE	PRS	+0	+2	+2 =	+4
• KNOWLEDGE	INT				
CULTURE		+4	+2	+2 =	+8
HISTORY		+3	+2	+2 =	+7
POLITICS		+0	+2	+2 =	+4
SPECIFIC WORLD		+0	+2	+3 =	+5
• LANGUAGE	INT				
KLINGON		+0	+2	+2 =	+4
• PERSUADE	PRS	+0	+3	+2 =	+5
• SCIENCE	INT				
SOCIAL SCIENCE (POLITICAL SCIENCE)		+0	+2	+2 =	+4

• PROFESSIONAL SKILL (SEE JOINING)

SPECIES ABILITIES: SKILLED, JOINING (1 PAST HOST)
PROFESSION ABILITIES: INSIGHT
EDGES: CULTURAL FLEXIBILITY, WEALTH
FLAWS: LOW PAIN THRESHOLD

"CONFLICT IS NOT INEVITABLE.
LET ME DO THE TALKING."

	MODIFIER		
HEALTHY	0	6	
DAZED	-1	6	
INJURED	-3	6	
WOUNDED	-5	6	
INCAPACITATE	-7	6	
NEAR DEATH	-9	6	

	CURRENT		CURRENT
COURAGE	3	RENOWN	0

ARCHETYPE

VULCAN STARFLEET SCIENCE OFFICER

ATTRIBUTES	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH	+2	9	+1
AGILITY	0	8	+1
INTELLECT •	+1	12	+3
VITALITY	0	7	0
PRESENCE	-3	5	0
PERCEPTION •	0	10	+2

• FAVORED ATTRIBUTE

REACTIONS	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS	+2	0	+2
SAVVY	+2	0	+2
STAMINA •	+1	0	+1
WILLPOWER	+3	0	+3

• FAVORED REACTION

INITIATIVE	QUICKNESS	MISC. MODIFIER	TOTAL
	+2	0	+2

DEFENSE	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+	+1	0	8

PERSONAL DEVELOPMENT: ACADEMIC UPBRINGING

PROFESSIONAL DEVELOPMENT: PLANETARY SURVEY

SKILLS	ATTRIBUTES	MISC MODIFIER	ATTRIBUTE MODIFIER	LEVELS	TOTAL
• COMPUTER USE (RETRIEVE)	INT	+0	+3	+4 =	+7
• CRAFT	AGL				
CALLIGRAPHY		+0	+1	+0 =	+1
• ENGINEERING	INT				
SYSTEMS ENGINEERING		+0	+3	+1 =	+4
STRUCTURAL ENGINEERING		+0	+3	+1 =	+4
• INVESTIGATE	PER	+0	+2	+1 =	+3
• KNOWLEDGE	INT				
HISTORY		+0	+3	+2 =	+5
• SCIENCE	INT				
PLANETARY SCIENCE (GEOLOGY)		+0	+3	+3 =	+6
LIFE SCIENCE (BIOLOGY)		+0	+3	+3 =	+6
• RANGED COMBAT	AGL				
ENERGY WEAPONS		+0	+1	+0 =	+1
• REPAIR	INT	+0	+2	+3 =	+5
• SYSTEM OPERATION (SENSORS)	INT	+0	+3	+3 =	+6
• SURVIVAL (MOUNTAIN)	PER	+0	+2	+2 =	+4
• UNARMED COMBAT	AGL	+0	+1	+0 =	+1

PSIONIC SKILLS	PSI 4 +0				
• MIND-MELD	PSI	+0	+0	+1 =	+1

SPECIES ABILITIES: ENHANCED RAPID HEALING, MIND MELD, NERVE PINCH
PROFESSION ABILITIES: FIELD RESEARCH, STARSHIP DUTY (SCIENCE)
EDGES: EIDETIC MEMORY, KEEN HEARING, METICULOUS, PSIONIC
FLAWS: PACIFIST

	MODIFIER		
HEALTHY	0	8	
DAZED	-1	8	
INJURED	-3	8	
WOUNDED	-5	8	
INCAPACITATE	-7	8	
NEAR DEATH	-9	8	



COURAGE	CURRENT	RENOWN	CURRENT
	3		0

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2 SPECIES

The first step in creating a *Star Trek Roleplaying Came* character is to pick your character's species. Hundreds of species inhabit the galaxy of *Star Trek,* ranging from versatile Humans to logical Vulcans, from belligerent Klingons to such oddities as the shapeshifting Founders of the Gamma Quadrant. Each one possesses certain noteworthy characteristics and qualities, comes from a unique and fascinating culture, and can add a great deal to your series.

Adjustments and Abilities

Every species description includes a section listing attribute adjustments for that species. For example, Vulcans receive +1 Intellect, +2 Strength, and -3 Presence. This reflects their physical hardiness and their strong minds, but also their difficulty relating to many other species. Some species, such as Humans and Bajorans, have no attribute adjustments; they serve as the "baseline" from which other species vary. (These modifications are summarized in Table 2.1: Species Attribute Adjustments.)

Additionally, each species has one or more special abilities listed, with game effects. These range from modifiers to common tests, to powers like Mind-meld, to extra Courage points. Some abilities represent innate physical qualities (such as Klingon *brak'lul),* while others represent common personality traits, social abilities, or the like. Some provide game benefits; others constitute hindrances and flaws.

The attribute adjustments and special abilities for each species balance each other as closely as possible, to make each species roughly as good as any other in game terms. However, since the primary consideration is to simulate the reality of *Star Trek*—what you see when you watch the show—some species have more abilities and benefits than others and may prove more capable in certain situations.

TABLE 2.1: SPECIES ATTRIBUTE ADJUSTMENTS

Species	Attribute Adjustments
Bajoran	None
Betazoid	+1 Presence
Cardassian	+1 Perception, +1 Vitality, –1 Agility, –1 Presence
Ferengi	+1 Presence, +1 Perception, –2 Strength
Human	None
Klingon	+1 Strength, +1 Vitality, –1 Intellect, –1 Perception
Ocampa	+1 Intellect, +1 Perception, –2 Vitality
Talaxian	+1 Agility
Trill	+1 Intellect
Vulcan	+1 Intellect, +2 Strength, –3 Presence

SPECIES DESCRIPTIONS

Each species description includes the following information:

PERSONALITY: The general personality traits evinced by typical members of the species. Keep in mind that each character is unique. You can ignore these suggestions if you prefer and create an atypical member of the species. After all, even the most detailed summary of a species' psyche amounts to an oversimplification.

PHYSICAL DESCRIPTION: The species' average height, build, and other distinguishing physical characteristics.

HOMEWORLD: The name and a brief description of the world the species comes from (or is most closely associated with).

CULTURE: The nature of the society and civilization created by the species—its themes and moods, history, religion and art, and approach to other species.

LANGUAGE: The language(s) learned by all members of the species.

COMMON NAMES: A list of possible character names and notes on naming practices within the species.

FAVORED PROFESSION: The profession most closely associated with the species in the universe of *Star Trek,* including some additional notes on adventuring careers often pursued by members of the species. Some species list "any" as a favored profession, indicating they're equally good at any job.

SPECIES ADJUSTMENTS: Attribute score adjustments for the species.

SPECIES ABILITIES: Any special abilities, powers, or skills members of the species possess.

Last but not least, each species description includes a sidebar discussing several renowned members of the species whose lives may serve as examples for player characters.

SPECIES SKILLS

Members of every species learn about their native culture, history, and homeworld, along with how to speak, read, and write their native language (if any). Characters receive Int x 2 skill picks to use on the appropriate Knowledge and Language skills (see *Chapter 5: Development* and *Chapter 6: Skills* for more information on acquiring skills and skill descriptions).

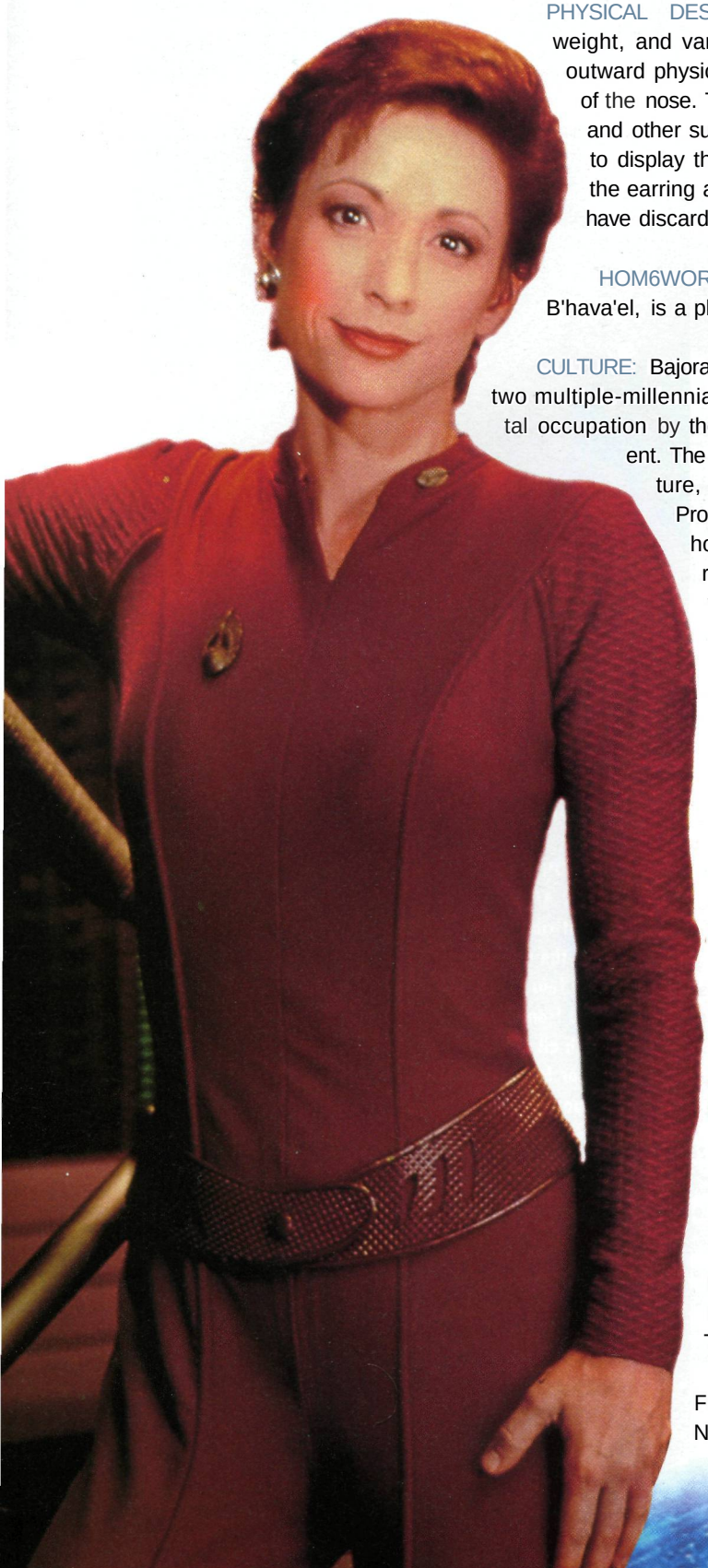


MIXED SPECIES

1. Determine the combination of species from which your character's parents originated, such as Human-Vulcan or Bajoran-Klingon. Appoint one of these as the dominant species. The other species is considered subsidiary.
2. Generate two sets of attributes as normal (see *Chapter 4: Attributes),* one for each species. Apply one species' attribute adjustments to the first set of attributes, and the other species' adjustments to the second.
3. Select four attributes from the dominant list and the other two from the subsidiary list to provide your character with all six attributes.
4. One or both species may possess abilities, such as psionic powers or redundant vital organs. A mixed species character acquires all but one of the dominant species' abilities, and one ability from the subsidiary species. Typically, while "half-breed" characters possess at least some of the abilities of their parents' species, they have them to a lesser degree. For example, a half-Human half-Betazoid usually possesses empathic powers rather than the species' full telepathic abilities. Consult with your Narrator as to which abilities your character possesses and to what degree. Under no circumstances should a mixed species character receive all of the abilities of both species at full strength.

BAJORANS

PERSONALITY: Most Bajorans are peaceful, contemplative people who simply wish to live in peace with their neighbors. The Cardassian occupation, however, turned many Bajorans into ruthless, passionate soldiers willing to do anything to protect their homeworld from threats to its independence and security.



PHYSICAL DESCRIPTION: Bajorans possess the same average height, weight, and variations in skin tone and hair color as Humans. The only outward physical difference is a series of vertical ridges along the bridge of the nose. They prefer loose-fitting clothes in a variety of earth tones and other subdued colors. Many of them also wear distinctive earrings to display their devotion to the Prophets. In times past, the design of the earring also revealed a Bajoran's caste, but many modern Bajorans have discarded that tradition.

HOM6WORLD: Bajor, the seventh of fourteen planets orbiting Bajor-B'hava'el, is a pleasant world similar in most respects to Earth.

CULTURE: Bajoran culture began approximately 30,000 years ago. Through two multiple-millennia republics, periods of balkanization and chaos, and a brutal occupation by the Cardassians, it has remained largely unified and coherent. The Bajoran religion, which forms the cornerstone of the culture, centers on the worship of enigmatic beings known as the Prophets, who live in the Celestial Temple (the Bajoran wormhole). Through their sacred texts and hundreds of prophecies recorded over the ages, Bajorans attempt to understand the will of the Prophets and live according to their wisdom. An elaborate hierarchy of religious officials—*ranjens, prylars,* and *vedeks,* all under the guidance of the *kai*—guides and teaches the Bajorans and participates in planetary government via the Vedek Assembly.

People all over the Alpha Quadrant also know Bajor for its art. From painting and sculpture to literature and song, the Bajorans produce works of art, both religious and secular, envied and admired by many other civilizations. Sales of artistic and craft products form a significant part of Bajor's interstellar economy.

LANGUAGE: Bajoran

COMMON NAMES: Bajorans place the surname before the given name. For example, Kira Nerys's given name is Nerys; Kira is her family name (and the one she uses in conjunction with her military rank).

FAMILY NAMES: Akorem, Anjohl, Bareil, Faren, Jaro, Kalem, Kira, Krim, Kubus, Latara, Latha, Lenaris, Li, Ro, Shakaar, Tahna, Trentin, Varis, Winn, Woban.

MALE NAMES: Antos, Edon, Essa, Furel, Holem, Hovath, Kag, Laan, Los, Mabrin, Nalas, Oak, Pol, Reon, Taban, Tennan.

FEMALE NAMES: Adami, Fala, Laren, Leeta, Lupaza, Meru, Neela, Nerys, Sul.

FAVORED PROFESSION: Any. Bajorans possess great adaptability and versatility, and can easily find themselves in almost any profession. Mystics are common in their society and are well respected—as are, in these post-occupation days, soldiers (members of the Bajoran Militia). Many former resistance fighters, unable to adapt to civilian life, have gone on to careers as rogues (mercenaries, terrorists, pirates, and so on).

Species ADJUSTMENTS: None

Species ABILITIES:

- **ARTISTIC:** Bajorans are generally artistic, and even average citizens practice some form of artistic expression as a hobby. Bajorans gain a +1 species bonus on Craft skill tests.

- **FAITHFUL:** Religion permeates Bajoran society as every child learns to respect the Prophets. Even those who reject the Prophets can cite quotes from the Sacred Texts and know the proper rituals. Bajorans gain a +2 species bonus to Religion (Bajoran) tests.

- PAGH: All Bajorans possess a *pagh*—roughly speaking, a "soul," though the term also refers to an individual's courage or "life force." If a Bajoran heeds the word and will of the Prophets and lives his life properly, the Prophets support and replenish his *pagh,* and it remains strong and pure. If he turns away from the Prophets (for example, to worship the evil Pah-wraiths) or acts evilly, his *pagh* becomes dark and corrupt.

  For Bajorans, Courage points represent the character's *pagh,* and every Bajoran character receives an extra +1 Courage point. The Prophets must support and agree with what the character does with them, however. If the character does something evil, sinful, malicious, or self-aggrandizing with his Courage points, they provide him no benefit, and they do not refresh until he brings himself back into the good graces of the Prophets (typically, by confessing to a Bajoran mystic). If he rejects the Prophets, he loses his extra Courage point entirely until he atones for his betrayal. (For more information on Courage points, see *Chapter 8: Characteristics.)*



When a Bajoran achieves an extraordinary success on a skill test involving a professional skill, he refreshes +1 Courage point (up to the character's maximum). As above, this skill test must support the word of the Prophets—a good, selfless, helpful, or justifiable act—for the refresh to occur.

A Bajoran mystic within three meters of another Bajoran can detect that Bajoran's *pagh* (how many Courage points he has, the current state of his soul, and so forth) with a TN 15 Religion (Bajoran) skill test. When making this test, the mystic uses his Perception attribute modifier. If he grasps the Bajoran's ear (the gateway to the *pagh,* for the words of the Prophets enter the soul through the ear), reduce the difficulty to TN 5.



NOTABLE BAJORANS

Colonel Kira Nerys joined the Bajoran resistance at age 12. As a member of the Shakaar resistance cell in Dakhur Province, she participated in the liberation of the Gallitep labor camp. After the Cardassians left, the Provisional Government appointed her its representative to Deep Space 9. Colonel Kiro's superb performance of her duties, contacts on Bajor, and heroism were instrumental in helping Captain Sisko do his job and fight the Dominion War. When Captain Sisko died at the end of the war, Colonel Kira became the station commander.

Akorem Loan, a renowned Bajoran poet of the 22nd century, composed such works as *Kitara's Song, Gaudal's lament,* and his famed *Call of the Prophets.* He disappeared in 2172 while using a solar-sail vessel, only to reappear in 2371 to announce he had visited the Prophets in the Celestial Temple and was their Emissary. His attempt to impose conservative religious reforms made him unpopular, and after the Prophets revealed that Captain Benjamin Sisko, not Akorem, was their Emissary, the Prophets returned him to his own time.

BETAZOIDS

PERSONALITY: The typical Betazoid is calm, quiet, peaceful, gregarious, and amicable. Betazoid altruism and compassion are renowned throughout the galaxy. Many people regard Betazoids as pacifistic, and while many of them are, this is by no means a universal trait, as the Jem'Hadar learned to their dismay during the occupation of Betazed.

PHYSICAL DESCRIPTION: Betazoids possess the same average height, weight, and build as Humans. Most of them have skin tones ranging from pink to olive, and black or brown hair, though darker hues of skin and lighter of hair are not unknown. They dress in no particular style, with each Betazoid wearing whatever pleases him.

HOMEWORLD: Betazed, a beautiful, temperate world orbiting a star of the same name.



The world has five continents and hundreds of islands, most filled with lush forests broken by inland grasslands and coastal wetlands. Betazed does not employ weather control technology, as they believe it unnecessarily tampers with nature.

CULTURE: Betazoids possess a rich culture dating back thousands of years. According to semihistorical accounts, the mighty Khrysaros, and later his disciple Rixx, used their mental powers to defeat Betazed's enemies and inspired the planet to unify under a theocratic oligarchy.

Their society is strongly matriarchal, with women leading many of the Great Houses of Betazed, and thus occupying seats on the ruling council, though they do not discriminate based on gender. They have a love of nature, as well, and do as little as possible to disturb the environment if they can; their architecture has long been remarkable for both its beauty and its seamless integration with natural surroundings.

Betazoid culture and society revolve in large part around telepathy. Betazoids rarely speak with each other, preferring telepathic communication, so an eerie (to nontelepaths) silence fills many of their buildings and cities. Many forms of Betazoid art consist of images, visions, and themes telepathically imbedded in an object, which an observer experiences by scanning it. Many types of Betazoid technology, such as their famed gift boxes, respond only to telepathic probes or the neural waves of specific persons.

Many Betazoids do not like species whose minds they cannot understand. They feel helpless when confronted by beings of telepathically "mute" species, such as

Ferengi or Breen, not knowing what to say or how to react. Others, however, seek out the company of such beings, because of the telepathic quiet this engenders. Still others seek out truly strange, alien minds, such as those of the Medusans, Gomtuu, andTholians, in order to foster understanding or expand their telepathic abilities. Many Betazoids dislike liars, due to their strong sense of honesty.

The famed Code of Sentience governs all Betazoids. Its dictates and ramifications sometimes seem endless, but boil down to two provisions. First, a Betazoid respects all sentient life as sacred, even the lives of his enemies, and harms sentients only in dire need. Second, a Betazoid never uses his telepathic abilities on another person without permission (or to provide emergency aid). A Betazoid who violates the Code suffers not only harsh legal penalties, but also the scorn and rejection of his fellows.

Family holds a place of importance in Betazoid life; many Betazoids, particularly the members of the ancient Great Houses (who still receive some preference and a greater degree of respect in society), can trace their ancestry for centuries. Even today, some Betazoids arrange marriages by genetically bonding two children at birth, though grown children often cast aside this bond in favor of marrying their *imzadi* ("beloved").

LANGUAGES: Betazoid, Federation Standard

COMMON NAMES: Betazoids place the given name first, the family name second.

FAMILY NAMES: Elbrun, Grax, Hagen, Morganth, Stadi, Suder.

MALE NAMES: Andrus, Lon, Reittan, Tarn, Talloc.
FEMALE NAMES: Azuma, Deanna, Jemma, Kestra, Lwaxana, Yaxara.



FAVORED PROFESSION: Starship counselor. Thousands of Betazoids serve in Starfleet, many as ship's counselors. Their telepathic abilities make it easy for them to determine what is bothering their patients and devise solutions to the problems. Other Betazoids eschew Starfleet for careers in private research, as diplomats and negotiators, or as traders and merchants.

SPECIES ADJUSTMENTS: +1 Presence. Betazoids of all sexes exude confidence and strong personal magnetism.

SPECIES ABILITIES:

- BONUS EDGE: PSIONIC: Betazoids automatically possess the Psionic edge (see page 136).
- PEACEFUL: Betazoids prefer to settle differences through peaceful means, and Betazoid diplomats are highly sought after. Betazoids gain a +4 species bonus to Negotiate (Mediate) tests.
- TELEPATHY: They gain Telepathy 2 at no cost and can treat that skill as a professional skill for the purposes of skill selection and advancement. Betazoids can communicate mentally only with other telepaths, however. They can read anyone's thoughts, but can project thoughts only to other telepaths. Half-Betazoids usually possess more limited empathic powers (and may substitute the Empathy skill in place of Telepathy).

NOTABLE BETAZOIDS

Commander Deanna Troi, ship's counselor of the *U.S.S Enterprise*-^ and -E, has served with distinction in Starfleet for nearly 20 years. Although only half-Betazoid and thus possessing only empathic powers, she has helped many fellow crewmembers adjust to problems and difficulties in their lives. She has also aided her captain, Jean-Luc Picard, in many diplomatic matters.

Deanna's mother, Lwaxana Troi, is a daughter of the Fifth House of Betazed, Holder of the Sacred Chalice of Rixx, and Heir to the Holy Rings of Betazed. Appointed a Federation ambassador in 2365, she has represented the UFP at the Pacifica Conference, the Biennial Trade Conference, and many other important meetings. She has been married or engaged several times and has other children besides Deanna.

CARDASSIANS

PERSONALITY: Most other species regard Cardassians as aggressive, harsh, and xenophobic; and capable of great cleverness, cunning, and eloquence. Cardassians prefer to deal with others from positions of strength whenever possible, whether that strength be military, intellectual, or social.

PHYSICAL DESCRIPTION: Descended from a species with reptilian and mammalian traits, Cardassians have gray skin and black hair. They are as tall as, but slightly heavier and broader than, Humans. Elongated vertebrae covered with scalelike plates support their necks. Segmented brow ridges almost encircle their eyes; they have slightly less pronounced unsegmented ridges along the nose, chin, and jaw line. A *chufa,* or spoon-shaped vertical protrusion, stands out from the center of the forehead.

HOMEWORLD: Cardassia Prime, the third of eight planets orbiting the star Cardassia.



CULTURE: The Cardassians once possessed a rich, vibrant culture, but because their world has few resources, they eventually found themselves ignoring loftier matters to concentrate on simple survival. The result was *vereshvar,* a gradual decline of Cardassian civilization that lasted for centuries. Art and religion were abandoned in a desperate struggle for survival that gave rise to a harsh military dictatorship. All Cardassians were expected to serve the needs of the state, from providing a molar for identification purposes to living under strict authoritarian laws.

By the 23rd and 24th centuries, the Central Command (the military) and the Obsidian Order (the intelligence agency) dominated Cardassia. Necessarily harsh and aggressive, the Cardassians turned outward to solve their resource problems. Their first encounter with the Klingons led to an eighteen-year-long war. Similarly, they approached their early encounters with the Federation with suspicion and mistrust, perhaps seeing the Federation as a competitor for resources and hindrance on their ability to expand. The most infamous example of their ruthless exploitation of other worlds can best be seen on Bajor.

Although this militaristic culture lauded devotion to the state and purported to reward citizens based on merit, personal contacts and influence *(vesala)* were what really mattered. Among Cardassians, who you know is more important than what you know. Another Cardassian tradition to survive is devotion to one's family; Cardassians typically give preference to family members over outsiders, which sometimes leads to someone holding a position not because of their abilities, but rather because of a well-placed relative. The price for failure, however, ranges from exile to death, so even the most undeserving officer quickly learns his job.

After the Dominion War, which left over 800 million Cardassians dead, they may chart a newer, better course and leave *vereshvar* behind... or continue down the same terrible path.

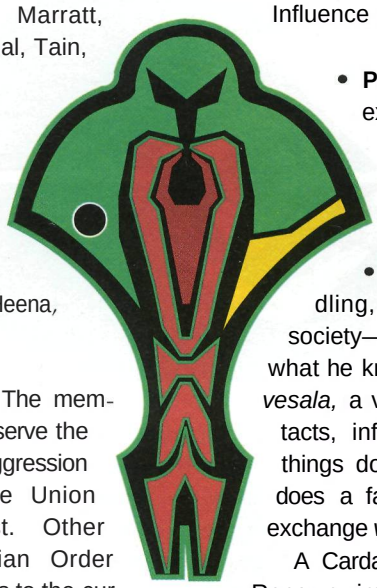
LANGUAGE: Cardassian

COMMON NAMES: Cardassians place the given name first and the family name second.

FAMILY NAMES: Belor, Damar, Darhe'el, Dukat, Entek, Evek, Garak, Ghemor, Hadar, Jasad, Khoreth, Kovat, Lang, Madred, Makbar, Marratt, Marritza, Moset, Ocett, Pa'Dar, Rejal, Tain, Zarale.

MALE NAMES: Aamin, Crell, Elim, Enabran, Ghosar, Hogue, Mekor, Meros, Poren, Rugal, Talarn, Tekeny, Veroz.

FEMALE NAMES: Dejar, Gilora, Heena, Iliana, Natima, Rekelen, Ulani.



FAVOR6D PROFESSION: Soldier. The members of the Central Command proudly serve the Cardassian Union, thwarting enemy aggression and extending the boundaries of the Union through exploration and conquest. Other Cardassians become rogues (Obsidian Order spies, for example) or merchants. Thanks to the current political and social turmoil within the Union, opportunities for Cardassians to become adventurers have multiplied geometrically.

Species ADJUSTMENTS: +1 Perception, +1 Vitality, -1 Agility, -1 Presence. Cardassians are perceptive, but their xenophobia and arrogance cause them to be less charismatic, and their anasi-reptilian physiology makes them more rugged but a little slower.

Species **ABILITIES:**

- **BONUS EDGE: EIDETIC MEMORY: All** Cardassians receive intense mental training during childhood. See page 134.
- **BONUS EDGE: HIGH PAIN THRESHOLD:** Cardassians' thick skin and tough bodies allow them to tolerate pain better than other species. See page 135.
- **DEVIOUS:** Even the most innocuous relationship with a Cardassian could be part of an elaborate plot. Cardassians gain a +2 species bonus to Influence skill tests.
- **PRYING:** Cardassians are generally good at extracting information from others, through careful questioning, subterfuge, or interrogation. Cardassian characters receive a +2 species bonus to Inquire skill tests.
- **VESALA:** Corruption, influence peddling, graft, and nepotism afflict Cardassian society—often it's who a Cardassian knows, not what he knows, that matters. Every Cardassian has *vesala,* a vast and elaborate web of personal contacts, influence, and friends who help him get things done. Someone does a favor for him, he does a favor in return, and thus they use and exchange *vesala.*

A Cardassian gains enhanced benefit from his Renown, improving his chances to persuade another Cardassian to assist him (because of his status) or intimidating a fellow Cardassian to provide secret information (because of his powerful connections). When making Influence, Intimidate, Negotiate, and Persuade tests involving other Cardassians, the character adds his Renown modifier automatically to the skill test. A Cardassian's *vesala* modifies his social interactions with other Cardassians.



NOTABLE CARDASSIANS

During his checkered career, Gul Dukat served as commander of the feared Second Order, Prefect of Bajor, rescuer of (and later military advisor to) the Detapa Council, disgraced family betrayer, and the leader who negotiated the Dominion-Cardassian alliance. Thereafter he took on his true role in life, as the Emissary of the Pah-wraiths, and attempted to free them from their prison so they could destroy Bajor. Before he could do so, Benjamin Sisko, Emissary of the Prophets, fought and killed him.

Legate Damar, once Gul Dukat's aide, took over his position as leader of Cardassia after Dukat lost his sanity. Damar found himself increasingly ignored, insulted, and betrayed by his Dominion "allies" and eventually rebelled against them. Though he died in the rebellion's final action, thanks to his efforts the Cardassian fleet turned on the Jem'Hadar, ensuring a Federation alliance victory in the war.

FERENGI

P6RSONAUTY: The typical Ferengi is a clever, whining, ingratiating, and above all greedy person. The pursuit of material possessions and wealth dominates his thoughts. He often seems to stick his neck out just a little too far in his efforts to acquire profit, then tries to wheedle, sneak, bribe, and cajole his way out of trouble. Most other species tolerate Ferengi, at best.

PHYSICAL DescmPTiON: Markedly shorter and more lightly built than Humans, Ferengi have tannish to pumpkin-colored skin, with no head or facial hair. They keep their pointed teeth sharp with special grooming tools. The most notable Ferengi feature is the ears—large, prominent ones whose upper edges merge with a distinctive brow ridge. Males have larger ears than females. Besides allowing Ferengi to hear extremely well, the ears are an erogenous zone and inspire many cultural metaphors and sayings. For example, a Ferengi with plenty of financial skill and savvy is said to "have the lobes for business."

HOMewORLD: Ferenginar (Ventarus Idrilon IV), a swampy, rainy world in the Bajor Sector, coreward of both Bajor and Cardassia Prime.

CULTURE: Business, commerce, finance, and the acquisition of profit dominate Ferengi culture the same way they occupy the Ferengi mind. A Ferengi's status in society depends almost entirely on how much profit he earns. Every Ferengi male memorizes and lives by the Rules of Acquisition, 285 maxims describing good business practices and providing general advice for a profitable existence.

In Ferengi society, women are second-class citizens. Until the reforms of Grand Nagi Zek and Rom in the mid to late 2370s, females could not wear clothes, conduct business, or participate in politics. They were expected to remain subservient to men, right down to chewing males' food to soften it up before they ate it. Ferengi marriages were contractual affairs, with payment based on the duration of the contract, whether the couple had children, and similar factors.

Ferengi workers do not enjoy many more rights than women. Even in family businesses, employers exploit their workers, forcing them to labor long hours for low pay and no benefits whatsoever. Workers often have to provide kickbacks, favors, and the like to their employers. Every Ferengi worker fervently hopes to climb the "latinum stairway" and become an employer himself.

The leader of the Ferengi Alliance, a government organized along economic lines, holds the title "Grand Nagus." Below him many other nagi, subnagi, and lesser officials fill the administrative ranks, each earning profit by extorting bribes from people who need their services. The Grand Nagus employs Grand Proxies and the Liquidators of the Ferengi Commerce Authority to keep lesser Ferengi in line and, if necessary, take a cut of their profits for himself.

NOTABLE FERENGI

Quark, proprietor of Quark's Bar on the Deep Space 9 Promenade, is both a typical and atypical Ferengi. He spends much of his time figuring out ways to acquire more profit and over the years has established significant underworld contacts and engaged in quite a few shady deals to line his pockets. His business is his life; he has no hobbies and has never married. But at the same time, his exposure to Starfleet and its ideals has "softened" him somewhat. On more than one occasion he has passed up an opportunity for profit to help someone or "do the right thing," even when that meant suffering legal or social consequences.

From 2365-2375, Zek served as Grand Nagus of the Ferengi Alliance. Clever, wily, duplicitous, and immensely rich, he perfectly embodied the Ferengi ideal. He made many of his fellows quite wealthy by opening up new markets (such as the Gamma Quadrant) and dispensing favors so that his position remained secure. Over the years, his love for Ishka, mother of Quark and Rom and noted proponent of Ferengi female rights, gradually changed his way of thinking. By the time Zek retired, he had passed laws making Ferengi females equal to males in all respects, established taxation, and instituted many other reforms.



LANSUAG6: Ferengi

COMMON NAMES: Ferengi have only given names.

MALE NAMES: Arridor, Bok, Brunt, Farek, Gaila, Kazago, Keldar, Kol, Krax, Leek, Morta, Pel, Plegg, Pol, Quark, Rom, Zek.

FEMALE NAMES: Ishka, Lumba, Prindora.

FAVOR6D PROF6SSION: Merchant. More than anything else, most Ferengi love acquiring profit and making deals. Occasionally one encounters a Ferengi explorer, pirate, scientist, or eliminator (assassin), but even they tend to have at least one eye on potential profits.

SPSCI6S ADJUSTMENTS: +1 Presence, +1 Perception, -2 Strength. Ferengi tend to have strong personalities and always keep their eye open for profit, but their smaller size makes them weaker than other species.

Species ABIUTI€S:

- **BONUS EDGE: SKILL FOCUS (KEEN HEARING):** Ferengi have enormous ears. See pages 137-138.

- **EYE FOR PROFIT:** Even the lowliest crewman on a Ferengi Marauder can identify business opportunities. All Ferengi can make an Appraise skill test to identify an opportunity for profit. Use the difficulty chart accompanying the Appraise skill (page 109) to determine the target number **for this** test. With a successful test, the Narrator should tell the Ferengi how the situation could be turned to profit—meeting an ambassador could provide a lucrative contact, acquiring the rights to a stable wormhole could reap millions, and someone, somewhere might want 100 gross of self-sealing stem bolts.

- **FOUR-LOBED BRAIN:** Ferengi have four-lobed brains, which render them immune to psionic skills and psi-like abilities. Ferengi cannot acquire the Psionic trait, and all Psionic skill tests against them automatically fail.

- **HEAD FOR NUMBERS:** Due to both physiological and cultural reasons, Ferengi possess a knack for juggling numbers. They gain a +3 affinity bonus to Business skill tests from their Physical Science (Mathematics) skill.

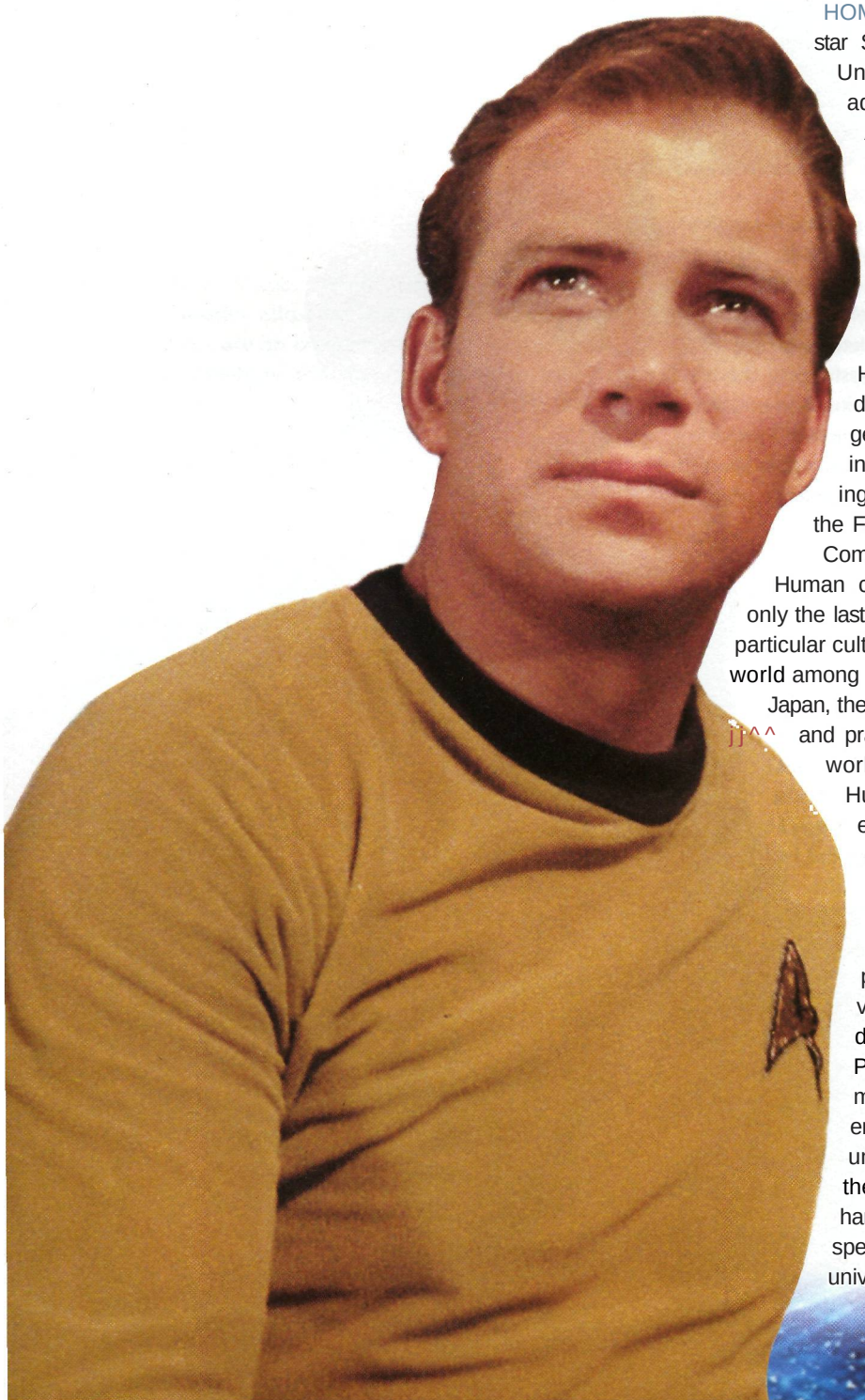
- **LOBES FOR BUSINESS:** Ferengi often find the best way to maximize their profit, from finding the best prices on *kanar* to bilking *dabo* girls of their tips. All Ferengi gain a +1 bonus to Business skill tests.



HUMANS

PERSONALITY: In the 23rd and 24th centuries, Humans are outgoing, inquisitive, courageous, kindhearted, and filled with seemingly boundless energy. Ironically, their every good quality seems to have a negative counterbalance—they can be self-centered, violent, rebellious, and short-sighted. In many ways they represent the best, and worst, of what a sentient species can be.

PHYSICAL DesCRIPTION: Humans form the baseline from which most demographers describe other species. They stand from about 1.5 to 2 meters tall, with skin colors ranging from dark brown to pale pink. Their hair and eye colors likewise span the spectrum. They dress in a wide variety of fashions, ranging from clothing patterned after various alien outfits to garb distinctly Human.



HOMEWORLD: Earth, the third planet orbiting the star Sol in Sector 001. The capital world of the United Federation of Planets, Earth is a lush paradise, a Utopia with almost no crime or want. Adaptable and adventurous, Humans have also colonized and settled many other worlds.

CULTURE: Humans have no one particular culture. They celebrate their diversity, developed over millennia. Many cultural groups establish their own colonies as a way of preserving their ancient traditions, and many Humans remain aware of, and in their own way devoted to, their culturally balkanized past. The general Human culture and perspective have influenced the broader Federation culture, causing some observers to complain, incorrectly, that the Federation is a "homo sapiens-only club."

Compared to many other spacefaring peoples, Human culture is very young, having developed over only the last 25,000 years. Humans, however, have not one particular culture, but many, the result of dividing their homeworld among hundreds of nation-states. France, Great Britain, Japan, the United States—each had its own cultural mores and practices. It would not be until after a disastrous world war (the third and final in their history) that Humanity would learn to embrace their differences, put them aside, and learn from each other. Humans celebrate their diversity.

For over three centuries, Humans exerted a profound influence on the Alpha Quadrant. The Federation, in which they are the primary participant, has brought their concepts of individual determination, personal freedoms, and democracy to hundreds of alien worlds. Profoundly adaptable to a variety of environments and circumstances, they journey to the ends of the galaxy in search of knowledge and understanding—just because it's there. Through their drive and ingenuity, they have conquered harsh environments, befriended many disparate species, and forged a future of peace in a chaotic universe. Though some observers complain of cul-

tural imperialism—a "homo sapiens-only club"—nothing could be further than the truth. Humanity's experiences with their own diverse cultures has only led them to appreciate the many cultures found throughout space.

LANGUAGE: Federation Standard

COMMON NAMES: Human names typically feature a given name followed by a family name. A few Human cultures maintain ancient traditions placing the family name first.

FAMILY NAMES: Corbin, Costa, Dalby, Decker, DeSoto, Dobrevic, Finney, Garrett, Harriman, Johnson, Jones, Juarez, Komananov, Krajensky, Kyle, M'Benga, McCoy, O'Brien, Pierce, Ramirez, Sulu, Wu, Zimmerman.

MALE NAMES: Benjamin, Christian, David, Donald, Edward, George, Harold, Hikaru, James, Jean-Luc, Joachim, John, Kenneth, Lawrence, Leonard, Luther, Mark, Matthew, Owen, Paul, Robert, Roger, Ross, Steven, Thomas, William.

FEMALE NAMES: Alloryn, Ariana, Autumn, Beverly, Carrie, Carol, Donna, Elizabeth, Holly, Janice, Jennifer, Kathryn, Keiko, Kelly, Laura, Leah, Lisa, Linda, Marta, Mary, Nancy, Natalie, Nichole, Rachel, Sheila, Susanna.

FAVORED PROFESSION: Any. Humans have the ability and drive to master any profession and have spread throughout the galaxy as explorers, diplomats, merchants, mercenaries, and the like. They seem particularly suited to life in Starfleet (the creation and shaping of which they played a prominent role in); more Humans belong to Starfleet than any single other species. By the same token, Humans seem to have a stronger predilection for rogue activities and the vagabond life of the adventurer than many other species.



Species ADJUSTMENTS:
None

Species ABILITIES:

- **ADAPTABLE:** From their earliest days, Humans spread across their world and flung themselves out into space, and always seem to thrive in even the harshest conditions. Human characters gain a +2 bonus to either Stamina, Quickness, or Willpower, which is chosen during character creation.

- **THE HUMAN SPIRIT:** TO reflect their unique spirit, drive, and versatility, Humans begin the game with +1 Courage.

- **SKILLED:** Humans seem to have a broad range of experiences which they can draw upon. During the personal development step when creating the character's background (see *Chapter 5: Development),* Humans gain extra skill picks. After choosing a package and picking skills, Humans can add +2 skill levels to any one skill, or +1 to two skills.



NOTABLE HUMANS

Doctor Leonard McCoy, Chief Medical Officer of the *U.S.S. Enterprise,* represents humanity's capacity for caring, compassion, and self-sacrifice. Known to his friends as "Bones," he repeatedly risked his own life to provide medical care to anyone who needed it, including people who wished him ill. Intolerant of regulations, procedures, customs, or orders that inhibited bis ability to do his job, he always stood up for the dignity and rights of all sentient beings.

Captain Benjamin Sisko, the commander of space station Deep Space 9, represents humanity's indomitable nature and strength in the face of adversity. Faced with a difficult political and social environment as the Federation commander of a Bajoran station near Cardassian space—a situation further complicated by his unwished-for role as Emissary of the Bajoran Prophets—Captain Sisko usually found a way to resolve difficulties and make the best of bad situations.

KLINGONS

PERSONALITY: Klingons are aggressive, brutal, blunt, and tough. They say what's on their minds, approach problems directly, do not back down from confrontations, and tend to resolve difficulties with violence. Most subscribe to a code of personal honor.

PHYSICAL DESCRIPTION: The typical Klingon is taller, broader-shouldered, stronger, and tougher than the average Human. Klingons have dark brown skin and dark eyes. A set of bony ridges, distinctive to each Klingon, adorns their high foreheads and sometimes descends down to the bridge of the nose. Both sexes wear their black hair long and flowing (or, occasionally, tied back in a ponytail).

HOMEWORLD: *Qo'noS* (pronounced "KRO-nos"), a dark and stormy world, capital of the Klingon Empire.

CULTURE: Klingon culture focuses on a warrior ethos and military matters. Every Klingon thinks of himself as a warrior and stands ready to prove it through competition or combat at the drop of a hat. The Klingons' belligerent approach to life colors their social life, politics, starship life, and relations with other species. More than a few Klingon politicians and ship captains have earned their positions by killing (in honorable combat) those who held them originally.



Klingons live according to a complex system of social customs that place an individual's honor above all other considerations. Running from battle, killing prisoners, using poisons, breaking one's sworn word, and disloyalty to family, House, and superiors are considered dishonorable acts. A Klingon's honor reflects not only on himself, but also his immediate family and fellow House members. A Klingon who rejects or violates this code suffers the scorn and approbation of his fellows.

For a brief period, following their first contact with Starfleet, the Klingons abandoned their traditional way of life. Instead, they adhered to a totalitarian, centralized authority that transcended both honor and House. The primary consideration was to serve the Empire, expand its borders, and prove the Klingon way as superior. With the explosion of Qo'noS's moon, Praxis, the Klingons could no longer maintain an expensive centralized government and returned to their traditional way of life.

LANGUAGE: Klingon

COMMON NAMES: Klingons go by their given names only, though most of them belong to or serve a House.

MALE NAMES: Chang, Duras, Gorkon, Gowron, H'Ta, Huraga, Ja'rod, Kahless, Kang, K'mpec, K'mtar, K'nera, K'Ratak, K'Tal, K'Temang, K'Temoc, K'Vada, Koloth, Konmel, Kor, Korris, Kozak, Kurn, L'Kor, Lorgh, Martok, Mogh, Noggra, Nu'Daq, Rodek, T'Vis, Telok, Toq, Toral, Torin, Tumek, Worf.

FEMALE NAMES: B'Elanna, B'Etor, Grilka, Huss, Kahmar, K'Ehleyr, Karana, Kurak, Linkasa, Lukara, Lursa, Shenara, Sirella.

FAVORED PROFESSION: Soldier. Every Klingon considers himself a warrior and approaches his daily activities as though they are a form of combat. For example, Klingon advocates see courtroom debates as a type of battle, and Klingon scientists compete against their fellows to make discoveries and prove theorems first. Besides pursuing various military-oriented professions, Klingons also go out into the universe as merchants, explorers, and the like—they enjoy any task that challenges them.

Species ADJUSTMENTS: **+1 strength, +1** Vitality, -1 Intellect, -1 Perception. Klingons are exceptionally powerful, but focus on battle and tend to rush into danger.

Species ABIUTICS:

- **BONUS EDGE: HIGH PAIN THRESHOLD:** Klingon life is harsh, and they typically train themselves to ignore pain. See page 135.

- **BONUS SKILL: KLINGON TRADITIONAL WEAPONS:** All Klingons learn to use the weapons traditional to their culture. They gain the Armed Combat skill Klingon Traditional Weapons (see page 109) at skill level 1. Klingon characters can treat this as a professional skill for the purposes of skill acquisition (see page 98) and advancement (see page 153).

- **BRAK'LUL:** Klingons possess duplicates of many of their vital organs—they have an eight-chambered heart, two livers, and twenty-three rib pairs. This redundancy, called *brak'lul,* makes it much harder to kill them. Klingons gain a +2 Stamina reaction bonus.

  Brak'lul also makes Klingons harder to incapacitate with a weapon's stun settings. When hit with a weapon's stun effect, divide the effect's duration in half (rounding down) to a minimum of one.

- **FEROCITY:** Klingons have a short temper and are quick to fight. This is especially true when their honor is called into question, they witness a Klingon engaging in dishonorable behavior, or someone (anyone) pushes them beyond their breaking point.

  When a Klingon's ferocity is triggered, he enters a trance state in which his aggression runs unchecked. He focuses entirely on the subject of his ire, which increases his Armed Combat and Unarmed Combat skill tests by +2. Ranged Combat remains unaffected. He is capable of withstanding increased amounts of pain. A Klingon in the throes of ferocity gains +1 Health. The player decides when his character flies into this fury, though this is limited in game terms to once per day. The effects last for a number of rounds equal to the character's Vitality.

  Unfortunately, most Klingons do not recover from this state until either they or their opponent lies dead, and they continue fighting so long as there are opponents left standing. Once this ability has been triggered, the character must spend 1 Courage point to stop fighting prior to the ability's duration. Otherwise, he continues fighting, even attacking his allies if there is no one else left to attack. The effects of this ability are cumulative with the Bloodlust flaw (so 2 Courage points must be spent to stop fighting).

- **HONOR:** Klingons put high value on their reputation as honorable warriors. An honorable Klingon can count on the support of other Klingons in times of need, while dishonorable Klingons are frequently the targets of attack or even banishment (called discommodation). A Klingon with high Honor (measured by Renown) can persuade others to join him in a quest, ally with him politically, or join him under his banner.

  A Klingon gains enhanced benefit from his Renown, improving his chances to persuade another Klingon to assist him or intimidating a fellow Klingon into submission (both because of his status). A Klingon's honor modifies his social interactions with other Klingons. When making Influence, Intimidate, Negotiate, and Persuade tests involving other Klingons, the character adds his Renown modifier automatically to the skill test.

NOTABLE KLINGONS

Worf, son of Mogh, is the first, and only, Klingon in Starfleet. He served as Chief Security Officer aboard the *Enterprise-D,* an occasional crewmember on the *Enterprise-I,* and Strategic Operations Officer of Deep Space 9, eventually ascending to the rank of Lieutenant Commander. He also played a major role in Klingon politics during the 2360's and '70's, at times allied with Chancellor Gowron, at times not. In 2375, he killed Gowron in a duel disputing Gowron's command of Klingon forces fighting the Dominion War. Following the war, Worf was appointed Federation ambassador to the Klingon Empire.

Kor, a legendary Klingon warrior and Dahar Master, began his military career in the mid-23rd century, during which the encountered the equally legendary Captain James T. Kirk several times. He led Klingon forces to victory over the Romulans at Klach D'Kel Brakt, defended the Korma Pass, and even attacked Romulus itself. During his later life, Kor served as ambassador to Vulcan, and once participated in a quest to recover the Sword of Kahless.

OCAMPA

PERSONALITY: Most Ocampa are calm, peaceful, and sometimes even phlegmatic—the result, in part, of having a powerful being take care of them for the past millennium. With their civilization facing extraordinary new challenges for the first time in a thousand years, many Ocampa are becoming more aggressive and forward-thinking, though they retain their love of art, music, and times of quiet contemplation.

PHYSICAL DESCRIPTION: The Ocampa bear a strong resemblance to Humans, though they tend to be shorter and slighter (and have differently shaped ears). They typically have fair skin and hair, but exhibit a wide range of complexions across the species as a whole. The Ocampa have a lifespan of approximately nine years; an Ocampa reaches sexual maturity at about 1.5 to 2.5 years. With the death of the Caretaker, Ocampa began to live longer than their normal lifespan. Player characters born in this period and later can live to age 20, or perhaps longer at Narrator discretion.

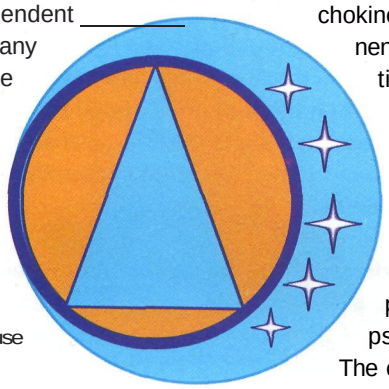


HowiewORLD: Ocampa, the fifth planet orbiting the star of the same name, in the Delta Quadrant. The surface of the planet was ecologically devastated a millennium ago, when explorers from another galaxy accidentally stripped the atmosphere of nucleogenic particles.

CULTURE: Approximately one thousand years ago, the planet Ocampa was nearly destroyed when two explorers from the energy-based Nacene species accidentally triggered an ecological catastrophe. The entire surface of the planet became a desert wasteland, and the Ocampa faced extinction. The two remorseful explorers did their best to correct matters. One, whom the Ocampa call the Caretaker, built a vast underground civilization for them and then constructed a space station (the Array) nearby from which he could watch over them and supply them with energy. The other, using the name Suspiria, took two thousand Ocampa with her to another place, where she built an Array of her own and tried to develop the Ocampa's psionic abilities. Unfortunately, after a fruitless attempt to find a mate to sire an heir (in which he pulled dozens or hundreds of ships, including the *U.S.S. Voyager,* into the Delta Quadrant), the Caretaker died in 2371. The *Voyager* destroyed his Array to keep it from falling into Kazon hands, but he had previously stored up enough energy for the Ocampa to live on until 2376.

During those five years, the Ocampa debated what to do. Some argued for delving into the long-ignored records of scientific knowledge to find a way to provide power for their vast underground home. Others, primarily younger Ocampa inspired by the *Voyager* crew, wanted to find a way to make the surface habitable again (which also entailed protecting their people from the Kazon and other threats). Today, some Ocampa live on the surface, using the old scientific knowledge to explore ways to make it green and fertile once more, while others remain underground, living in an enclosed world supported by crude new energy sources.

Despite losing some of their drive, ambition, and knowledge during the "Caretaker period," the Ocampa retain much of their traditional culture. Their sophisticated art, music, and customs (including a religion focusing on the betterment of the *comra,* or soul, through meditation and charitable acts) remains mostly intact, and the newly independent Ocampa will no doubt develop many new art forms and masterpieces in the years to come.



LANGUAGE: Ocampa. The Ocampa language is partly telepathic (though they can communicate verbally with nontelepaths).

COMMON NAMES: Ocampa use only their given names.

MALE NAMES: Benaren, Daggin, Elrem, Tanis, Toscat.

FEMALE NAMES: Alana, Kes, Martis, Naris, Tahla.

FAVORED PROFESSION: Scientist. Though they no longer possess the scientific knowledge they once had, the Ocampa enjoy learning and usually favor a rational, disciplined approach to life. The pressures their society now labors under likely will lead to the rapid releaming (or acquisition) of much scientific knowledge. As the Ocampa begin to interact with the Delta Quadrant once more, their mystics, diplomats, merchants, and even soldiers should become better known.

SPECIES ADJUSTMENTS: +1 Intellect, +1 Perception, -2 Vitality.

SPECIES ABILITIES:

- **BONUS EDGE: EIDETIC MEMORY:** Ocampa exhibit a ravenous appetite for information and have developed a heightened ability to retain knowledge. This eidetic memory is one reason why Ocampa develop so quickly.



- **BONUS EDGE: PSIONIC:** Ocampa automatically possess the Psionic edge (page 136).

- **LATENT PSIONIC:** Legends say the Ocampa once possessed more powerful psionic abilities, including the power to foresee the future and a wide variety of psychokinetic abilities. When under stress—immanent physical harm, social pressure, intimidation, harm to a loved one or friend, for example—an Ocampa may evidence new or more powerful abilities.

  In these situations, the character can spend 1 Courage point to adjust Psionic test modifiers (page 103) by +/- 5 TN. By spending 3 Courage points, the Ocampa manifests a new psionic ability, by choosing a new skill. The character can use this skill for a number of rounds equal to his Intellect, after which the power (and any effects) evaporates. The character can, at a later date, choose to advance this latent psionic skill as a professional skill.

- **SCHOLARLY:** During their years of protection under the Caretaker, the Ocampa turned their interests towards a number of academic endeavors. An Ocampan character at the beginning of play selects one skill from the Science group and receives a +2 bonus. Only the Space Sciences skill may not be chosen, and the bonus may not be changed at a later date.

- **TELEPATHY:** Ocampa gain Telepathy skill 1 and can treat this skill as a professional skill for the purposes of skill selection and advancement.

NOTABLE OCAMPA

Kes, daughter of Benara and Martis, was so inquisitive as a young woman (age 1) that she found a way onto the surface of Ocampa. Unfortunately, the Kazon-Ogla captured and abused her. The crew of the *U.S.S. Voyager* freed her, and she decided to join them on their long journey. While on the ship, she began exercising her mental powers under the tutelage of Lieutenant Tuvok, eventually developing them to the point where she left the ship and transformed into a being of pure energy.

Tanis led a group of 2,000 Ocompa taken away from their homeworld by Suspiria, to help them develop their telepathic abilities. Now possessed of powers and lifespans far in excess of the Ocampa norm, Tanis and his followers debate whether to return to Ocompa and help their people or seek their own destiny among the stars.

TALAXIANS

P6RSONAUTY: The typical Talaxian is kindhearted, gregarious, inquisitive, and optimistic. On the other hand, the experiences of the Haakonian War have made many Talaxians hard, bitter, tough, aggressive, and suspicious of others.

PHYSICAL DESCRIPTION: Talaxians are slightly shorter and lighter than Humans. Their heads are comparatively elongated and thin, with a short tuft of hair across the crown (and, in males, on the sides of the cheeks as well) and distinctive patterns of coloration and spots on the sides and around the hair.

Talaxian males typically wear monocolored shirts beneath a characteristically cut long-sleeved jacket, with pants to match the elaborate coloration and patterning of the jacket. Talaxian women wear dresses or form-fitting pantsuits in a rainbow of colors and patterns.

HOM6WORLD: Talax, a Delta Quadrant planet orbiting the trinary star of the same collective name. Talax possesses only one moon, a Class M body known as Rinax.



CULTURE: An outgoing and friendly people with a rich, highly developed civilization, the Talaxians participated in trade and cultural exchanges with many other Delta Quadrant societies and species. Unfortunately, they became involved in a war over certain territories and trade rights with the Haakonian Order in 2346. For ten years, they fought the Haakonians, both sides so evenly matched neither could obtain a significant advantage. Then, in 2356, the Haakonians unleashed a weapon called the metreon cascade on Rinax, almost instantly killing over 300,000 Talaxians (and killing tens of thousands more thereafter via a lethal blood disease called metremia). The Talaxian government sued for peace at once, eventually submitting to humiliating terms of surrender which both impoverished and weakened its people. Though many Haakonians now regret deploying the cascade, the Haakonian Order still exerts substantial authority on, and influence over, Talax.

As of 2377, Talaxian civilization is a shadow of what it once was. Their numbers (and spirit) diminished by war and disease, their once-proud planets still rebuilding, many of their greatest cultural artifacts destroyed, they no longer cut the impressive figure they once did on the quadrant stage. Many Talaxians have abandoned their homeworld, seeking their fortunes as traders, diplomats, mercenaries, starship pilots, or colonists on worlds left untouched by the Haakonians. Despite the adversities they face, many Talaxians find it within themselves to remain optimistic and to approach new situations with open hearts and minds.

To a Talaxian, family represents the most important thing in the universe. Family ties remain strong, even across light-years, and Talaxians celebrate family

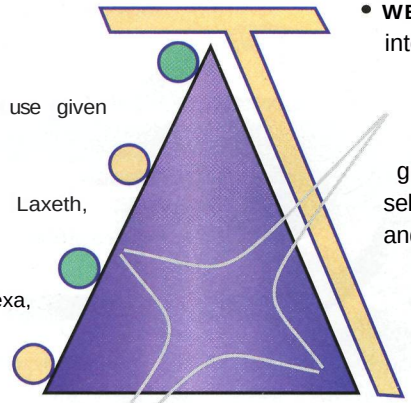
every year in a special holiday called Prixin. When a family member dies, Talaxians mourn and bury him in an elaborate ceremony lasting a full week. The Talaxians' sophisticated art and literature frequently depict family situations.

LANGUAGE: Talaxian

COMMON NAMES: Talaxians use given names only.

MALES NAMES: Arellax, Jirex, Laxeth, Neelix, Paxim, Skorex, Wixiban.

FEMALE NAMES: Alixia, Elnexa, Jaxara, Marexa, Pixa, Sumaxa.

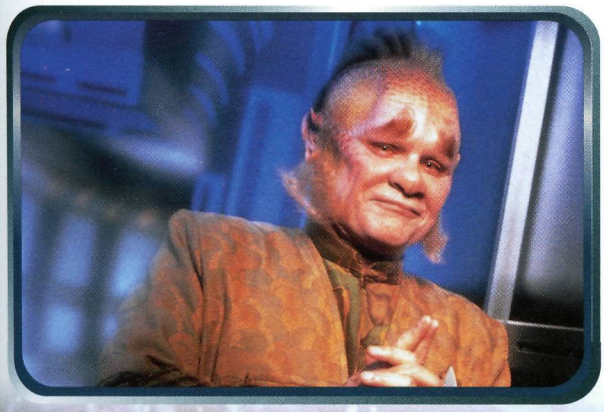


FAVORED PROFESSION: Merchant. Talaxians interact well with other species, making it easy to trade with them, and Talax has many natural and Talaxian-made resources other species desire. In the scattering at the end of the Haakonian War, Talaxian diplomats, soldiers, and scientists spread throughout the Delta Quadrant, finding new homes for themselves; characters in that region could encounter a Talaxian just about anywhere.

SPECIES ADJUSTMENTS: +1 Agility. Talaxians are very agile and possess good eyesight.

SPECIES ABILITIES:

- **AMIABLE:** Friendly and outgoing, all Talaxians gain a +2 species bonus to Influence (Charm) skill tests.
- **DUBIOUS:** AS a result of the Haakonian War, many Talaxians assume others possess an ulterior motive. They tend to look at outsiders suspiciously. Talaxian characters receive a +1 species bonus to their Savvy reaction.
- **GLIB:** With their gift for gab and nonthreatening nature, Talaxians are good at mingling with just about anyone. All Talaxians gain a +2 species bonus to Inquire (Fraternize) skill tests.
- **WELL VERSED:** Because of their affinity for interacting with other species and predisposition to trading and business matters, Talaxians gain a +1 skill test bonus to any skill from the Enterprise skill grouping. The appropriate skill must be selected at the time of character creation and may not be changed.



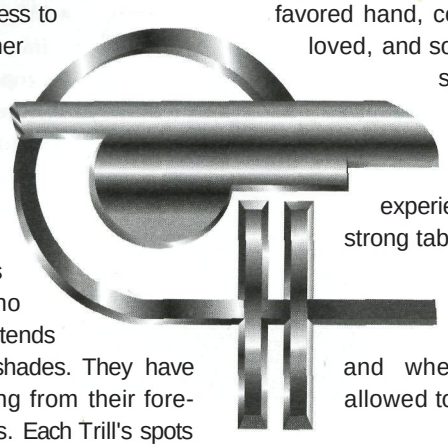
NOTABLE TALAXIANS

Neefix, a native of Rinax, considered the war against the Haakonians unjustified and fled to Talax to escape military duty. In doing so, he also escaped the metreon cascade, which killed his family, including his beloved sister Alixia. After the war, he worked at several odd jobs and had a few brushes with the law, but eventually became a trader specializing in salvage, scrap, and junk. His life changed for the better when he encountered the *U.S.S. Voyager,* becoming its guide, goodwill ambassador, morale officer, and chef.

Many Talaxians regard Jirex, a writer and poet of their 20th century, as the greatest Talaxian author of the past several centuries. His precisely crafted poems, poignant short stories, and masterful novels display his command of Talaxian language and cultural motifs and provide the reader with both entertainment and a moral message. The *Selected Works of Jirex* contains many of his best short works, including his famed *Thousand Parables}* many Talaxians read a parable or two each day for inspiration and comfort.

TRILL

PeRSONAUTY: Unlike Vulcans or Klingons, Trill do not really possess a stereotypical personality. As with Humans, their personalities span the spectrum from kindness to curmudgeonliness, openness to introspection. Like most other Federation members, they are generally optimistic, open to new ideas, and willing to help those in need.



PHYSICAL DESCRIPTION.- Trill have the same average height and weight as Humans. Their skin tones range from pale pink to olive, but no darker; their hair, on the other hand, tends to be brown, black, or other dark shades. They have two rows of dark brown spots running from their foreheads down their bodies to their heels. Each Trill's spots are as distinctive to him as fingerprints are to a Human.

HowiewORLD: Trill, a beautiful world orbiting the star of the same name.

CULTURE: The Trill possess a rich trove of literature, music, and art. Thanks to the symbionts and joined Trill, they have detailed historical records back to the time of the First Joining and a deep appreciation for the importance of history and tradition. Although most Trill do not follow a religion, they honor their ancestors during certain holidays.

Most Trill believe only one in a thousand Trill can join, though almost half of all Trill can. The Trill Symbiosis Commission suppresses this fact because so few symbionts are available. A Trill considered eligible to join undergoes rigorous training and preparation (though most fail to qualify). If joined, he undergoes physical and psychological changes as his personality merges with the symbiont's. He may change his favored hand, come to hate foods or places he once loved, and so forth. He gains the memories of the symbiont's previous lives. Because symbionts live for centuries, passing from one host to another, a host's memories may contain the experiences of many Trill. Trill have a strong taboo against reassociation—fraternization with the spouse and relatives of a previous host. Joined Trill who violate this custom are ostracized, and when they die their symbionts are allowed to die as well.

LANGUAGES: Trill, Federation Standard

COMMON NAMES: Trill place the given name before the family name. Joined Trill substitute the symbiont's name for the family name.

FAMILY NAMES: Belar, Otner, Peers, Pren, Tigan.

MALE NAMES: Arjin, Bejal, Curzon, Hanor, Joran, Malko, Selin, Timor, Tobin, Torias, Verad, Yedrin.

FEMALE NAMES: Audrid, Azala, Emony, Ezri, Jadzia, Kareel, Lenara, Nilani, Reeza, Zharaina.

FAVORED PROFESSION: Any starship officer. Many Trill serve in Starfleet at every level of the organization; joined Trills' multiple lifetimes of experience prove particularly valuable. Trill scientists conduct research all over the quadrants, and Trill diplomats apply their talents to defuse wars and other problems.

SPECIES ADJUSTMENTS: +1 intellect. Trill receive a rigorous education to prepare them to receive a symbiont.

NOTABLE TRILL

Jadzia Dax, successor to such notable hosts as athlete Emony Dax and famed diplomat and carouser Curzon Dax, served as the Science Officer on space station Deep Space 9. There she renewed Curzon's friendship with Benjamin Sisko and assisted him with the many problems and crises he faced while running the station. On DS9 she met Worf and eventually married him. Unfortunately, in 2374 she was slain by a Pah-wraith-possessed Gul Dukat.

Lenara Kahn, one of the most noted Trill scientists of the 2370's and an expert on subspatial phenomena, performed extensive research on the Bajoran wormhole as part of her ongoing work to create stable artificial wormholes. She devised a way to shut the wormhole permanently without harming the Prophets, if necessary. Although she has yet to develop a stable wormhole that lasts long enough to be useful for travel, her work progresses.



Species ABiLines:

- **SKILLED:** All Trill undergo a rigorous training program to prepare them for joining (see below). During the personal development step when creating the character's background (see *Chapter 5: Development),* Trill gain extra skill picks. After choosing a package and picking skills, Trill can add +2 skill levels to any one skill, or +1 to two skills.

- JOINING: Trill can join with a small, long-lived, wormlike creature called a symbiont, thus becoming a symbiotic creature combining the knowledge and traits of both. All player character Trill are joined.

Roll 1 d6 and divide by 2 (round down, minimum 1) for the symbiont's number of past hosts. A joined Trill gains the following benefits:

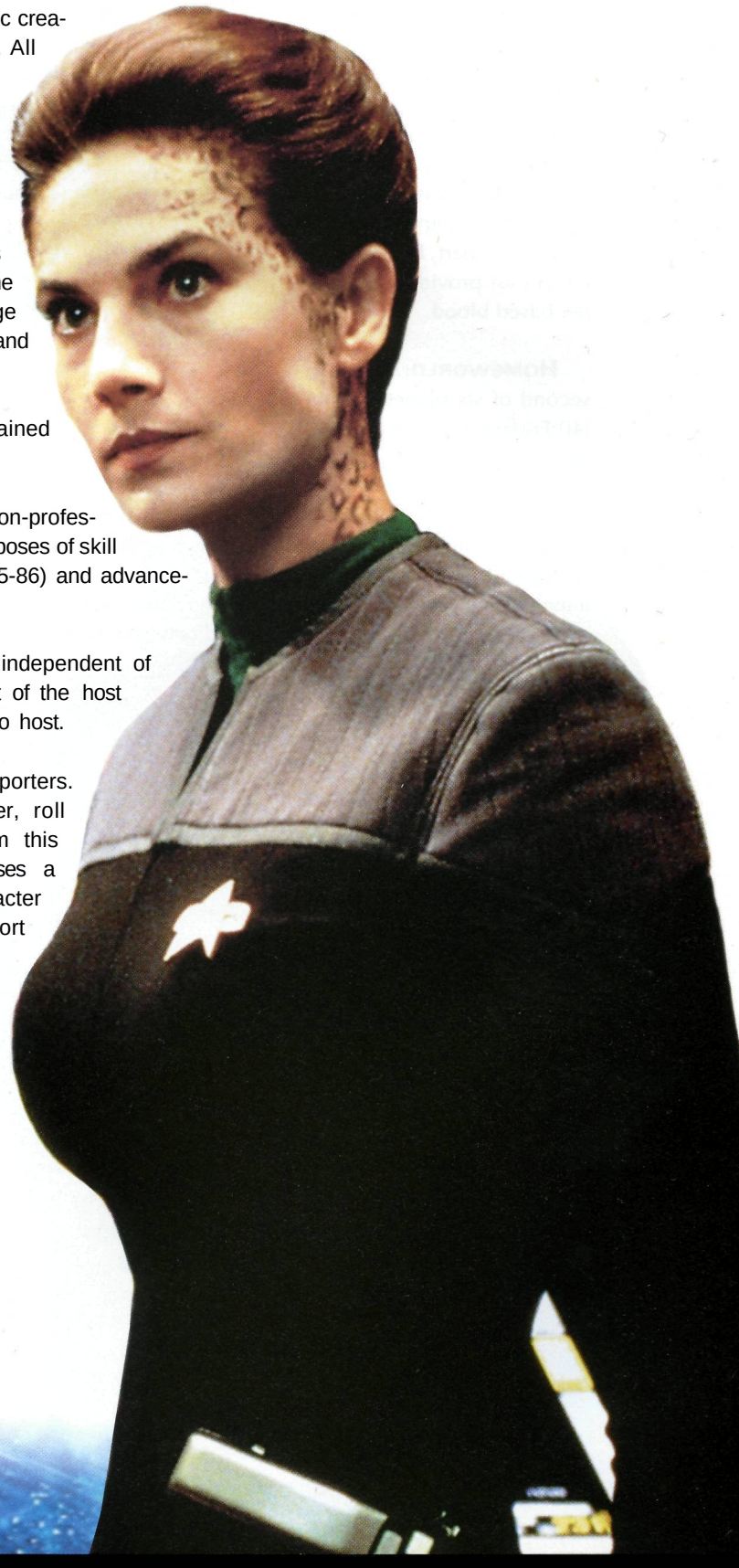
- To reflect his knowledge of the symbiont's past hosts and their accomplishments he gains a +2 skill test bonus with Knowledge related skills (such as Culture, History, and Politics; see pages 118-11 9).

- For each past host, you may select one trained skill and use it untrained.

- For each past host, you can select one non-professional skill as a professional skill for the purposes of skill selection (see *Background History,* pages 85-86) and advancement.

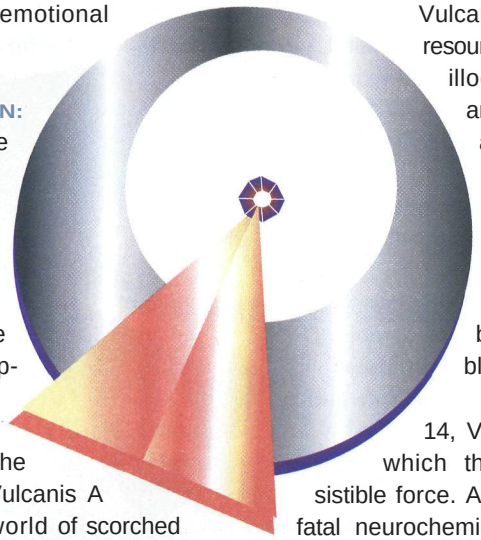
- Symbionts do not have edges and flaws independent of their host. Edges and flaws are an aspect of the host character and do not carry over from host to host.

- Some joined Trill cannot safely use transporters. To determine if this affects your character, roll 1d6; on a 1, the character suffers from this restriction. Every time the character uses a transporter, roll 1 d6. On 1 or 2, the character suffers 4d6+4 damage from the transport (no defense or reaction roll applies).



VULCANS

PERSONALITY: Vulcans suppress their emotions in favor of a rigidly logical approach to life. They frown on displaying or relying on emotion. They often have difficulty relating to emotional species.



PHYSICAL DESCRIPTION: Vulcans have the same average height and weight as Humans. Their eyebrows possess a distinctive upward slant, and their ears have points. Their skin tones range from olive to dark brown, in part because of the green cast provided by their copper-based blood.

HOMEWORLD: Vulcan, the second of six planets orbiting Vulcanis A (40 Eridani A), a harsh, desert world of scorched plains, rough mountain ranges, and stark beauty.

CULTURE: The Vulcans possess a sophisticated, ancient culture with customs dictated by their devotion to logic. Vulcan art forms are formal and precise, intended not to evoke an emotional response but to stimulate thought or help induce a meditative mindset.

NOTABLE VULCANS

Spock, son of Sarek and the Human Amanda Grayson, was the first Vulcan to join Starfleet. He served as Chief Science Officer aboard the *U.S.S. Enterprise* during the legendary five-year mission commanded by his good friend James T. Kirk. After retiring from Starfleet, Spock followed in his father's footsteps and became an ambassador. He paved the way toward peace with the Klingon Empire, and almost a century later secretly journeyed to Romulus to work with the underground movement there in the hope of eventually reunifying Romulans and Vulcans.

Sarek, Spock's father, was one of the Federation's greatest diplomats. He played a pivotal role in the debate over Coridan's entry to the Federation and later joined his son in a peace initiative toward the Klingons. His principles and logical arguments won over a majority of the Federation Council in many debates. Toward the end of his life, he contracted Bendii Syndrome, which caused him to lose his emotional control, but with the help of Captain Jean-Luc Picard overcame it long enough to conclude a historic treaty with the legarans. He died shortly thereafter.

Vulcans also enjoy strategy games, formal debates, and similar activities. A Vulcan must apply logic to all situations he encounters and never give in to emotion (including violent emotions). If he fails, he suffers the scorn of other Vulcans.

Vulcans see violence as a waste of resources, time, and lives, and therefore illogical. If a Vulcan practices a martial art, he does so to hone his physique and discipline his mind. Above all else, Vulcans value peace and prefer to resolve differences—logically—through mediation. They are not fools, however, and when a Vulcan logically concludes that force must be met by force, he makes a formidable adversary.

Every seven years beginning at age 14, Vulcan males experience *Pon farr,* in which the mating urge emerges with irresistible force. A Vulcan who does not mate suffers a fatal neurochemical imbalance. He may also experience *plak-tow,* the "blood fever," when he loses all control of his emotions and can fight and kill without hesitation. Occasionally, Starfleet physicians have developed elaborate chemical, psychological, or holodeck-based "cures" for *Pon farr* episodes.

LANGUAGES: Vulcan, Federation Standard

COMMON NAMES: Vulcans use only given names, though in ritual greetings they add their parent's name (and sometimes more), as in Spock, son of Sarek, son of Solkar.

MALE NAMES: Delvok, Lojal, Sakar, Sakkath, Sarek, Satelk, Satok, Savar, Skon, Solkar, Solok, Sonak, Soral, Spock, Stonn, Surak, Sybok, Tuvok, Vorik.

FEMALE NAMES: Saavik, Sakonna, Selar, Senva, Sitak, T'Lar, T'Lara, T'Pan, T'Para, T'pau, T'Pel, T'Penna, T'Pera, T'plana-hath, T'pring, T'Shanik.

FAVORED PROFESSION: Scientist (or starship science officer). Vulcans possess a seemingly innate talent for matters scientific and enjoy scientific mysteries and the pursuit of knowledge. Their natural curiosity, scientific bent, and devotion to logic sometimes draw them to travel the galaxy, either as Starfleet officers, diplomats, or independent explorers and scientists.

SPECIES ADJUSTMENTS: +1 intellect, +2 Strength, -3 Presence. Vulcans are logical and highly intelligent, but others find their emotionless conduct to be off-putting.

Species ABILITIES:

- **BONUS EDGE: SKILL FOCUS (KEEN HEARING):** Vulcans have especially sharp hearing (see page 138).

- **BONUS EDGE: PSIONIC:** Vulcans automatically possess the Psionic edge (see page 136).

- **ENHANCED RAPID HEALING:** When injured, Vulcans concentrate their strength, blood, and antibodies onto injured organs by a type of self-induced hypnosis. Once per day, a Vulcan character can enter into a trance lasting 10 minutes for every affected wound level (10 minutes for Healthy, 20 minutes for Dazed, 30 minutes for Injured, and so on). At the end of this period, the Vulcan recovers a number of wound points equal to his Vitality modifier. When employed, this ability replaces the character's natural healing for the day (including Stamina tests made to recover additional wound points; see page 252). The character still gains the benefit of First Aid and Medicine skill tests, however.

  For example, Mr. Spock suffers damage that leaves him with 1 wound point in the Incapacitated wound level. He focuses his mind on his injuries, entering a trance for 40 minutes. Afterward, he regains lost wound points equal to his Vitality modifier, +3. This moves him to the Wounded category, and he does not recover additional wound points due to rest. Moreover, were he eligible to make a Stamina test to heal damage, he would be unable to make the test (since his body had performed whatever healing it was able). Dr. McCoy could make a Medicine skill test to give Mr. Spock additional wound points, however.

- **MIND-MELD:** This Vulcan discipline allows them to share memories with another character. Both participants in a meld know the origins of their new memories, and melding does not cause identity loss or confusion. Treat this ability as a skill, starting at level 1, which can be advanced as a profession skill.

  The Vulcan character must be able to touch his target (and the ability does not work through physical barriers such as gloves). Establishing a mind meld is a full-round action. The character makes a Mind Meld skill test and adds his Psionic modifier, opposed by the target's Willpower or Mind Shield (if the target actively resists). Even if the target's reaction test succeeds, the character can continue to plumb more deeply into his psyche as another full-round action, initiating an new opposed test, but at a -1 to the skill test. This penalty is cumulative.

- **NERVE PINCH:** Vulcans can perform a combat maneuver, the nerve pinch, on any vertebrate by gripping it at the base of the neck (or an equivalent nerve center) and applying pressure in a special way. The character must make an Unarmed Combat skill test to hit the proper spot correctly. This test suffers a -5 skill test penalty. Used against an opponent who is unaware of the attempt, ignore this penalty. If successful, the target is automatically stunned for 2d6 rounds (no reaction test is allowed).





3 PROFESSIONS

In the *Star Trek Roleplaying Game,* characters explore the galaxy, visit strange new worlds, and interact with alien cultures. When you first imagine a character, you likely think of him in terms of species and profession, Vulcan science officer, Klingon warrior, Cardassian tailor, Talaxian merchant.

Your character's profession defines what he does in the *Star Trek* universe. Is he a science officer aboard one of Starfleet's starships investigating scientific mysteries? Or is he a Klingon diplomat representing his homeworld before the Federation Council? Your decision determines what your character is capable of—scanning a planet's surface for life-forms or negotiating a treaty with an alien government. Profession defines the skills and abilities that help your character do his job.

PROFESSIONS

There are nine professions to choose from for your player characters. The professions included in this chapter fit the kinds of roles seen in *Star Trek*—not just the Starfleet officers, but also the diplomats, scientists, merchants, and rogues that make for a vibrant setting. Future *Star Trek* products from Decipher will include additional professions for you to choose from, as well as special elite professions for your characters. Your character's profession gives him the core skills and professional abilities you've seen demonstrated by characters in the various series.

The professions include the following roles:

DIPLOMAT: A shrewd negotiator who uses debate, mediation, and law to settle disputes, negotiate agreements, and represent organization. Examples include Ambassador Sarek of Vulcan, Ambassador Spock, Riva the Mediator, and Tam Elbrun.

MERCHANT: An independent businessman who makes a living by providing goods or services. Examples include Cyrano Jones, Carak, Quark, and Neelix.

MYSTIC: A follower of a spiritual path who lives life according to some religion or creed. Examples include Dr. Severin, Kai Winn, Vedek Bareil, and the clerics of Boreth Monastery.

ROGUG: A wily, cunning individual who survives on his wits and stealth and often finds himself on the wrong side of the law. Examples include Harry Mudd, Vash, Morn, and Seska.

SCIENTIST: A person of science, dedicated to improving the lives of others through great discoveries. Examples include Zefram Cochrane, Dr. Carol Marcus, Dr. Noonien Soong, and Dr. Richard Daystrom.

SOLD16R: A trained warrior with exceptional combat ability. Soldiers may serve their government defending borders, work as law enforcement officers, or operate as terrorists, freedom fighters, or mercenaries. Examples include Khan Noonien Singh, Arctus Baran, Colonel Kira Nerys, General Martok, and Constable Odo.

STARSHIP OFFICER: A starship officer represents any member of an organized, space-going operation, such as Starfleet, the Klingon

Defense Force, or the Cardassian fleet. Starship officers explore the galaxy for knowledge, protect sovereign territory, or serve as instruments of their government's policies. Each starship officer fills a specific role, whether as a science officer, transporter operator, or security guard, as defined by the player's choice of starship elite profession:

COMMAND: A member of a starship or starbase crew. Command officers handle critical functions on board, acting as navigator or helmsman and directing the activities of those under them. Examples include Captain Kirk, Lieutenant Sulu, Commander Riker, Captain Sisko, Gul Dukat, and Lieutenant Tom Paris.

OPERATIONS: A crewmember who handles the day-to-day functions aboard a starship or starbase—engineers, security officers, and those who staff specific consoles. Examples include Chief Engineer Montgomery Scott, Lieutenant Commander Data, Lieutenant Commander Worf, Chief Miles O'Brien, Ensign Harry Kim, and Security Chief Tuvok.

SCIENCE: A crewmember dedicated to conducting scientific research and operations aboard a starship. This includes a ship's doctors and counselors. Examples include Dr. Leonard McCoy, Mr. Spock, Dr. Beverly Crusher, Counselor Deanna Troi, Lieutenant Commander Jadzia Dax, and *Voyager's* Emergency Medical Hologram.

Profession Descriptions

The bulk of this chapter explains each character profession. Each entry is organized and presented in the following format:

INTRODUCTION: This section portrays how a character from the *Star Trek* setting might describe himself. These descriptions help you decide who your character is, why he adventures, or how he fits in with the rest of the group.

MISSIONS: This section describes the kind of adventures a member of the profession might embark upon. Not all professions excel in the same kinds of missions. Merchants, for instance, are interested in trading in goods and services or opening new markets, while Starfleet officers travel the galaxy in search of knowledge.

BACKGROUND: Individuals often pursue particular careers because of their upbringing or previous experiences. This section suggests how your character acquired his job. A smuggler rogue might have become a smuggler by necessity, needing to supress a Cardassian embargo to supply a Maquis colony.

SpeciGS: While no profession excludes any species, this section describes which species are well suited to the profession. For example, Vulcans, with their logical minds, excel as scientists or diplomats. Klingons make good soldiers. But playing against type can lead to interesting characters as well.

Rote: This section describes the general attitudes members of the profession hold toward the other professions, along with suggestions for joining a Crew. Whether you play your character as a typical member of his profession or completely differently is up to you. Indeed, learning to transcend these preconceptions can be the memorable part of a roleplaying game.

Game Information

In addition to story-oriented material, each profession requires a certain amount of game information to tell you how your character interacts with the game rules.

ATTRIBUTES: This entry tells you which attributes are most important to the profession. See *Chapter 4: Attributes* for information. Each profession has one favored attribute defined by the rules. Favored attributes are easier to improve through experience and advancement. Scientists, for instance, rely on their Intellect, while rogues depend on their Agility. This attribute should have a high score so the crewmember can excel in professional skill tests. You must also define one additional favored attribute when creating your character, and this entry suggests some possibilities. For more information about experience and advancement, see *Chapter 9: Advancement.*

ReACTIONS: Every profession has a favored reaction defined by the rules. The favored reaction is the one the profession relies on the most and is the easiest to improve through advancement. For example, diplomats, with their focus on argument and negotiation, have Savvy as their favored reaction.

PROFESSIONAL SKILLS: This entry tells you which skills are considered fundamental to the profession. Diplomats learn about politics, law, diplomacy, and other cultures, since they spend their careers visiting alien worlds and negotiating agreements. Scientists spend their careers in the laboratory and possess many science skills. Professional skills are easier for the character to acquire because they are a function of his routine duties. Skills unrelated to your character's profession are more difficult to acquire, and your character may never be as accomplished in them as in his professional skills. See *Chapter 5: Development* to learn how to acquire skills for your character.

Professional Abilities

Professional abilities represent aspects of your character's job beyond his acquired skills. They provide player characters with distinctive roles and duties derived from their vocation. Rogues can acquire Signature Style, for example, while starship officers can tackle additional actions in a round.

Professional abilities are organized into tiers. Tier one abilities represent the profession's entry-level aptitudes that have no prerequisites. Tier two and three abilities typically build on lower-tier abilities and may list specific professional abilities, attributes, or skills as prerequisites. When you create your character, you choose one first-tier professional ability, which starts the character on a particular development track.

As your character gains experience, you will have an opportunity to choose additional abilities. Before a rogue can develop a Signature Style, for example, he must first acquire the Scoundrel's Fortune ability. Those professional abilities without prerequisites can be chosen at any time and in any order. For instance, you might choose Bluff for your diplomat before acquiring Insight, or vice versa.

Upgrade

Certain professional abilities can be selected multiple times, for a cumulative effect, during character advancement. This is called an upgrade. When your character earns enough experience points for an advancement, you can choose to improve those professional features that upgrade rather than selecting a new ability. Whether a professional ability upgrades is described in the ability description, along with the game effects.

PROFESSIONS AND STAR TREK

Sometimes, it con be difficult to pigeonhole a character on *Star Trek* into a particular profession (which is why some *Star Trek* characters are listed under several professions). The same can be true of your characters. For example, is Harcourt Fenton Mudd a merchant or a rogue? He traveled across the quadrant hawking his wares (though admittedly, wives for dilithium miners), but he also stole shuttlecrafts and was generally a ne'er-do-well. So if you were creating a character modeled on Harry Mudd, which profession would you chose? The answer is quite simple—it depends.

Think about the type of character you want. You might choose to emphasize Mudd's mercantile side—buying and selling strange, alien goods, looking for the next "surefire" deal—in which case you could choose the merchant profession. On the other hand, you could focus on Mudd's scoundrel side, and choose the rogue profession. Both work equally well. Whatever you decide, though, be sure to select the appropriate non-profession skills to capture the other side of Mudd's character (some rogue skills if you create him as a merchant, for example).

You might decide that your character is going to be a hard-bitten fighter who works with the rebel Maquis (a group of Federation colonists opposing Cardassian occupation). Both the soldier and rogue professions could be suitable for such a character. As a rogue, he might have Stealth, Conceal, and Observe skills, with a few soldier skills acquired as non-profession skills. In this case, you're emphasizing his reliance on sneaking around and being furtive. Or he might have learned Demolitions, Survival, and Ranged Combat as a soldier, picking up Stealth and Conceal as non-profession skills. While it can be difficult to shoe-horn your character concept into a single profession, a little careful thinking should help you decide.





DIPLOMAT

The diplomat excels at persuasion, discussion, and the peaceful resolution of disputes. While others may rely on a phaser or *bat'leth,* the diplomat relies on his ability to settle differences with words. Although they often represent governments—the Federation, the Klingon Empire, Vulcan—some bargain on behalf of other large organizations. Freelance diplomats, like Riva the Mediator, operate independently, traveling from conflict to conflict, offering their services in the interests of peace.

Whether in the halls of the Klingon High Council, at the negotiation table on Babel, or on some newly discovered world, diplomats find themselves in the middle of important events. Members of this profession include emissaries engaged in cultural exchanges, mediators settling conflicts, politicians on fact-finding missions, ambassadors representing their governments, and envoys negotiating trade agreements.

DIPLOMATS FROM STAR TR€K: Tam Elbrun, Ambassador Robert Fox, Commissioner Nancy Hedford, Riva the Mediator, Sarek of Vulcan, Ambassador Spock.

MISSIONS: Most diplomats serve as interlocutors for groups or organizations. They find themselves on alien worlds, forging alliances with other governments, making first contact, settling interplanetary disputes, or arranging for disaster relief. Assigned to a particular world, they might be called upon to explain their government's actions, participate in a cultural exchange, or provide advice. As politicians and bureaucrats, the diplomat's missions involve fact-finding tours to troubled spots, crafting legislation to improve society, or engaging in political espionage. Junior diplomats frequently serve senior ambassadors as part of a delegation or the ambassador's staff, and become intimately involved in diplomatic wrangling and verbal sparring.

BACKGROUND: Inquisitive or open-minded diplomats may be drawn to the excitement of learning about newly discovered civilizations or have an interest in learning more about a specific culture. Others find they have a gift for oratory or politics. Some are the children of diplomats and grow up with a strong sense of duty to peace. Some come to diplomacy through circumstance, after a long career in a profession that brings them into contact with many different cultures. Starfleet officers are the perfect example of this, with many finding their way into the ranks of the diplomatic corps later in life.

SP€C!€S: Dedicated to nonviolence and predisposed to logical resolutions, Vulcans make talented diplomats. Ferengi tend to focus on mercantile concerns—opening new markets, acquiring resources, reducing trade barriers—making it difficult to distinguish between a Ferengi diplomat and a merchant. A Betazoid's ability to sense the emotions of others makes them trusted negotiators. Klingons, though well known as warriors, make excellent diplomats, as they attack rhetoric and debate with the same zeal as a fistfight. Cardassians make for wily diplomats and seem to excel at finding and exploiting loopholes, along with creating dissension upon which to capitalize.

ROLE: Trained to interact with just about everyone, diplomats reveal few preconceptions or prejudices. They get along well with Starfleet officers in general, because both tend to pursue the same objectives—seeking out new life forms and new civilizations, and establishing peaceful contacts with them. While typically a diplomat joins the crew for a brief period, one might serve a long-term assignment to explore, and open relations within a sector. Posted to a starbase, one might serve as a liaison to the local alien government. Merchants might employ a diplomat to seal a trade deal or open up a new market, while independent diplomats might employ a merchant to provide transportation. They tend to disagree with soldiers who lean toward militaristic resolutions to conflicts.

GAME INFORMATION

ATTRIBUTeS: Because they rely on their ability to influence others, Presence is the diplomat's favored attribute. Intellect remains important because the diplomat must draw upon broad knowledge. Perception also serves the diplomat well, enabling him to size up the opposition and read the situation as it really is.

REACTIONS: Savvy is the diplomat's favored reaction. A diplomat must be able to see through deception and determine the validity of a negotiator's position.

TABLE 3.1: DIPLOMAT SKILLS

THE DIPLOMAT'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Administration	Int
Computer Use	Int
Culture	Int
History	Int
Inquire	Prs
Language*	Int
Law	Int
Negotiate	Int
Persuade	Prs
Politics	Int
Social Science	Int
Specific World	Int

* This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

PROFESSIONAL ABILITIES

The following abilities are characteristic of diplomats. A player character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- BLUFF: Diplomats can make authoritative statements others find hard to refute, even though such statements may not be entirely true. Examples include "I'm sending the data now, Khan" and "Turn over Captain Kirk or the Klingon Empire will go to war!" When the diplomat makes a Persuade skill test to bluff, ignore all social test penalties.

- GAIN TRUST: Diplomats are good at gaining the trust of those at the bargaining table; even hostile parties usually at least hear the diplomat out. When the diplomat makes Negotiate (Mediate) skill tests, add +4 to the dice roll.

- INSIGHT: Since a diplomat's stock in trade lies in equivocation and half-truths, they are skilled at seeing through deception. When making a Savvy reaction test, the diplomat rolls an extra die (3d6) but keeps the highest two dice. The rule for rolling double 6's still applies (see page 102).

- EDUCATED: Diplomats find all sorts of knowledge useful in their profession—from culture and philosophy to religion and world politics. Because their broad education touches on all such matters, diplomats can use all Knowledge group skills untrained. When acquiring a new Knowledge skill, the diplomat automatically gains one specialty of his choice.

Tier 2 Professional Abilities

- **ANTICIPATE OPPOSITION:** From training and experience, diplomats refine their ability to read between the lines, sensing someone's intentions through body language and verbal innuendo. The diplomat can spend one full-round action to make a Perception attribute test (TN 7 plus the subject's Presence modifier). A successful test lets the diplomat gauge the prevailing social situation correctly (who doesn't like whom, what hidden objectives are at stake) and anticipate the person's wants and primary motivations (what he wants and what he's willing to do to get it). The diplomat can use this knowledge in subsequent social tests to negate one social test modifier. The diplomat can use this ability more than once, learning something new with each success. **PREREQUISITE:** Insight.

- **POWER PLAYER:** Diplomats are adept at manipulating the functionaries within a bureaucracy to get things done. This includes knowing whom to approach, how best to phrase requests, and how to leverage his own status or position. When the diplomat makes an Administration skill test he gains an affinity bonus equal to half his Politics skill level, rounding up. **PREREQUISITE:** Politics 3+.

- **GREAT REPUTATION:** Diplomats work hard to establish reputations they can exploit during negotiations and other social encounters. Whenever the diplomat wheels and deals, the opposition must make a recognition test (automatically gaining a +5 bonus from the diplomat's renown). If recognized, the diplomat doubles all renown-based social modifiers he receives for the duration of the encounter or scene. **PREREQUISITE:** Renown 3+.

Tier 3 Professional Ability

- **CHOICE ASSIGNMENT:** Experienced diplomats find it easy to manipulate their sponsoring governments or agencies into giving them their choice of assignments, effectively enabling them to earn promotions faster than other characters. The diplomat can purchase the Promotion edge and upgrades for half the normal cost. The diplomat can also permanently reduce his Promotion rank by 1 to ignore a single prerequisite toward acquiring another professional ability or entering an elite profession. **PREREQUISITE:** Great Reputation or Power Player.



MERCHANT

Merchants prosper from their ability to locate opportunity and exploit it. They obtain dilithium crystals on Troyus and trade them on Vulcan, or offer Klingon cuisine to the hungry passengers passing though a space station. Some establish themselves in one location, opening a shop on a colony world, a bar on a space station, or a restaurant near Starfleet Academy. Many offer a particular service, working as tailors, barbers, and repairmen. The most popular endeavor involves free trading—plying the quadrant's trade routes, acquiring goods in one place and making them available in others where supply is short. Members of this profession include free traders, shop keepers, restaurateurs, corporate officers, and anyone else who offers goods and services for a price.

MERCHANTS FROM STAR TRGK: Garak, Cyrano Jones, Harcourt Fenton Mudd, Quark.

MISSIONS: For merchants, every business opportunity breeds adventure. If based in one location, adventure finds the merchant—an arriving Romulan invasion force, an ancient probe on a mysterious mission, refugees fleeing a dying world. Given access to their own vessels, the opportunities for adventure multiply. Traveling from place to place, a merchant can find himself in the middle of a civil war, trapped on a quarantined colony, or caught in a sudden space anomaly. For merchants operating inside the Federation, their missions may involve carrying supplies to a remote colony, ferrying dilithium shipments from Rigel XII to Earth, or bringing medicine to a disease-stricken world.

BACKGROUND: Merchants typically have a strong independent streak. A few are motivated to provide their goods and services out of a sense of altruism; but most offer their goods or services for reasons other than profit. Others come to their profession through their desire to see the galaxy. Still others, such as the Ferengi and Orions, seek wealth and power. Merchants typically learn their trade as apprentices to other, more experienced merchants. Aboard a freighter, one may serve as a "cabin boy," engineer's mate, or stevedore. More stationary merchants work in the business for a few years—a dishwasher in a restaurant, a busboy in a bar, an assistant to a tailor—before striking out on their own.

SP€CieS: Ferengi are often associated with this profession, since their culture accords status by material wealth. It is the rare Ferengi who doesn't think in terms of profit. The merchant's ability to travel unobtrusively suits Cardassians, many of whom turn out to be spies for their government. Klingons who choose not to follow the warrior's path find the merchant's life outside the Empire less restrictive. For many Talaxians, being a merchant is the only viable choice for survival. Inside the Federation, where the need to acquire wealth is less important, merchants tend to be rare, although this doesn't impede those who have something unique to offer from pursuing a life of business.

Rote: If he has access to has own starship, the merchant can be found in the company of almost any other profession in need of transportation—mystics, rogues, mercenaries, scientists, and so on. Moreover, he might employ other characters as members of his own starship crew—the engineers, navigators, and security that keep the ship functioning. Based in one location, the merchant could form part of the group's ensemble. A merchant might join the crew of a starship as part of a mission to obtain vital resources, through a cultural exchange program (between the Ferengi and Starfleet, for example), or as a guide through hostile space.

GAME INFORMATION

ATTRIBUTES: Because they must know their business inside and out, Intellect is the merchant's favored attribute. A merchant must know how to run his business well, along with a host of other information, in order to be successful. Presence helps a merchant satisfy customers and finagle suppliers, in addition to gathering useful tips and marketable information.

REACTIONS: Whether negotiating a contract or bargaining with customers, a merchant's favored reaction is Savvy. A merchant recognizes a good deal when he finds one.

TABLE 3.2: MERCHANT SKILLS

THE MERCHANT'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Appraise	Int
Business	Int
Computer Use	Int
Craft*	Agl
Culture	Int
Enterprise*	Int
Influence	Prs
Inquire	Prs
Language*	Int
Negotiate (Bargain)	Int
Specific World	Int
System Operation	Int

*This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

PROFESSIONAL ABILITIES

The following professional abilities are characteristic of merchants. A player character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

TIER I PROFESSIONAL ABILITIES

- BUSINESS ACUMEN: The merchant is skilled in all aspects of business operations. When performing any Business skill tets, they gain +2 bonus to their dice rolls.

- CONNECTIONS: Merchants typically make friends with the right people and know how to persuade others to tell them what they want to know. When making Inquire (Fraternize) skill tests the merchant gains an affinity bonus equal to half his Influence skill level, rounding up.

- HORSE-TRADING: The merchant excels in negotiating prices and making business deals. Merchants automatically gain the Bargaining specialty when acquiring the Negotiate skill; when advancing his skill, the merchant increases his skill level by +2 per pick. However, the merchant's specialization comes at a price: He suffers a -4 penalty to all Negotiate skill tests that don't involve the Bargaining specialty.

- PANDERING: Merchants cater to many different cultures and species and know how to pander to their customers' base desires or natures. As a result, the merchant knows to make logical sales pitches to Vulcans, and how to convince a Romulan that he'd be more valuable if left alive. When making Influence skill tests, the merchant ignores all social penalties.

Tier 2 Professional Abilities

- ASTUTE: Merchants are good at appraising objects and knowing their current market value, be they commodities, rare *objets d'art,* or illegal substances. Once per game session, the merchant can reroll one Appraise skill test and use the better of the two test results. **PREREQUISITE:** Horse-trading.

- **CREDIT:** By relying on his name and reputation, a merchant can obtain loans to finance his business activities or take goods and/or services from other merchants on credit. To obtain credit, the merchant must make a successful Business test (TN 5 + 1 per 3000 credits the merchant wishes to borrow). The merchant generally has one month to repay 50% of the borrowed sum, and must repay the rest at 10% per month. Failing to repay the full amount plus 10% interest means that the lender automatically gets to make a recognition test (with a +5 TN bonus) to identify the merchant as a bad credit risk. If so identified, the merchant's Business test TN doubles for future attempts to use credit with that lender and his associates. **PREREQUISITE:** Pandering.

- MERCHANT KNOWLEDGE: Over the normal course of business merchants pick up a lot of seemingly useless information that could come in handy some day. Once per episode the merchant can automatically recall a specific fact (not dependant on a professional skill) that pertains to the current mission. The Narrator must determine what sort of information to give, and how to relay it. For example, while attempting to sneak into Federation space, a merchant might know which starship patrols the area (and who commands the ship). Or, planning to smuggle weapons to Maquis rebels, a merchant might know of the local Legate's drinking problem. **PREREQUISITE:** Connections.

Tier 3 Professional Ability

- PROCUREMENT: Merchants are able to obtain all kinds of goods on short notice. The merchant can make a Business skill test to locate a source of goods ranging from common wares (TN 5) to exotic goods (TN10), and even illegal contraband (TN 15) and have it delivered at a moment's notice. When making the Business test the merchant adds half his Streetwise skill (rounding down) to the test result. The degree of success determines the arrival time: marginal success (1 to 3 days), complete success (12 to 24 hours), extraordinary success (4 to 8 hours). **PREREQUISITE:** Credit or Merchant Knowledge.



MYSTIC

The mystic dedicates his life to attaining spiritual perfection. Some mystics draw their power from an organized religion, such as a Bajoran prylar's belief in the words of the Prophets or a Nechisti monk's service to the ancestor spirits. Others, such as a Vulcan master following the teachings of Surak or a Klingon monk emulating the example of Kahless the Unforgettable, pursue a path of individual enlightenment and adhere to a philosophy. As a shaman, a mystic may know a great deal about herbal remedies and magic (perhaps possessing the Empathy and Mind Control psionic skills). As a cleric, he may possess great skill at oratory and comfort others through his rituals. As an aesthetic, he may possess heightened powers of observation and travel the galaxy spreading his beliefs.

MYSTICS IN STAR TRGK: Vedek Bareil, Koroth, Kai Opaka, Sirah, T'Pel, Torin, Kai Winn.

MISSIONS: Although the lives of most mystics are supposed to be contemplative, their search for enlightenment results in numerous adventures. Some mystics settle down in one place to shepherd the moral education and spiritual growth of their disciples, such as a Bajoran cleric tending to a congregation or a Vulcan master guiding aspirants through the arduous *Kolinahr* ritual. Sometimes mystics embark on personal missions, seeking challenges to test their beliefs or simply to gain greater understanding of the universe around them. Some make pilgrimages to a sacred sight, such as a prylar traveling to visit the Orb of Prophecy and Change, while others travel as missionaries trying to convert others or pursue some other unfathomable quest. Mystics are drawn to sites of natural disaster or social upheaval—places stricken by famine, volcanic eruptions, outbreaks of plague or the ravages of war—where they assist the survivors by offering food to the hungry, medicine to the sick, and comfort to the weary.

BACKGROUND: Mystics originate in many cultures, societies, and backgrounds. In a primitive society, they may hold a place of honor and respect, as healers, shamans, or wizards. In more advanced societies, mystics uphold the culture's spiritual roots. Most mystics consciously choose the path of enlightenment, though many feel compelled to answer their spiritual calling; others may be born into the profession by virtue of membership in a priest caste. Altruism typically motivates true believers, while the trappings of temporal power and social influence can attract more political practitioners. While some mystics undergo formal education at a temple, monastery, or academy, others study under a spiritual advisor, legendary master, or other such lone mentor.

SP6CI6S: Perhaps the most widely known spiritual path inside the Federation is that of Surak of Vulcan. Vulcan masters seek to purge all emotion permanently through the *Kolinahr* discipline. Many Klingons follow the teachings of Kahless the Unforgettable, aspiring to live their lives through extreme dedication to honor and perfection of the martial arts. Among Bajorans, becoming a *prylar* or *vedek* is a source of pride for family members. In addition to these, every species has the potential to produce a mystic—Andorian mystic-duelists, Betazoid nature shamans, Trill symbiont tenders, Romulan defenders of *D'era,* and many others.

ROL6: Mystics, with their peculiar combination of skills and abilities, make a valuable addition to any group. A mystic might join a starship crew while pursuing a spiritual quest. As a representative of an alien government, the mystic could oversee a starship's operations during a fact-finding mission. He might minister to crewmembers much as a Starfleet ship's counselor does—for example, a Boreth monk inspiring the crew of a Klingon bird-of-prey. Joining a crew of intrepid adventurers, the mystic might take passage on a merchant freighter or adopt a crewmate as a project of spiritual redemption. In a series set in a static location, the mystic might tend to a community of faithful, just as Bajoran prylars ministered to followers on Deep Space 9.

GAME INFORMATION

ATTRIBUTES: Presence is the Mystic's favored attribute, since he depends on his force of personality. Perception and Agility make good choices as additional favored attributes. Perception aids the mystic's ability to perceive the universe around him, while Agility helps him in his physical tasks.

REACTION: Stamina is the mystic's favored reaction. Mystics typically undergo intense physical training to increase their hardiness, or develop a resistance to disease through their work with the sick and diseased.

TABLE 3.3: MYSTIC SKILLS

THE MYSTIC'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Armed Combat*	Agl
Craft*	Agl
Culture	Int
First Aid	Int
History	Int
Inquire	Prs
Observe	Per
Persuade	Prs
Play	Prs
Religion	Int
Sing	Prs
Specific World	Int
Survival	Per
Unarmed Combat*	Agl

*This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

PROFESSIONAL ABILITIES

The following are characteristic of being a mystic. A character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pages 1 52-1 53), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- CONVICTION: By demonstrating sincere and ardent conviction, mystics find it easier to persuade others to their point of view. Whenever the mystic makes a Persuade skill test, he gains an affinity bonus equal to half his Religion skill level, rounding up.

- INQUISITION: Mystics often enjoy reputations as seekers or inquisitors, which enables them to gather information from the masses. Whenever the mystic makes an Inquire (Interview) skill test, he ignores all social test penalties.



- MIND OVER BODY: Whether through intense physical conditioning or purity of conviction and spirit, the mystic's ability to have his mind rule over his body enables him to resist physical pain and avoid illness. When making a Stamina reaction test, the mystic rolls an extra die (3d6) but keeps the highest two dice. The rule for rolling double 6's still applies (see page 102).

- WANDERER: Mystics wander the universe questing for sacred knowledge, legendary masters, or awaited prophets. These journeys often take them on long, arduous pilgrimages, increasing their stamina and endurance. As a result, the mystic gains a +5 bonus to all fatigue tests.

Tier 2 Professional Abilities

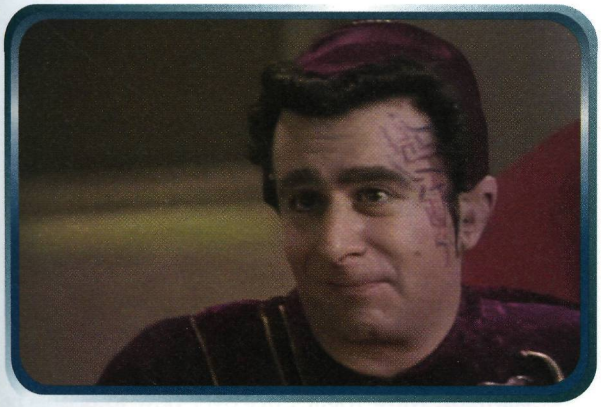
- INSPIRATION: The mystic can use his knowledge of religion or philosophy to encourage others. A Vulcan mystic might describe techniques for overcoming fear, while a Bajoran *prylar* might quote the Prophets. The mystic can make a Religion skill test (TN 10 +1 per character; social modifiers apply) to inspire the listener(s). With a successful test, the mystic causes each listener to refresh 1 Courage point. The impassioned speech requires a base action time of 1 0 minutes and may be treated as an extended test. This ability may only be performed once per episode. PREREQUISITE: Religion 3+.

- MEDITATION: The mystic derives inner strength through contemplation. By meditating for 10 minutes, the mystic can make a Religion skill test (TN 15; physical modifiers apply) to refresh 1 spent Courage point. Decrease the TN by -2 for every three additional minutes spent in contemplation. This ability may be used only once per day. PREREQUISITES: Conviction.

- PILGRIM'S FAITH: Over the course of his wanderings, the mystic has learned to survive in hostile environments. Once per game session the mystic can reroll one Survival skill test and use the better of the two results. PREREQUISITE: Wanderer.

Tier 3 Professional Ability

- ENLIGHTENMENT: The mystic's spiritual aura reveals him to be a figure of awe and respect, and makes even nonbelievers view him as a person of virtue and reverence. To muster the audacity to attack the mystic physically, a character must make a Willpower test (TN 5+ the mystic's renown). Failure means the character cannot attack the mystic for the duration of the scene or encounter, unless the mystic takes overtly hostile action and provokes an attack. PREREQUISITE: Inspiration or Meditation.



ROGUE

Despite the Utopian civilization created within the Federation—free from want, hunger, greed, and crime—there remain individuals who are willing to violate the rights of others to pursue their own interests. These rogues include collectors desiring rare antiquities, terrorists seeking change through violence, con men trying to get something for nothing. The rogue survives through his wits, intelligence, audacity, and pragmatism. Some believe the law does not apply to them or come from disordered societies where the laws are capricious and unjust, while others prefer to bend the law or skirt its edges. A rogue may not even end up on the wrong side of the law, but does not fit neatly into another profession—a jack-of-all trades who often finds himself in trouble.

ROGUGS IN STAR TRGK: Kivas Fajo, Garak, Martus Mazur, Harcourt Fenton Mudd, Quark, Professor Berlinghoff Rasmussen, Thelev.

MISSIONS: Rogues of all kinds are motivated by personal desire. Vash, an archaeologist with a strong independent streak, sought the Tox Uthat for its scientific value, while Kivas Fajo collected rare and unique items for his own enjoyment. Harry Mudd, on the other hand, traded in the proscribed Venus drug purely for profit. For some, the ends justify the means, and they use any means necessary to achieve their goals—from Bajoran resistance fighters to Ansata terrorists on Rutia IV. While many rogues do not see themselves as belonging to an overall group, they often associate with whatever cause interests them or work for whomever pays the bills (though their highest allegiance is typically to themselves). Some put their skills to work for a government, such as the Cardassian Obsidian Order or the Romulan Tal Shiar, or an organization, as with the Orion operative sent to disrupt the Babel Conference. Others work for themselves.

BACKGROUND: Some rogues learn their skills out of necessity, perhaps growing up on a failed colony like Turkana IV, or in an anarchical society, like Nausicaa, where the ability to steal makes the difference between survival and starvation. Others have more advantageous origins—the child of famous scientists or a comfortable colony upbringing—but find themselves pushed into society's shadows through unkind circumstance. An El-Aurian refugee could could turn con artist to survive, for example, or a Bajoran refugee resort to theft. Some become rogues because they have no other choice—a Cardassian selected to join the Obsidian Order doesn't have the option to turn them down. While certain rogues may band together, joining a larger organization such as the Orion Syndicate, the Bajoran resistance, or the Maquis, most know better than to trust their own kind.

Species: All but the most lawful species have the capacity to produce scoundrels, and even species like Vulcans and El-Aurians have their social miscreants (Tallera of the Vulcan Isolationist Movement and the con man Martus Mazur, respectively). Certain species, however, seem especially well suited to the job. Nausicaans often find themselves working as thugs. Many Ferengi become smugglers, con men, and thieves because of the easy latinum to be made. Cardassians excel at espionage. Even humanity, perhaps the most cavalier of species, churns out its share of con men, thieves, assassins, and spies—from Harry Mudd to Berlinghoff Rasmussen to Vash.

ROL6: No matter the type of series, rogues prove themselves useful members of the crew. The rogue may be an official member of the crew—a Starfleet Intelligence agent or an Obsidian Order spy—guest, or interloper. In a series set in a specific location, the rogue might be a part of the colorful milieu—the gambler at the *dabo* table, the former spy hiding out from his past, the tattered scout frequently in need of supplies, the bounty hunter trolling for rewards. Rogues work best, however, in a series focusing on the other side of the typical Starfleet adventure—as members of a Maquis cell, a Bajoran resistance group, or Orion smuggling gang.

GAME INFORMATION

ATTRIBUTES: With their reliance on physical activities, such as sneaking past Starfleet security or palming an isolinear rod, Agility is the favored attribute for rogues. A high Perception helps them to notice ambushes or pursuers. Presence, on the other hand, aids a rogue's ability to influence others or obtain useful information. Both Perception and Presence make good choices as the rogue's additional favored attribute.

TABLE 3.4: ROGUE SKILLS

THE ROGUE'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Appraise	Int
Armed Combat*	Agl
Conceal	Int
Forgery	Agl
Impersonate	Prs
Influence	Prs
Inquire	Prs
Observe	Per
Ranged Combat*	Agl
Sleight of Hand	Agl
Stealth	Agl
Streetwise	Int
Unarmed Combat*	Agl

This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

REACTION: Quickness is the rogue's favored reaction. Rogues tend to be agile, to get out of the way of incoming danger or react quickly to changing circumstances.

Professional Abilities

The following are characteristic of being a rogue. A player character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pgs. 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- **CON ARTIST:** Rogues learn to get what they want through deceit, trickery, and subterfuge. When making Influence skill tests, the rogue rolls an extra die (3d6) but keeps the two highest rolls. The rule for double 6's still applies (see page 102).

- **FLEET OF FOOT:** The rogue is fast on his feet. He demonstrates remarkable speed when running or sprinting, and can traverse obstacles more easily than other characters. The rogue gains +1.5 movement and can reduce any physical penalties made to his movement tests by one half, rounding down to the nearest whole number.

- **LURKING IN SHADOWS:** The rogue excels in stealth activities—hiding in shadows, moving silently, and shadowing a person unnoticed. Whenever the rogue makes a Stealth skill test, he gains a +2 bonus to his dice roll.

- **SCOUNDREL'S FORTUNE:** Fortune shines on the rogue, especially when performing a particular skill within his repertoire. When choosing this ability the rogue names one professional skill as his forte. Once per game session, the rogue can reroll one test result when using the named skill and use the better of the two results.

Tier 2 Professional Abilities

- JOHNNY-ON-THE-SPOT: The rogue has the uncanny ability to show up at just the right time and act before others are aware of him. The rogue gains a +3 bonus to Quickness reaction tests made to determine initiative. PREREQUISITE: Fleet of Foot.

- SABOTAGE: Most rogues discover how to disable or destroy complicated systems by necessity or happenstance, rather than through formal training. Learning to hack into a computer, for example, gives the rogue some insight regarding how computer systems work. This kind of information can help in other areas, such as programming or research. When choosing this ability, the rogue selects one skill—Computer Use, Demolitions, Engineering (any one), or System Operation—and acquires that skill at level 1 with the specialty "Sabotage." The chosen skill also counts as a professional skill for purposes of specialty acquisition and advancement. The rogue can upgrade this professional ability, naming a new skill each time the ability is selected. PREREQUISITE: Intellect 8+.

- STREETSMART: The rogue can handle himself on the mean streets. He interacts well with underworld figures, knows how to get information about shady or illegal operations, and can locate contraband or illicit services for hire. When making any Streetwise skill test on a particular world or location, the rogue gains an affinity bonus equal to half his World Knowledge skill, rounding up. If he does not possesses the applicable World Knowledge skill, he doubles his key attribute modifier instead. PREREQUISITE: Con Artist.

Tier 3 Professional Ability

- SIGNATURE STYLE: Some rogues develop a signature style, a particular way in which they perform certain tasks. The style may evolve from a predilection for making forgeries of a certain type, a penchant for stealing information through computer invasion, or habitually using trilithium to assassinate victims. You must choose a professional skill from which your character's signature style emerges. If you score an extraordinary success during any number of related skill tests, your character gains +1 Renown at the end of the episode. PREREQUISITES: Scoundrel's Fortune and Renown 3+.



SCIENTIST

Scientists use their intelligence and education to investigate the mysteries of the galaxy—archaeologists excavating ancient Iconian ruins, astrophysicists studying the effects of solar flares on a planet, exobiologists hunting the Borg. Scientists of all stripes invent new technologies, like soliton-wave generators and coaxial warp drives, while trying to improve the lives of life forms everywhere. They excel at gathering data, conducting experiments, and finding solutions to scientific problems. When a subspace inversion swallows the starship, a scientist finds a way to use a tachyon burst to escape. When a previously unknown disease ravages a colony, it's the scientist who has the best chance to find a cure. They range from experts in the hard sciences, such as astrophysics, chemistry, and geology, to the "soft" sciences of exoanthropology, sociology, and economics.

!5ci€NTISTS IN STAR TRGK: Zefram Cochrane, Dr. Richard Daystrom, Dr. Farallon, Dr. Richard Galen, Dr. Carol Marcus, Dr. Roger Korby, Dr. Noonien Soong.

MISSIONS: Most scientists can be found in the lab, whether at a research facility like the Darwin Research Station, a space station like Regula 1, or aboard a starship like the *U.S.S. Raven* or the 5.5. *Vico.* Here, they conduct their experiments and test their theories. The biggest missions for these characters involve pursuing their life's work—attending conferences on positronic brains, searching for evidence of an ancient civilization on Camus II, obtaining a supply of protomatter. Although cloistered in their labs, they still have the potential for adventure—an experiment gone awry, the arrival of 21st-century genetic supermen, or a starship conducting an inspection tour. Some scientists work in the field, gathering data and testing theories. They might be found at the site of an impending supernova, living among the population of a primitive world, or installing a new system to improve warp drive efficiency.

BACKGROUND; Those with an affinity for science or a natural curiosity about the universe typically become scientists. Usually, they receive their education at a prestigious academy or university, such as the Vulcan Science Academy, the Daystrom Institute, or Starfleet Academy. There, they take classes preparing them for their chosen fields—botany, warp field dynamics, archaeology, particle physics, and so on. Afterward, most receive support from an institution or government, like the Federation Science Council, and conduct research on its behalf.

Speci€S; Inside the Federation, no species is associated with science more than the Vulcans. Trill, with their multiple lifetimes, often undertake research that stretches into generations, while humanity's insatiable curiosity drives them to unlock the galaxy's mysteries. Betazoids plumb the mysteries of consciousness using their telepathic abilities. Klingon scientists attack their research with the same zeal as a warrior hunting *targ.* Ferengi scientists see their research as an avenue to eventual riches. And Cardassian scientists place their skills at the discretion of their government. Only the most barbaric or primitive of species, such as Nausicaans and Kazon, rarely pursue science.

ROLE: A scientist can make a valuable addition to any crew. On board a Starfleet vessel, the scientist might join the crew as part of an extended research project—conducting research on a stellar anomaly, searching for energy-based life forms, or testing a new piece of equipment. In some cases, the starship might be placed at his disposal, making the scientist the series' focal point. In a starbase-centered series, the scientist's lab might occupy part of the station, making him susceptible to the same kinds of trouble as the shopkeeper, constable, and rogue. Finally, a scientist might join a crew of rogues, merchants, and soldiers, engaging their services to collect data, obtain resources, and protect him.

GAME INFORMATION

ATTRIBUTES: With their pursuit of knowledge, Intellect is the favored attribute for scientists. A high Presence allows them to make more persuasive presentations at scientific conferences, while a good Perception helps them in their experiments (to make deductions and observations, both functions of the Investigate skill).

REACTIONS: Stamina is the scientist's favored reaction. With his focus on research, the scientist is frequently exposed to debilitating outside environmental factors, such as radiation, alien pathogens, and hazardous materials.

TABLE 3.5: SCIENTIST SKILLS

THE SCIENTIST'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Computer Use	Int
Construct	Int
First Aid	Int
Investigate	Per
Knowledge*	Int
Language*	Int
Medicine	Int
Persuade	Prs
Repair	Int
Science*	Int
System Operation	Int

This entry denotes a skill group (see *Chapter 6: Skills* (or details). Choose one skill from within the group each time this entry is selected.

PROFESSIONAL ABILITIES

The following are characteristic of being a scientist. A player character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pgs. 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- AREA OF EXPERTISE: Although scientists receive an extensive education, each tends to focus on a narrow area of expertise to the exclusion of all other scientific fields. The scientist must choose one Science skill and specialty, such as Life Science (Exobiology) or Physical Science (Chemistry). Skill picks made during advancement increase the skill ranks in the chosen skill by +2, rather than the standard +1. All skill tests made outside of the skill's specialty suffer a -4 test penalty.

- Focus: Scientists learn to keep their cool, even when stress and distractions would hamper their effectiveness. When making any professional skill test, the scientist ignores all test penalties resulting from distractions.

- SECRETIVE: Scientists are a closed-mouth lot, particularly where their work is concerned. They know how to keep quiet or be evasive when probed about their work until the time is right for announcing their achievements. The character adds his Intellect modifier to any Willpower reaction test he makes, doubling this bonus when resisting attempts to uncover secrets about his current project (including his episode mission) or ongoing research (including series objectives).

- **TECHNOPHILE:** The scientist knows how to make the most of his equipment, allowing him to make do with inadequate tools and systems. When making Construct, Engineering, or Repair skill tests, reduce any penalties resulting from equipment by as much as -3, and double any bonus modifiers conferred by equipment.

Tier 2 Professional Abilities

- **COMPUTER WHIZ:** The scientist excels when using computers and computer-driven systems. When making Systems Operations or Computer Use skill tests, the scientist performs the operation or task in half the base action time. This ability also applies to related, extended skill tests. **PREREQUISITE:** FOCUS.

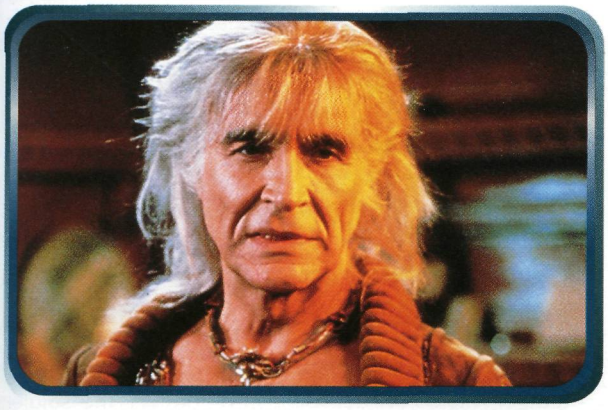
- **DOCTORATE:** The scientist possesses a Ph.D. (doctoral degree) in a Science skill defined by his Area of Expertise. Once per game session the scientist can reroll one test using the chosen skill. **PREREQUISITE:** Area of Expertise.

- **R&D SPECIALIST:** From his extensive education, the scientist knows how to design and assemble devices and equipment better and faster than normal technicians. When making Construct or Repair tests the scientist can either gain an affinity bonus equal to half his Physical Science skill level (rounding up), or perform the operation in half the base action time (extended tests included). The player must choose how to use the ability prior to making the related skill test. **PREREQUISITE:** Technophile.

Tier 3 Professional Ability

- **BREAKTHROUGH:** A scientist's reputation is made by his discoveries. You must choose a professional skill—an Engineering or Science group skill, Computer Use, or Construct. If you score an extraordinary success during any number of related skill tests, your character gains +1 Renown at the end of the episode. **PREREQUISITE:** Doctorate or R&D Specialist.





SOLDIER

The soldier thrives through his mastery of weapons and the threat of force. Most belong to an organized military, armed forces, or interplanetary government, such as Klingon warriors, Jem'Hadar soldiers, and Kazon fighters. This includes law enforcement organizations, such as the Vulcan *V'Ket* and Bajor's militia. Others use their skills as hired guns, working for whomever engages their services, such as Nausicaan thugs and Angosian supersoldiers. Soldiers can even be found among the ranks of various resistance movements, such as the Maquis and Bajor's resistance against Cardassian occupation.

SOLDIERS IN STAR TREK: Arctus Baran, Major Kira Nerys, Li Nalas, Khan Noonien Singh.

MISSIONS: Most soldiers spend their days on routine tasks, standing guard, patroling, training, or waiting for action. Those who serve an organization such as the Klingon Defense Force or the Cardassian Sixth Order typically wait for orders to spring into action. As law enforcement officers, the soldiers' missions usually involve solving crimes and maintaining civil order. Adventuring soldiers have fewer restraints on their activities. Some have patrons who engage them to perform certain jobs—protecting cargo, guarding their person, raiding settlements. Others use their combat skills as itinerant defenders, traveling from place to place, protecting those in danger.

BACKGROUND: The soldier comes to his profession in many ways. Some hail from a war-torn world where fighting is a way of life. For some, circumstances push them into a life of conflict. Many Bajoran freedom fighters were once peaceful farmers and artisans pressed to take up arms against Cardassian oppression. Some volunteer because they feel called to defend their homeworld, where as others are conscripted. A few alien cultures encourage the life of a warrior, as with the Klingons, while others are bred to the job, like the Jem'Hadar. A soldier might acquire his skills haphazardly, learning from a mentor or as a matter of survival. Many more acquire their martial skills at military schools. Once they have completed their training, soldiers frequently serve in whatever organization trained them. Many eventually muster out of their service, only to offer their skills to others as mercenaries and bodyguards.

SP6CI6S: Klingons, because of their natural aggression, make good soldiers, and they are most frequently associated with this profession. Because of their resource-poor homeworld, Cardassians swell the military ranks to conquer other planets. Vulcans, once savage warriors, tend to join the *V'Ket,* their planetary defense force, or the *V'Kor,* their law enforcement branch. Many Bajorans were forced to war during the Cardassian occupation of their homeworld and continue to earn a living as mercenaries. Only the most peaceful species, like the Halkans, Ocampa, and Bynars avoid this profession.

ROLG: As part of a starship's crew, the soldier may replace the security officer, as with Klingon soldiers aboard a bird-of-prey, or they may supplement the starship officer's activities, as with Cardassian soldiers ferried to conquer a world. A soldier might serve as a liaison with another organization—a Klingon soldier assigned to a Starfleet ship as part of the Officer Exchange Program, for example. Posted to a starbase, the soldier might represent his government as a military attaché (Colonel Kira, for example) or represent the local security forces (Constable Odo). In a series set in a static location like a mining colony or research outpost, the soldier might provide security. Itinerant soldiers find employment where they can—as bodyguards to a diplomat, as escorts to a merchant, or as freedom fighters to an oppressed people—and could be found in almost any group.

GAME INFORMATION

ATTRIBUTES: Because of their reliance on weapons, soldiers have Agility as their favored attribute. Vitality helps soldiers survive injury, while Strength aids them in physical activities such as climbing and jumping. A high Perception allows the soldier to avoid danger—from ambushes, booby-traps, and the like. Any of the three would make suitable choices as the soldier's second favored attribute.

REACTIONS: Because of frequent exposure to combat, Quickness is the soldier's favored reaction. The soldier must dodge incoming weapon fire and react swiftly to attack.

TABLE 3.6: SOLDIER SKILLS

THE SOLDIER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Armed Combat*	Agl
Athletics	Str
Demolitions	Int
First Aid	Int
Inquire	Prs
Investigate	Per
Observe	Per
Ranged Combat*	Agl
Repair	Int
Survival	Per
Tactics	Int
Unarmed Combat*	Agl

*This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

Professional Abilities

The following are characteristic of being a soldier. A player character automatically gains one Tier 1 professional ability when created. Additional abilities can be chosen freely through advancement (see pgs. 152-1 53), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- EVASION: Soldiers train in defensive techniques to improve their ability to evade attacks. When performing a dodge action the soldier rolls an extra die (3d6) during his Quickness reaction test, but keeps the highest two rolls. The rule of double 6's still apllies.

- **FAVORED WEAPON:** Soldiers who see a lot of combat, or who spend a long time in the service, often become intimately familiar with their weapons. When acquiring this ability, the soldier selects one combat skill (either a Armed Combat or Ranged Combat) and immediately gains one specialty (if appropriate). When advancing the designated skill, the soldier increases his skill level by +2 per pick, but suffers a -4 to his test when using weapons outside of his specialty. This ability may be selected multiple times, gaining a new specialty each time.

  For example, Kor chooses to master the *bat'leth,* an Armed Combat skill, and gains +2 skill ranks for each advancement pick. Commander Worf chooses to master his hand phaser and chooses the Energy Weapons (Hand Phaser) Ranged Combat skill. When he tries to use a phaser rifle, however, he suffers a -4 test penalty because of his narrow focus.

- RECONNAISSANCE: Soldiers train in observation techniques allowing them to investigate their surroundings and search for environmental hazards, hidden assailants and terrain obstacles. Whenever the soldier makes an Investigate skill test he gains an affinity bonus equal to half his Observation skill, rounding up.

  With Reconnaissance, a soldier can also make an Observation test (TN 10) as a full-round action to immediately identify all physical modifiers (visibility modifiers, terrain modifiers, cover modifiers) that apply to combat actions in the area, as well as the extent to which they modify related tests.

- SURVIVAL TRAINING: Soldiers undergo rigorous training in survival techniques. Whenever the soldier makes a Survival skill test, he gains +2 to his dice roll. In addition, the soldier gains double the normal bonus for the Survival specialty, gaining +2 for having the appropriate specialization during a particular Survival test.

Tier 2 Professional Abilities

- BATTLE-HARDENED: Soldiers learn how to function while injured, stunned, or fatigued. The battle-hardened soldier gains +1 Health and reduces physical test penalties from injury, stun effects, or fatigue by 1. PREREQUISITE: Vitality 8+.

- GROUND TACTICS: Soldiers can use reconnaissance to gain a tactical advantage from their environment. Each time the soldier makes a successful reconnaissance Observation test (see Reconnaissance professional ability), he can use his tactical skill to negate one physical test penalty or double one physical test bonus, while acting in the same location. If able to communicate his knowledge to members of his Crew, this benefit applies to all tests made by the soldier and his Crew. PREREQUISITE: Reconnaissance.

- LIGHTNING STRIKE: The soldier learns how to make rapid attacks with his favored weapon (see Favored Weapon professional ability). The soldier can perform one additional attack action per round at no penalty. PREREQUISITE: Favored Weapon.

Tier 3 Professional Ability

- COMBAT LEADER: Soldiers train in combat tactics and unit leadership. If the soldier spends an action to issue a command to his Crew, he can make an Influence test (TN 15) to bolster their morale and confer a bonus to the next combat action each member takes. The degree of success determines the amount of the bonus conferred: +1 for a Marginal Success, +2 for a Complete Success, and +3 for an Extraordinary Success. The soldier may spend only one action per round issuing combat commands. PREREQUISITE: Ground Tactics or Battle-hardened.



STARSHIP OFFICER

These bold explorers travel through space seeking knowledge and finding adventure. One week, the crew faces an outbreak of Tarellian plague on a remote colony. The next, they stand off against a hostile threat intent on dominating the Federation. The next week, it's off to make first contact with strange alien beings. Whether as the crew of a Klingon bird-of-prey, a Cardassian warship, or a Federation starship, starship officers are typically well trained to confront a variety of situations. They excel at specific duties based on their shipboard functions. Commanding officers oversee the ship's operations. Science officers handle the details of exploration and research. Security officers man weapons systems in space battles and safeguard the crew from direct personal threats.

MISSIONS: Because their jobs frequently take them abroad, starship officers tackle missions ranging from exploration and research to domestic missions, from first contact and diplomacy to defense, from convoy missions to law enforcement. Starship crews frequently chance upon phenomena such as quantum filament strings and subspace inversions. They encounter strange life forms and alien civilizations, from the linguistically challenged Tamarians to the space-born Comtuu. They rescue planets from destruction by supernova or plague, and evacuate refugees from impending disaster. They patrol space in search of potential threats—Borg incursions, giant planet-killing machines, or rival starship officers. On a starbase, the adventure usually comes to the crew, as vessels from across the quadrant pass through carrying an assortment of rogues, merchants, and alien starship crews, as well as larger events affecting the station's inhabitants. While a diplomat negotiates trade agreements, a scientist researches a wormhole, and a merchant transports medical supplies, a starship officer may engage in all of these missions—and more.

BACKGROUND: Starship officers come from all walks of life. In general, members of each species have reasons for venturing into space. Many Cardassians have no choice in the matter, being conscripted by the Central Command to serve the state. Klingons prefer to seek honor among the stars as warriors over any other profession, and Ferengi typically join the crew of a marauder to make their fortunes. No matter their origins, most starship officers participate in some form of standardized training school, such as Starfleet Academy. Others develop the necessary skills by experience, perhaps apprenticing on a freighter or learning under a parent's tutelage. Most officers typically specialize in a particular area of operations—navigators, gunners, security guards, engineers, and so on. Upon completion of his training, the officer embarks on his first tour of duty and can expect to find challenges and wonders awaiting him.

Speci€S: Generally, any species can pursue a career in space, though many organizations draw exclusively from among the local population. Klingon, Cardassian, and Ferengi ships typically have crews made up solely of their respective species. Starfleet is the lone exception to this practice. Starfleet accepts anyone of any species, as long as they meet its standards for excellence. Humans, Vulcans, Trill, Betazoids—all make valuable contributions to Starfleet (as do many other Federation members) and can be found throughout its operations. Even representatives of alien species beyond the Federation have found acceptance among Starfleet's ranks, though these are often special cases—officers of Klingon, Ferengi, and Romulan descent have taken their place among Starfleet's finest.

ENLISTED PERSONNEL

In the *Star Trek RPG* o character can have the role of a starship officer, someone of consequence who affects not only the episode's direction, but who also plays a key role in the ship's operation. In order for characters to matter in a story, they must have the freedom to act. Most characters in the *Star Trek* shows are officers, because they have responsibilities and can make critical decisions. Enlisted personnel, however, typically go about their duties and have little say in their duties. They're ordered to fix this or beam down there, and don't get much opportunity for adventure (since they sit at their posts all day). Despite the limited opportunities, some players may prefer to create enlisted characters for their *Star Trek* campaigns. You might want to create a transporter technician, a computer technician, a sensor specialist, or any number of highly specialized positions. In this case, simply make 15 skill picks from the starship officer professional skill list on page 66, and assign five skill picks among Engineering, Science, or System Operation skills. See *Chapter 5: Development* for information on selecting skills.

OTHER PROFESSIONS: While they typically associate with members of their own profession, starship officers could count members of any profession among their associates. Posted to a location, like a starbase, a starship officer may frequently interact with representatives of neighboring governments, traveling merchants, or local inhabitants (any of whom could be considered a member of the player character Crew). On the other hand, aboard a starship the ability to include members of other professions is more limited (see individual profession descriptions for suggestions). The starship officer need not be a member of Starfleet, the Cardassian Central Command, or a Klingon house, however. An officer might join the crew of a Yridian tanker ship. Having mustered out of the service, he might join a Maquis cell to fight Cardassian oppression.

Game Information

ATTRIBUTES: See the individual elite professions on the following pages for each starship position. Each officer profession, by virtue of training and duties, has its own favored attributes.

REACTIONS: Seethe individual starship elite professions for their favored reactions.

TABLE 3.7: STARSHIP OFFICER SKILLS

THE STARSHIP OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Athletics	Str
Computer Use	Int
Energy Weapons	Agl
Knowledge*	Int
Repair	Int
Survival	Per
Unarmed Combat"'	Agl

"This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.



Professional Abilities

The following are characteristic of being a starship officer. A player character automatically gains the Starship Duty professional ability when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Ability

- ROUNDED: Starship officers demonstrate remarkably varied skill expertise. To reflect this, the starship officer can acquire and develop one nonprofessional skill as a professional skill. Starship officers can upgrade this professional ability up to three times, choosing a new skill each time.

- STARSHIP DUTY: Every starship officer has a specific duty aboard a starship or starbase—flight control officer, transporter operator, engineer, communications officers, and so on (see "Starship Officer Elite Professions," starting on page 67). When choosing this ability, select one starship officer elite profession to represent your character's shipboard position. This ability substitutes for all of the prerequisites for entering that elite profession. This ability may be chosen more than once, but the character may never advance more than two elite professions at a given time.

  For example, Owen creates a Starfleet security officer. He chooses the starship officer profession, giving him Starship Duty as his first professional ability. He selects the security officer elite profession and automatically receives the first professional ability from that profession. Selecting skills, he makes picks from the skill lists of both starship officer and security officer. When he advances, he can make picks from among the professional abilities of both starship officer and security officer.

Tier 2 Professional Abilities

- CAPABLE: Starship officers frequently have to manage several activities in quick succession. When performing actions in excess of their action allowance, starship officers suffer only a -5 to professional skill tests, rather than the -1 0 test penalty that normally applies. PREREQUISITE: Intrepid.

- INTREPID: Starship officers boldly go where no one has gone before. When spending Courage to improve professional skill rolls, the starship officer gains a +5 Courage bonus instead of the normal +3. PREREQUISITE: Starship Duty.



STARSHIP OFFICER ELITE PROFESSIONS

The following entries describe elite professions available to starship officer player characters. Upon gaining the Starship Duty professional ability, starship officers immediately choose one elite profession within either the Command, Operation, or Sciences branch of their parent organization.

Although the following elite professions are pursued most often by starship officers, they remain open to any character who meets the prerequisites and follows the procedures for entering an elite profession. *See Chapter 9: Advancement* for more information about elite professions, entrance requirements, and related information.

COMMAND

Perhaps the most vital position on board a starship or starbase, officers who perform command duties—captains, first officers, section heads—ensure the smooth operation of their command and are responsible not only for a mission's ultimate success or failure, but also for the safety of their crews. They enact the policies of their parent organizations—opening diplomatic relations with the Jaradans, defending the Bajoran wormhole, conquering Organia for the Klingon Empire, ferrying medical supplies to a colony.

While the positions of captain and first officer bear the most burden, and consequently handle the most important functions of command, officers in this branch can be found throughout a starship's organization, applying their skills and abilities in science labs, engineering departments, and various other departments.

COMMAND OFFICER

The command officer is an excellent leader. Because he often finds himself at the forefront of conflict, he must have the skills of a diplomat. When danger rears its head in the form of a marauding enemy vessel, he must have the skills of a soldier. Responsible for the well being and safety of those under his command, the command officer must have solid management skills. He has been entrusted with responsibility for administering the policies of his organization.

Starfleet command officers must frequently operate without direct supervision and often must make decisions on their own. Klingon command officers typically lead through intimidation and must worry about challenges to their authority from those under them. Cardassians, on the other hand, demand unswerving loyalty from their crews while they enforce the dictates of the Central Command. Ferengi command officers enjoy the lion's share of whatever deals they negotiate and frequently let their greed get the better of them. Finally, Romulan commanders are highly motivated by loyalty to the Empire and the Praetor to extend Romulan influence throughout the galaxy.

Command officers find themselves in the forefront of adventure because their job calls for it. When an away team beams down to unknown territory, a command officer often leads the group to explore the planet surface or search for the missing colonists. In sensitive discussions with an alien species, the command officer may conduct the negotiations for mining rights with the Halkans or establishing relations with the Jaradans. In crisis situations, he applies his administrative skills to get the medical supplies from Beta Taguan IV to Rutia III, or efficiently evacuate colonists in the face of a supernova. Under fire from a Borg cube or Cardassian cruiser, the command officer guides the crew to victory.

COMMAND OFFICCRS IN STAR TREK: Commander Chakotay, Gul Dukat, Captain Janeway, Captain Kirk, Kang, Kor, Koloth, Captain Picard, Commander Riker, Captain Sisko.

Game Information

PREReQUiSITeS: Starship Duty, Administration (parent organization) 4+, Persuade 3+, Systems Operation 2+, and Willpower 1+.

ATTRIBUTES: The favored attribute for command officers is Presence. Commanding officers, especially captains, must have the force of personality to lead others into potential danger. Agility and Vitality help the command officer stay alive—improving his chances to hit in a hostile encounter, making him harder to be hit, and providing the amount of damage he can withstand.

REACTIONS: Willpower is the command officer's favored reaction. To lead others in the hazardous environment of space exploration, the command officer must have strength of character and be fearless and resolute.

TABLE 3.8: COMMAND OFFICER SKILLS

THE COMMAND OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Administration	Int
Inquire	Prs
Negotiate	Int
Persuade	Prs
System Operation	Int
Tactics	Int

Professional Abilities

The following are characteristic of being a command officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- COMMANDING **PRESENCE:** Command officers stick to their guns when confronting hostile situations or negotiating with alien leaders. When making a Willpower reaction test, the command officer rolls an extra die (3d6), but keeps the highest two rolls. The rule for rolling double 6's still applies.

- **STARSHIP/STARBASE PROTOCOL:** Command officers know bureaucratic protocol inside and out. Choose an appropriate specialty to reflect the organization or agency the command officer serves (Starfleet, Cardassian Union, etc.). When making Administration skill tests within that specialty field, the command officer gains a +4 to his dice roll.

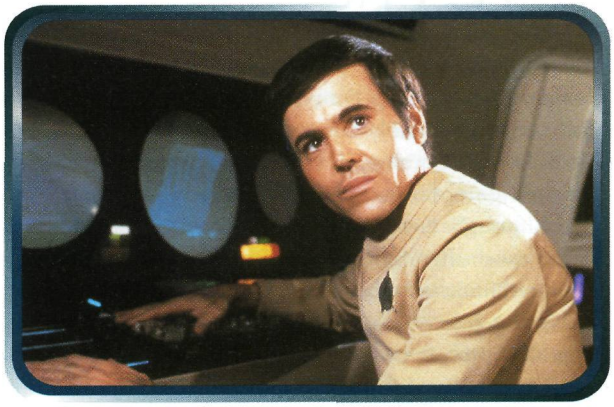
Tier 2 Professional Abilities

- STARSHIP **TACTICS:** Command officers study starship combat tactics and maneuvers. Once per game session, the command officer can reroll one Tactics skill test and use the better of the two test results. **PREREQUISITE:** Tactics 3+.

- **UNIVERSAL** RENOWN: A command officer's reputation depends on his victories. If you score an extraordinary success during any Negotiate or Tactics skill test during a mission, your character gains +1 Renown at the end of the episode. **PREREQUISITE:** Commanding Presence.

Tier 3 Professional Ability

- **COMMAND:** It is the job of command officers to coordinate the efforts of crewmembers, increasing their efficiency. The command officer can guide the cooperation of other characters by making a Persuade skill test (TN 15+1 per number of characters led) as a full-round action. The characters receiving the benefit of his leadership must be in his presence (within 30 feet) and be able to hear him speak. A successful test doubles the benefit conferred by participants during combined tests, with each adding +2 to the final test result rather than the standard +1 (see Combined Tests in the *Appendix).* In an extended test, the officer must continue leading for the duration of the effort, with each successful Persuade test adding to the combined test for the round. If the command officer's Command is interrupted for any reason, the effect stops, and he must make a new Persuade test to regain its benefits. PREREQUISITE: Commanding Presence and Starship Protocol.



Flight Control Officer

The flight control officer is responsible for the piloting and navigation of spacecraft. He monitors critical ship systems—navigational deflectors, inertial dampening systems, and subspace field geometry during warp flight. Sent to explore a strange new world, the conn might adjust the ship's orbit to obtain better sensor readings or keep the ship overhead of an away team to provide starship support. Sent to collect data on a celestial phenomena—a supernova, a nebula, a wormhole, a collapsing planet—the flight control officer monitors the situation with an eye to getting the ship out of danger should conditions suddenly change. In battle, the conn works closely with tactical officers—plotting an intercept course to head off smugglers, systematically patrolling an area, performing evasive maneuvers against an enemy ship. Wherever they go, no matter the mission, flight control officers monitor their ships' progress, watching for potentially dangerous situations ranging from navigational threats to approaching hostile vessels.

Prior to the 24th century, Starfleet divided the functions of the flight control officer into two separate positions—navigator and helmsman. The former kept track of the ship's relative position, plotted courses, and

monitored the ship's flight path, while the latter supervised automatic flight operations and manually piloted the ship when needed. Other space-going organizations similarly divide these duties in the 24th century—Klingon ships, for example, employ a navigator and helmsman for the redundancy this provides. Cardassian ships, on the other hand, prefer to centralize these functions in one officer to better ensure loyalty. When creating a navigator or helmsman character, select the Helm and Navigation specialties of the System Operation skill.

FLIGHT CONTROL OFFICERS IN STAR TREK: Ensign Pavel Chekov, Ensign Wesley Crusher, Lieutenant Tom Paris, Lieutenant Hikaru Sulu, Lieutenant Worf (1 st season TNG).

TABLE 3.9: FLIGHT CONTROL OFFICER SKILLS

THE FLIGHT CONTROL OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Administration	Int
Space Science	Int
System Engineering	Int
System Operation	Int

Game Information

PREREQUISITES: Starship Duty, Systems Operation (Flight Control) 4+, Space Science (Astronomy) 3+, Computer Use 2+, and Administration 1+.

ATTRIBUTES: Because the job demands complex mathematics, Intellect is the favored attribute of this profession. Flight control officers also find Agility, Perception, and Strength important in the pursuit of their duties (for starship officer skills such as Energy Weapon, Unarmed Combat, Survival, and Athletics).

REACTIONS: The flight control officer, because of his critical role as ship's pilot, needs a quick reaction time to respond better to changing conditions. Quickness is the conn's favored reaction.

Professional Abilities

The following are characteristic of being a flight control officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- ASTROGATION: While anyone with the proper skill can enter coordinates into a flight control station, Conn officers receive extensive training in space navigation. When the conn makes System Operations (Flight Control) skill tests, he gains an affinity bonus equal to half his Space Sciences skill level, rounding up.

- **ATMOSPHERIC CRAFT:** The flight control officer has learned to pilot various atmospheric craft, including not only shuttles, but also archaic fixed and rotary wing aircraft. The character gains a +2 bonus to System Operation (Flight Control) tests made to pilot atmospheric craft. Each upgrade increases the bonus by +2.

Tier 2 Professional Abilities

- EVASIVE MANEUVERS: The conn bears the responsibility of getting the ship out of danger or maneuvering it into a better tactical position. When required to perform maneuver actions in space combat, he rolls an additional die (3d6), but keeps the highest two rolls. The rule for rolling double 6's still applies. **PREREQUISITE:** Astrogation or Systems Operations (Flight Control) 3+.

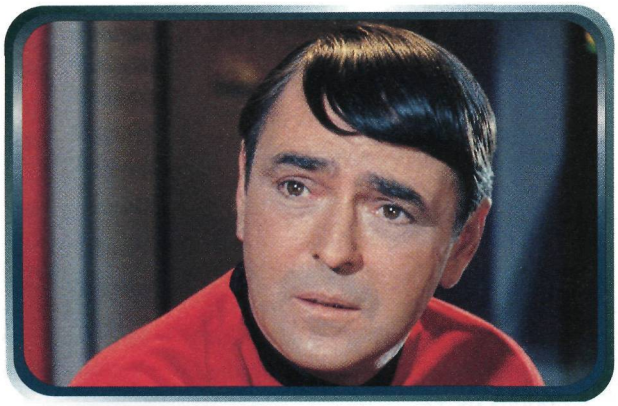
- SYSTEMS TECHNICIAN: While qualified engineers usually make any repairs to the flight console, the conn has sufficient training to recalibrate equipment, reprogram the controls, and make minor repairs in emergency situations. When making repairs, the conn can reroll one Systems Engineering (Flight Control) test and use the better of the two results. This ability may be used only once per game session. **PREREQUISITE:** Systems Engineering 3+.

Tier 3 Professional Ability

- **COMBAT** PILOTING: The conn trains in countless combat simulations to improve his reflexes and timing while piloting the starship. When presiding over the helm in combat, the conn can make one additional helm maneuver per round without suffering any additional action penalties. **PREREQUISITE:** Evasive Maneuvers or Systems Operations (Flight Control) 6+.

OPERATIONS

Operations officers see to the day-to-day activities of starships and starbases. If something needs doing—operating the transporter, repairing a shipboard system, responding to an intruder alert, recalibrating a sensor—chances are that an operations officer is on the job. They are the security officers who beam into hostile situations, the engineers maintaining equipment, and ops officers manning a variety of system consoles (such as transporters, life support systems, communications, and so on).



Starship Engineer

Engineers are highly specialized operations officers trained to keep systems and equipment running at maximum efficiency. They are responsible for shipwide systems, such as the electroplasma system, the warp drive, and the impulse engines, as well as repairing individual systems like the transporter or holodeck. They repair equipment damaged by ion storms or battle damage, calibrate lateral sensors and matter/antimatter injectors, cobble equipment together from scratch, and generally make sure everything runs without a hitch.

As experts in the practical application of science and mathematics, engineers play a vital role in most missions. When confronted with strange alien technology—ancient androids, mind transference devices, time machines—the engineer has the best chance of understanding how it works and devising ways to defeat it. During exploration missions, their skills may be required to find pragmatic solutions to unusual hazards—discovering the cause of a subspace funnel, relieving tectonic pressure on an unstable world, escaping a Menthar booby trap, or defeating an insane, intelligent computer. Good at problem-solving, the engineer finds a way to track a cloaked Romulan ship, escape the grasp of a godlike being, or reinitialize the warp drive in minutes. On defensive missions, they are indispensable for repairing battle damage, getting critical systems back on line, and squeezing out the last bit of efficiency from ship's systems. No matter the adventure, when unique solutions are called for, the engineer stands at the ready.

STARSHIP ENGINEERS IN STAR TREK: Lieutenant Commander Geordi La Forge, Chief Miles O'Brien, Lieutenant Commander Montgomery Scott, Lieutenant B'Elanna Torres.

Game Information

PREREQUISITES: Starship Duty, one Engineering skill 4+, Physical Science 3+, Repair 3+, and Systems Operation 1+.

ATTRIBUTES: Intellect is the favored attribute of engineers, since they regularly apply scientific principles to practical applications. As with all starship officers, Agility, Strength, and Vitality make good choices for the character's second favored attribute (especially for those who plan to see a lot of action).

REACTIONS: Dangerous radiation, hazardous materials (like trilithium), and potentially life-threatening situations (such as coolant leaks) make Stamina the engineer's favored reaction.

TABLE 3.10: ENGINEER OFFICER SKILLS

THE ENGINEER OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Construct	Int
Engineering*	Int
Physical Science	Int
System Operation	Int

*This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

Professional Abilities

The following are characteristic of being an engineer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pgs. 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- ENGINEERING CERTIFICATION: The starship engineer can use all Engineering group skills untrained. When acquiring a new Engineering skill, the engineer automatically gains one skill specialty of his choice.

- ENGINEERING EXPERTISE: Engineers develop particular areas of expertise. Designate one Engineering skill and skill specialty. When making Engineering skill tests involving either the skill or specialty, the engineer gains an affinity bonus equal to half his Physical Science skill level, rounding up. This ability may be acquired multiple times.

Tier 2 Professional Abilities

- JURY-RIG: Engineers are often required to work with inadequate tools, inappropriate components, or unfamiliar alien technology. When making Construct, Engineering, or Repair skill tests, ignore all penalties resulting from inadequate equipment, parts, or materials. PREREQUISITE: Engineering Expertise.

- MIRACLE WORKER: Engineers are frequently called upon to deliver the impossible—recrystalize dilithium, perform a cold restart of the warp drive, prevent a quantum singularity drive from collapsing—under tight deadlines. Designate one Engineering skill when selecting this ability. When making related skill tests, the engineer performs the operation or task in half the base action time. This ability also applies to related, extended tests. PREREQUISITE: Engineering Certification.

Tier 3 Professional Ability

- SYSTEM OVERHAUL: Engineers can overhaul a system to exceed the established operational parameters of various ship systems and maximize their performance. Examples include extending the range of a starship's phasers or exceeding a warp drive's maximum speed. To exceed a system's parameters, the engineer makes an appropriate Engineering skill test (Propulsion Engineering when working on the warp drive, Systems Engineering for phasers and transporters, etc.) at TN 15. With a successful test, increase the system's maximum limit by 1.5. Consult the appropriate equipment descriptions in *Chapters 10* and *17*. PREREQUISITE: Miracle Worker or Jury-rig.



Starship Operations Officer

Possessing consummate technical skills, operations officers deal with practical solutions to immediate problems. Each officer specializes in a particular area, typically defined by the system he operates or his function as part of the crew. There can be as many possible ops specialists as there are systems on board. Communications officers handle incoming and outgoing radio traffic. Operations managers efficiently organize ship's resources, such as power consumption, lateral sensor array use, or equipment disbursement. Environmental systems officers maintain critical life support functions. Transporter operators beam passengers to and fro. Without operations officers, commanders, scientists, and security officers couldn't do their jobs.

Whenever a job needs doing, an operations officer is there to do it. Ops officers find adventure a matter of course for a career in space, from adjusting the sensors to obtain better readings to beaming an away team out of danger. As experts in their chosen fields, operations officers are frequently called upon to apply their skills wherever they are needed. On a planet's surface, operations officers might accompany an exploration team to set up needed equipment. Surveying a celestial event, an ops officer might calibrate the sensors and obtain the data. In a hostile encounter, an ops officer may have to send out an emergency distress signal and launch the log buoy.

STARSHIP OPERATIONS OFFICERS IN STAR TR€K: Lieutenant Commander Data, Ensign Harry Kim, Transporter Chief Kyle, Lieutenant Uhura.

Game Information

PR6R6QUISIT6S: Starship Duty, Systems Operation 4+, Systems Engineering 3+, Repair 3+, and Computer Use 1+.

ATTRIBUTES: Operations officers, no matter their specific duties, must know how to use their equipment efficiently, and so have Intellect as their favored attribute. Those officers planning to see a lot of action in the field typically choose their second favored attribute from among Agility, Strength, and Vitality.

REACTIONS: Because of their wide-ranging duties, almost any reaction score could be beneficial to an operations officer. At the time of character creation, the player defines Stamina, Quickness, Savvy, or Willpower as the character's favored reaction. Only one reaction can be chosen, and this remains the character's favored reaction throughout play.

TABLE 3.10: OPERATIONS OFFICER SKILLS

THE ENGINEER OFFICER'S PROFBSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

First Aitl	Int
Observe	Per
System **Engineering**	Int
System Operation	Int

Professional Abilities

The following are characteristic of being an operations officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- DUTY OFFICER: The operations officer specializes in performing tasks associated with his particular duty station (transporter operation, security monitoring, etc.). The duty officer automatically gains the appropriate specialty when gaining the Systems Operation skill. When advancing the Systems Operation skill, he increases his skill level by +2 per pick, but suffers a -4 penalty to his Systems Operation skill when making tests outside of his specialty.

- STATION PROFICIENCY: The operations officer is highly skilled at performing tasks from any station aboard a starship or starbase. Once per game session, the operations officer may reroll one Systems Operation skill test and use the better of the two test results.

Tier 2 Professional Abilities

- LEVEL-HEADED: Operations officers undergo extensive emergency training and crisis management. When performing any professional skill at their duty station, they ignore all test penalties from distraction. PREREQUISITE: Station Proficiency.

- SYSTEMS TECHNICIAN: Although specialized technicians and engineers make most repairs to starship systems and operations consoles, the operations officer possesses sufficient training to reconfigure his console, recalibrate equipment, and make minor repairs in emergency situations. When making Systems Engineering tests to repair his console, the operations officer gains an affinity bonus equal to half his Computer Use skill level, rounding up. PREREQUISITE: Duty Officer.

Tier 3 Professional Ability

- PROFESSIONAL EDGE: Operations officers show extraordinary skill and professionalism when performing their duties. When spending Courage to enhance a professional skill test, they receive a +5 test bonus instead of the normal +3. PREREQUISITE: Level-headed.

Starship Security Officer

Security officers serve as a combination of soldier and police officer. They patrol sensitive areas, beam into potentially hostile situations, protect dignitaries, arrest law-breakers, and handle tactical engagements. They share some of the functions of soldiers in that they often serve an organization—Starfleet, a Klingon house, the Romulan Star Navy—and employ the threat of force to do their jobs. Yet as starship officers, they have access to the skills of that profession as



well. In addition to their basic role as fighters and defenders, some security officers receive special training to operate the large-scale defensive systems—the ship's phasers, disruptor cannons, photon torpedo launchers, and deflector shields. While in Starfleet all starship defensive operations are centralized through the tactical station on the bridge, other fleets assign officers to man individual weapon systems. Aboard a Klingon bird-of-prey, for example, separate gunners fire the wing-mounted disruptor cannons and the central plasma gun.

Security officers often see plenty of action. They excel at missions involving combat. On diplomatic missions, security officers may join the delegation to ensure their protection or sweep the area in advance to guarantee its security. Exploration missions may include security to safeguard against unknown threats, ranging from wild animals to hostile aliens. Security officers frequently interdict smugglers, search for contraband, and pursue criminals operating in the sector, whether Klingon officers preventing Kriosian rebels from obtaining weapons or Starfleet officers confiscating a shipment of Romulan ale. In conflicts, security officers might separate warring factions or settle matters more directly. While Starfleet security officers are trained to use the least amount of force to resolve a hostile situation (or better yet, to use force as a last resort), other organizations do not share this belief. The Klingons, Cardassians, Romulans, and others use their security officers more aggressively.

STARSHIP SECURITY OFFICERS IN STAR TREK: Lieutenant Tuvok, Lieutenant Commander Worf, Lieutenant Tasha Yar.

Game Information

PREREQUISITES: Starship Duty, Observe 4+, Investigate 3+, one Unarmed Combat 3+, and Systems Operation 1+.

ATTRIBUTES: Agility is the security officer's favored attribute because of its role in attack and dodge tests. A high Perception helps security officers identify threats

such as ambushes, obtain information from witnesses and suspects, and search for hidden cargoes. Intellect is valuable for those security officers destined to man shipboard weapons systems. Strength and Vitality help the security officer survive hostile encounters. Any of these options makes a good choice for the security officer's second favored attribute.

REACTIONS: AS with the soldier, security officers must react quickly to danger, capitalize on opportunities, and dodge attacks. Quickness is the security officer's favored reaction.

TABLE 3.12: SECURITY OFFICER SKILLS

THE SECURITY OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

First Aid	Int
Inquire	Prs
Investigate	Per
Observe	Per
System Operation	Int
Tactics	Int

Professional Abilities

The following are characteristic of being a security officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- SECURITY OPS: Security officers excel at criminal investigation, forensic sciences, and other investigative techniques. They automatically gain one specialty of their choice upon acquiring the Investigate skill. When performing any Investigate skill test, they gain a +2 bonus to their dice roll.

- SECURITY PROTOCOLS: Security officers know all operational procedures and protocols associated with their duty stations. When making Systems Operations (Tactical) skill tests, the security officer gains an affinity bonus equal to half his Computer Use skill, rounding up.

Tier 2 Professional Abilities

- TACTICAL OFFICER: Security officers not only lead tactical operations aboard starships and starbases, but also during planetside engagements. If the security officer leads tactical operations from the tactical console or similar monitoring station, he increases the bonuses participants lend during combined tests by +2, instead of the usual +1. PREREQUISITE: Security Protocols.

- PHYSICALLY FIT: Because of the physical nature of their duties, security officers train their bodies for strength and endurance. Whenever the security officer makes a Strength or Vitality attribute test or Athletics skill test, he doubles the modifier conferred by his key attribute. Upon acquiring this ability, the security officer also increases his Stamina reaction by +1. PREREQUISITE: Strength or Vitality 8+.

Tier 3 Professional Ability

- RESPONSIVE: Security officers respond to threats more quickly than other starship personnel. During combat situations, the security officer can perform one additional combat action per round without suffering the additional action penalty. PREREQUISITE: Physically Fit.

Sciences

Many starfaring organizations view exploration as the primary reason for being in space. Whether investigating astronomical phenomena, exploring a newly discovered planet, conducting research in the laboratory, or studying an alien civilization, the search for knowledge unites all science officers. This includes the medical sciences, as well as the starship counselor unique to Starfleet.



Starship Counselor

The starship counselor is responsible for the emotional well-being of the ship's crew. Because of the nature of deep-space exploration—long separations from home, isolation from relatives, encounters with extraordinary phenomena, stress—they provide individual guidance and advice to crewmembers. In addition, a counselor is expected to provide commanding officers with advice on command decisions, particularly those involving alien life forms. This can be critical in first contact and diplomatic missions, where a clear understanding of motives and cultural mores can be vital, as well as in potential conflicts where a misstep could lead to war. Some counselors focus on particular areas—family counseling, combat trauma, or specific alien psychologies.

In the 24th century, Starfleet added the position of counselor to its crew complement, and this profession is mostly associated with this organization. Other fleets, however, may include counselors under a different guise. In the Romulan Star Navy, psychology experts might work for the Tal Shiar, compiling detailed psychological dossiers on potential traitors or engaging in neural alteration and psychological interrogation. Agents of the Obsidian Order's internal security bureau might bear a striking resemblance to a counselor as well.

STARSHIP COUNSELORS IN STAR TREK: Lieutenant (junior grade) Ezri Dax, Lieutenant Commander Deanna Troi.

Game Information

PREREQUISIT65: Starship Duty, Social Science 4+, Medicine (Psychology) 3+, Inquire (Interview) 2+, and Savvy +1.

ATTRIBUTES: Both Intellect and Presence are important to counselors. Psychology demands a high Intellect, to plumb the depths of the sentient mind. Presence aids a counselor in gaining the patient's trust. The rules define either Intellect or Presence as this profession's favored aspect (the player chooses which one). As with other starship elite professions, Agility, Strength, or Vitality makes a good choice for the character's second favored attribute.

REACTIONS: Because they plumb the depths of sapient psychology, counselors must often tell fact from deception and discern the patient's true feelings. Their favored reaction is Savvy.

TABLE 3.13: COUNSELOR SKILLS

THE COUNSELOR'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

First Aid	Int
Influence	Prs
Inquire (Interview)	Prs
Medicine (Psychology)	Int
System Operation	Int

Professional Abilities

The following are characteristic of being a counselor. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- PATHOS: A counselor makes people feel at ease, encouraging them to talk more freely. Whenever the counselor makes an Inquire (Interview) skill test, ignore all social penalties.

- SHIP'S COUNSELOR: The ship's counselor is an expert at psychological medicine. When the counselor makes any Medicine (Psychology) skill test, he gains a +4 bonus to the test result.

Tier 2 Professional Abilities

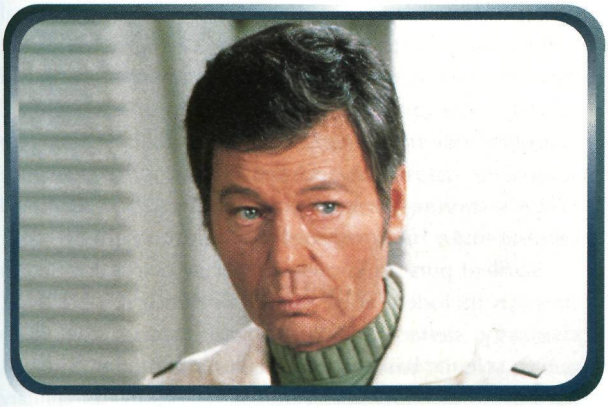
- PRY SECRETS: The ship's counselor is especially good at getting people to reveal information they'd prefer to keep secret. Once per game session, the counselor may reroll one Inquire (Interview) skill test and use the better of the two results. PREREQUISITE: Pathos.

- THERAPY: Counselors help others through their emotional or psychological problems, enabling them to perform their duties better. The counselor can make a Medicine (Psychology) skill test (TN 1 5) to calm a patient and refresh one spent Courage point. The therapy session has a base action time of 1/2 hour. Therapy may be administered to any number of patients in a given day, but an individual patient can undergo therapy only once per game session. PREREQUISITE: Ship's Counselor.

Tier 3 Professional Ability

- DETECT FALSEHOOD: The ship's counselor can sense when someone lies or tells half-truths. Anytime someone lies in the presence of the ship's counselor, the character can automatically make a Savvy reaction test (TN 15) as a free action to detect the falsehood. This awareness does not confer any ability to determine the underlying truth, outside of the player's own powers of deduction. PREREQUISITE: Pry Secrets.





Starship Medical Officer

Medical officers are scientists who specialize in preserving health and treating disease. Most apply their knowledge practically by treating injuries and healing the sick. Others engage in research, much as any other scientist, searching for cures to disease, developing new treatments, and studying alien life forms. Starship medical officers often confront exotic maladies—such as the Psi 2000 virus or the hyperaccelerated aging disease—and find themselves on the forefront of disease outbreaks. While most medical officers tend, by the nature of their job, to be general practitioners, others concentrate on particular areas of medicine—surgery, pathology, forensics—or specific species.

Just as science officers investigate the galaxy's mysteries, starship medical officers explore the mystery of life in all its diverse forms—silicon-based life forms, sodium-chloride-eating beings, solanagen-based entities, and many more. Whether as a member of Starfleet or another organization, medical officers see to the health and well-being of the crew; they treat injuries sustained in battle along with combating strange alien diseases the crew may encounter in their travels. On exploratory missions, they beam down to search for lifeforms. On relief missions, they may be placed in charge of medical supplies bound for an ailing population or supervise planetwide inoculation efforts.

STARSHIP MEDICAL OFFICERS IN STAR TR6K: Dr. Julian Bashir, Dr. Beverly Crusher, Dr. Leonard McCoy, Dr. Katherine Pulaski, *Voyager's* Emergency Medical Hologram.

Game Information

PREREQUISITES: Starship Duty, First Aid 4+, Medicine 3+, Systems Operation 3+, and Investigate 1+.

ATTRIBUTES: Intellect is this profession's favored attribute. Being a doctor requires a great deal of intelligence and a faculty for remembering a lot of information. A high Presence can help medical officers with their bedside manner, while doctors planning on seeing a lot of action might choose Agility, Perception, Strength, or Vitality as their second favored attribute.

REACTIONS: Frequently exposed to alien pathogens, a medical officer's favored reaction is Stamina.

TABLE 3.14: MEDICAL OFFICER SKILLS

THE MEDICAL OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

First Aid	Int
Life Science	Int
Medicine	Int
Physical Science	Int
System Operation	Int

Professional Abilities

The following are characteristic of being a medical officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- FIELD MEDICINE: Although the ship's doctor prefers to treat sick or injured patients in sickbay, emergencies sometimes require the doctor to render medical treatment in the field. When performing First Aid or Medicine skill tests outside of a medical facility such as sickbay or an infirmary, the medical officer can reroll one test and keep the better of the results. Field Medicine can only be used once.

- GENERAL MEDICINE: A ship's doctor must be proficient in all forms of medicine, from diagnosing common ailments and treating physical injuries to performing emergency surgery and treating exotic disease. When the medical officer performs any Medicine test, he gains a +2 bonus to the test result.

Tier 2 Professional Abilities

- DIAGNOSIS: Because medical officers frequently encounter unusual alien diseases, unknown forms of radiation, and other debilitating substances, they excel at diagnosing illness and identifying harmful conditions. Whenever the medical officer makes a Medicine test to diagnose an illness of any sort, he gains an affinity bonus equal to half his Investigate skill, rounding up.

  If successful, the diagnosis confers a bonus to subsequent Medicine tests made to treat the patient. The bonus amount depends on the Diagnosis test degree of success: Marginal Success +1, Complete Success +2, Extraordinary Success +3. PREREQUISITE: General Medicine.

- **REHABILITATION:** Medical officers are particularly skilled at rehabilitating patients once they've been successfully treated with a First Aid or Medicine skill test. Provided the doctor can tend to a patient in sickbay (or a similar medical treatment facility), the doctor may rehabilitate patients at twice the normal rate described under the Medicine skill. In other words, the patient recovers twice as many wound levels per day and recovers twice the wound points for making successful Stamina checks for natural healing. PREREQUISITE: General Medicine.

Tier 3 Professional Ability

- **IMMUNIZATION:** If a medical officer successfully diagnoses an illness, he can perform research to create a counteragent, such as an antivenin, antidote, or inoculation. The doctor must perform **a** successful Medicine (Research) test, with a base action time of 30 minutes. Difficulty depends on the degree of success of the Medicine (Diagnosis) test result: Marginal Success (TN 25), Complete Success (TN 20), Extraordinary Success (TN 15). If successful, the doctor can automatically produce 1d6 doses of a counteragent by spending one full hour in a medical lab such as that found in sickbay or a hospital.

  While the counteragent will permanently negate the adverse effects of the toxin, radiation, disease, or condition, using the counteragent to immunize a character against contracting the condition only protects the recipient for 2d6 hours. **PREREQUISITE:** Diagnosis or Rehabilitation.



STARSHIP SCIENCE OFFICER

Science officers oversee scientific investigations and provide the commanding officer with scientific information needed for command decisions. Whether **a** geology specialist beaming down to a newly discovered planet to survey topography or an astrophysicist collecting data on an impending supernova, science officers are the best at gathering information and extrapolating from data. Some science officers concentrate on particular areas of expertise—botany, cultural anthropology, astrophysics, stellar cartography—while others have a broader focus and can handle a variety of scientific conundrums. Moreover, the science officer, like other starship officers, learns the skills to help him survive in space. Beyond the laboratory, the science officer's training in weapons, survival, and unarmed combat make him prepared for almost anything.

Starfleet pursues knowledge for its own sake, and its starships include a wide range of science labs—botany, chemistry, stellar cartography, and so on. Other fleets pursue science based on their cultural attitudes. Klingons do not value scientific exploits as highly as military accomplishments, and their ships tend to have less capable facilities. Those science officers who join a Klingon crew are interested in practical information, such as a planet's suitability for colonization or the presence of useful resources. Similarly, Cardassian science officers, because their planet lacks resources, tend to be more goal-oriented—either a scientific endeavor helps the Union, in which case it is pursued, or it does not, and it is ignored. The Romulans, on the other hand, value science for its contributions to their quest for galactic domination, and their warbirds carry many science officers.

STARSHIP SCIENCE OFFICERS IN STAR TREK: Lieutenant Commander Neela Darren, Lieutenant Commander Jadzia Dax, Commander Spock.

TABLE 3.15: SCIENCE OFFICER SKILLS

THE SCIENCE OFFICER'S PROFESSIONAL SKILLS, AND THE KEY ATTRIBUTE FOR EACH, ARE AS FOLLOWS:

Construct	Int
Investigate	Per
Science*	Int
System Operation	Int

*This entry denotes a skill group (see *Chapter 6: Skills* for details). Choose one skill from within the group each time this entry is selected.

Game Information

PREREQUISITES: Starship Duty, Systems Operation 4+, One Science skill 3+, Computer Use 3+, and Investigate 1+.

ATTRIBUTES: Intellect is the most important attribute for science officers, because confronting intellectual puzzles is their stock and trade. Agility and Vitality are also important, however, especially to those science officers who see **a** lot of action in the field.

REACTIONS: Stamina is the science officer's favored reaction. Science officers, as **a** consequence of their duties—beaming down to unexplored planets and researching strange phenomena—are often exposed to life-threatening environmental factors.

Professional Abilities

The following are characteristic of being a science officer. A player character automatically gains one Tier 1 professional ability (in addition to the starship officer's Starship Duty) when created. Additional abilities can be chosen freely through advancement (see pages 152-153), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- JOURNEYMAN: Science officers receive a broad scientific education to better confront the myriad situations they might encounter. With this ability, the science officer can use all skills in the Science skill group untrained; upon acquiring a Science skill, the science officer automatically gains one specialty of his choice.

- FIELD RESEARCH: Science officers employ a variety of investigative techniques to help them understand strange new phenomena. When making an Investigate skill test to explore some phenomenon, they gain an affinity bonus equal to half their Science skill (whichever is appropriate to the subject being investigated), rounding up.

Tier 2 Professional Abilities

- SCIENCE TECH: Science officers search the universe for knowledge and rely on various technological devices to aid them in their quest. When using equipment such as ship sensors, tricorders, or other technological wonders in the course of investigating stellar or planetary phenomena, the science officer can reroll a single Systems Operation test and use the better of the two results. This ability may be used once per game session. PREREQUISITE: Field Research.

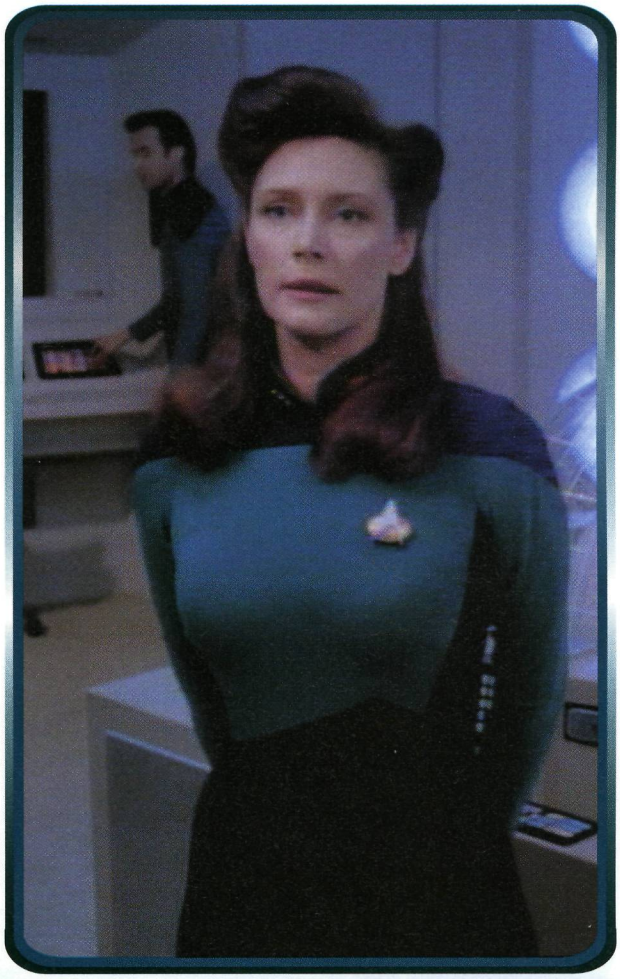
- SCIENTIFIC PROTOCOLS: Science officers know how to conduct experiments and research without disrupting the phenomena they're attempting to study and without putting themselves directly in harm's way. Whenever the scientist performs an Observe or Investigate test that would endanger himself or the crew directly, he can automatically make an appropriate Science test (TN 10) to gain the foresight necessary to avoid disastrous consequences for himself, his ship, and his crew. For example, if a character began to investigate a dangerous source of radiation without wearing an EVA suit, this ability would prompt a Physical Science (Energy) test to become aware of the potential dangers. PREREQUISITE: Journeyman.

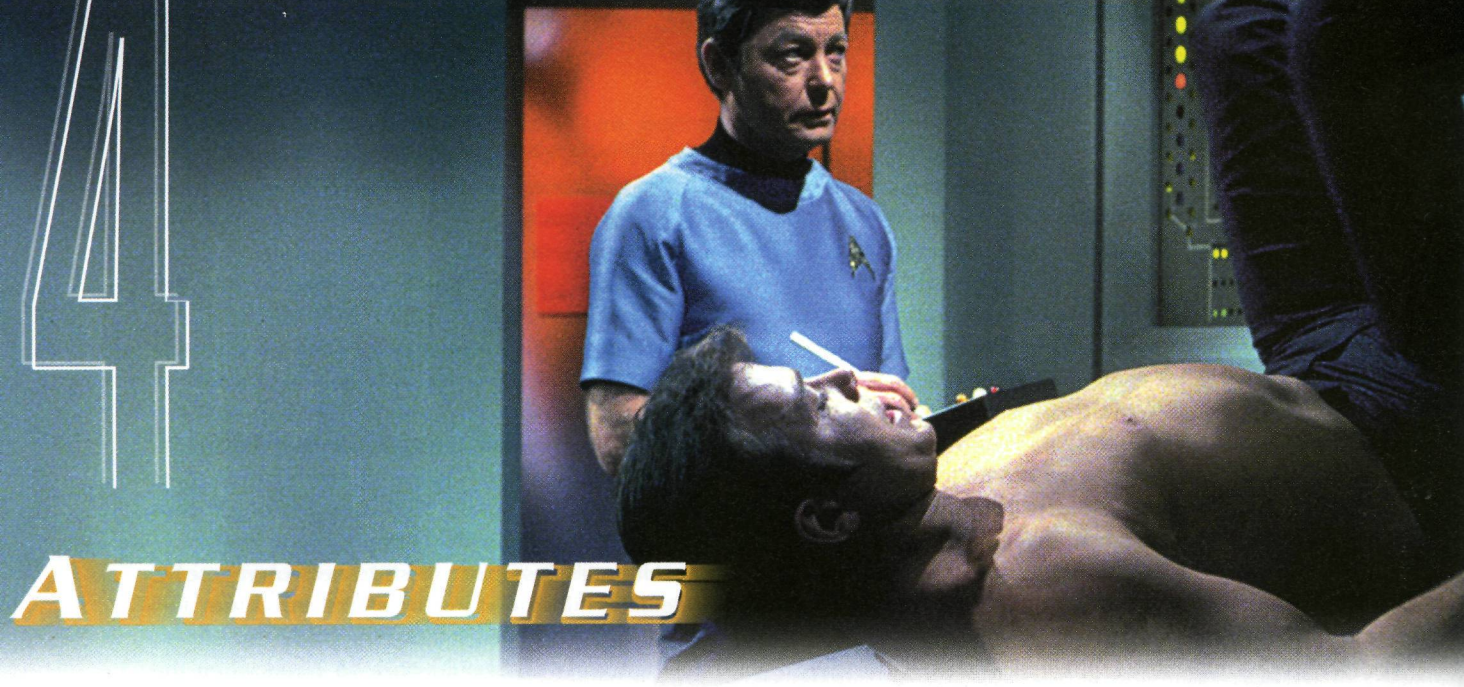
Tier 3 Professional Ability

- THEORIZE: Science officers frequently face questions that force them to speculate and theorize. Could the rock outcroppings be sapient? What's causing time to move backward? Is there a connection between the wormhole and the planet's civilization?

  Whenever the science officer faces a scientific enigma that entirely confounds the player, the character can make an Investigate (Deduce) skill test (TN 15) to formulate a hypothesis assisted by the Narrator. If the test is successful, the Narrator gives the player a hint based on the degree of success, with greater success warranting stronger leads.

  Although this ability exists to help players solve scientific dilemmas and drive the adventure forward, the Narrator should only guide the player: Outright answers should only be given when the scientific challenge represents but a minor component in the Crew's grander mission objective. In such cases, the Narrator may wish to give the science officer sufficient information to help him surpass the puzzle and get back on track. PREREQUISITE: Scientific Protocols.





4 ATTRIBUTES

After selecting your character's species and profession, you should have a good idea which attributes will be important to your character. You should know which attributes receive a modifier resulting from your choice of species, and you should have in mind which attributes are vital to your profession. With these in mind, you can generate your character's attributes.

ATTRIBUTE SCORES

Attributes represent your character's innate faculties. Just as a being's genetic code determines his physical makeup and potential, six attribute scores determine the basic building blocks of your character. How strong is he? How smart? How perceptive? The answers to these kinds of questions tell you what your character is capable of. A strong character has a better chance of lifting a bulkhead from a pinned crewmate. An intelligent character is more likely to find the cure to the hyperaccelerated aging disease. A perceptive character can better notice Romulan soldiers lying in ambush. Your attribute scores also determine your modifiers for skill tests.

Attribute scores for sentient, humanoid life forms generally fall between 1 (weak) and 12 (superior), although individuals—and even some exceptional species—may exceed this range. Your species may confer bonuses to some attribute scores and penalties to others. See the individual species descriptions starting on page 30 for more details. Your maximum level in any attribute is 12 plus your species bonuses where applicable; your minimum attribute level is 1 (regardless of species attribute penalties).

You begin character creation by generating your attributes, typically by rolling two dice for each one (see below, page 81). The higher the number, the better the value of the attribute and the higher the attribute modifier you will have. Attribute modifiers also serve as the basis for your character's reaction levels (see page 81). The six basic attributes are Strength, Intellect, Agility, Vitality, Presence, and Perception.

USING ATTRIBUTES **DURING** THE GAME

Attributes confer modifiers (Table 4.1 on page 81) which you add to skill and attribute tests when your character attempts to do something related to your attributes. For example, when you try to shoot someone with a phaser, you add your Agility modifier to the Ranged Combat test. Attribute modifiers generally range from -3 to +3. A positive modifier is a benefit, because it increases your chance to beat the target number of a test, while a negative modifier is a penalty, because it makes it harder to succeed in the task.

Strength (Str)

Strength reflects your character's physical power and ability to exert force. Species bred on high-gravity worlds, warrior races, and beings evolved from brachiating or swimming animals will tend to possess higher Strength than low-gravity races and members of primarily intellectual or spiritual civilizations.

You might be required to make a Strength test to lift a fallen support beam off your friend, win an arm-wrestling contest in a Nausicaan bar, smash open the door to an Orion prison cell, or fling an overloading phaser over a fortress wall. In the game, your Strength affects:

- LIFTING: When pushed to your utmost limit, you can lift an amount of weight equal to your Strength x 20 kg. You can only hold such weight for one round (about 6 seconds).
- CARRYING: You can carry a load weighing Strength x 5 kg without suffering any penalties or hindrances. You can carry up to twice this amount (Str x 10 kg) as a heavy load, and up to three times (Str x 15 kg) as a very heavy load. See the *Appendix,* page 247 for more information.
- THROWING: Great Strength enables you to throw objects further than normal. Add 1 meter per +1 Strength modifier to each range increment listed for throwing weapons. See *Chapter 10: Equipment* for thrown weapon range increments.
- DAMAGE: High Strength enables you to inflict more damage when making damage rolls for Armed and Unarmed Combat attacks. Add your Strength modifier to the damage rolled for each successful attack.
- HEALTH: Your Health level equals your Vitality plus your Strength modifier.
- Athletics skill tests.
- Stamina reaction tests.

Intellect (Int)

Intellect represents your character's overall intelligence, deductive reasoning capacity, intuition, technical acumen, and store of basic knowledge. Societies that prize technology and education, such as the Federation and Vulcan, value Intellect above other attributes. Warrior races, even technologically advanced ones, may underrate the value of Intellect even though military strategy and tactics rely heavily on intellectual studies.

Most tests involving Intellect are skill tests, although you might have to make an attribute test against Intellect to set a computer to self-destruct, recall a memorized fact, or discern the purpose of a bizarre alien tool. In the game, your Intellect affects:

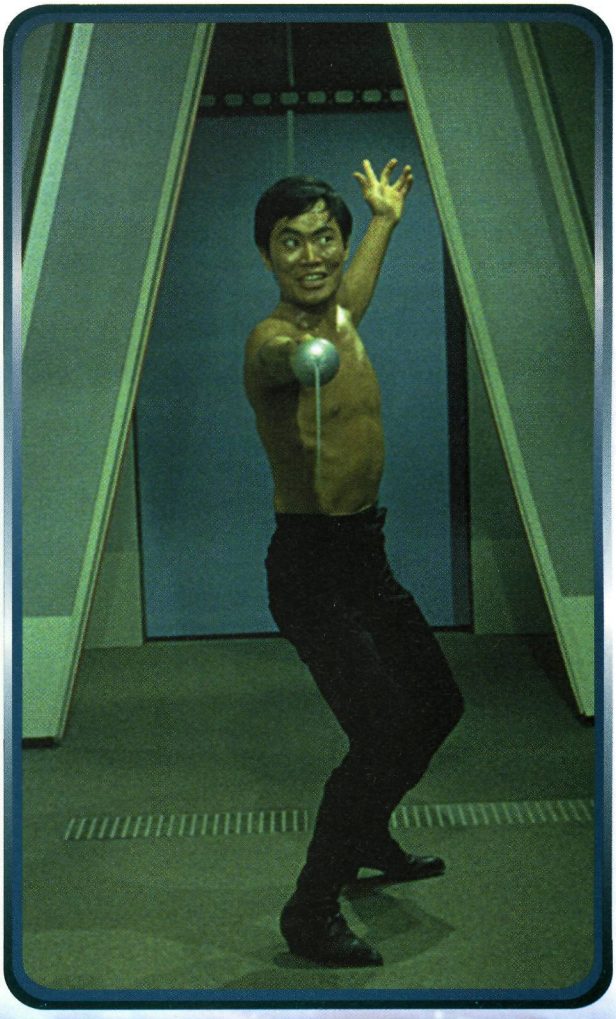
- Skill tests having Intellect as the key attribute, such as Engineering, Science, and Enterprise.
- Willpower reaction tests.
- Attribute tests for solving puzzles and logic problems.

Agility (Agl)

Agility represents a character's coordination and motor skills. Often, light or slender beings possess greater Agility than larger, stronger ones—but warrior races often train this attribute for martial pursuits. Since it encompasses manual dexterity, even doctors, microwelders, and other specialists may develop relatively high Agility scores.

You might be required to make an Agility test to swing on a chandelier in an Argelian tavern, adjust positronic circuits manually with an isolinear calibrator, or follow the movements of an unfamiliar Andorian dance. In the game, your Agility affects:

- Your ability to hit a target when making an Armed, Unarmed, or Ranged Combat skill test, including attacks made with *bat'leths,* phasers, thrown weapons, and even clenched fists.
- Initiative, provided you can react to the situation.
- Skill tests having Agility as the key attribute, such as Forgery, Gymnastics, and Stealth.
- Quickness reaction tests.
- Your reflexive ability to avoid blows in close combat situations.



Vitality (Vit)

Vitality represents your character's general fitness, stamina, and endurance. High-gravity dwellers, warrior races, and species raised in harsh environments may have higher Vitality scores. Sickly or crippled beings, races exposed to debilitating radiation, and effete species used to pampering and luxury tend to have lower Vitality levels.

Modified by your Strength, Vitality determines your Health, which affects how much damage you are capable of sustaining before being dazed, incapacitated, or killed (see "Health," page 146). Since Vitality equates to a character's life force, a Vitality attribute test resists aging rolls. Vitality can also be an important component of the Stamina reaction test (see "Stamina," page 146) measuring your character's ability to withstand poison, radiation, and other illness. In the game, your Vitality primarily affects:

- HEALTH: Health equals your Vitality score plus your Strength modifier.
- Stamina reaction tests.
- Willpower reaction tests.

Presence (Prs)

Presence measures your character's charisma, magnetism, sex appeal, and force of personality. Diplomats, merchants, commanders, and legislators all require high levels of Presence in their professions. Although no race is inherently "ugly," some (such as the Klingons) have so little regard for the feelings of other beings that their Presence suffers. As characters from Spock to Torres have demonstrated, Presence transcends species; a charismatic alien is an appealing person, regardless of his species.

A Presence attribute test might allow you to gain instant attention in a crowded room, make a good first impression on a cruel and partisan jailer, or calm a panicking mob. In the game, Presence affects:

- Skill tests having Presence as the key attribute, such as Influence, Inquire, and Persuade.
- Savvy reaction tests.
- Recognition tests supporting cast members make to identify your character from the masses.

Perception (Per)

Perception reflects your character's awareness of his surroundings. It governs the physical senses only (although it can affect your initial Psi score, if you have one; see the Psionic edge, page 136). Scientists, explorers, scouts, and other characters who depend on their sensory acuity for survival benefit most from high Perception scores. Both species evolved from predators and those evolved from prey may have good Perception values, although in predator species sight is prized over hearing. Few technological cultures retain a particularly sensitive olfactory faculty, unless pheromones play an active role in their body language and communication.

You might make a Perception attribute test to identify a peculiar odor, to notice that a room was dimming (or filling with neural gas), to judge the approximate weight or composition of an item by touch, or in the case of any other "intuitive" ability to process sensory information. In the game, Perception affects:

- Skill tests with Perception as the key attribute, such as Investigate, Observe, and Survival.
- Savvy reaction tests.
- Quickness reaction tests.



Attribute Modifiers

Attributes confer modifiers (Table 4.1) which you add to skill and attribute tests when your character attempts to do something related to your attributes. For example, when you try to shoot someone with a phaser, you add your Agility modifier to the Ranged Combat test. Attribute modifiers generally range from -3 to +3. A positive modifier is a benefit, because it increases your chance to beat the target number of a test, while a negative modifier is a penalty, because it makes it harder to meet the target number. Attribute modifiers also serve as the basis for your character's reaction scores (see pages 145-146).

Table 4.1 determines the modifiers conferred by your primary attributes. These modifiers affect attribute tests, skill tests, and reaction tests. There is a space on your character sheet to record your attribute modifiers for easy reference.

TABLE 4.1: ATTRIBUTE MODIFIERS

Attribute Level	Modifier
0–1	–3
2	–2
3	–1
4–7	0
8–9	+1
10–11	+2
12–13	+3
14–15	+4
16–17	+5
18–19	+6
20+	+1 for every 2 levels

GENERATING YOUR ATTRIBUTES

To generate your attribute scores, you may use either a "random" method or a "pick" method. In general, the pick method creates more evenly balanced characters, while the random method can give you unexpected high and low numbers, although both methods result in heroic characters. The stars of a *Star Trek Roleplaying Came* series, like the stars of a *Star Trek* television series, are better than average in most respects.

Your choice of species can modify your attributes; refer back to *Chapter 2 Species,* page 28, to see if you receive an attribute boost as a result of that species.

If your final attribute scores yield a total attribute modifier of 0 or lower, you may scrap all six and start over. Keep in mind that you may improve your attributes during play (see "Advancement Picks," on pages 152-153).



Random Method

Roll 2d6 nine times to generate nine scores. Of these, discard the three lowest results. For instance, if you rolled 2, 4, 5, 5, 6, 7, 9, 9, and 11, you would discard the 2, the 4, and one 5. Distribute the remaining six scores among your attributes as you see fit. In this example, if you want to create a dashing starship captain, you might put the 11 in Presence, the two 9s in Intellect and Agility, the 7 in Vitality, the 6 in Strength, and count on your trusty tricorder to make up for your relatively low Perception of 5. You could also maximize these numbers by choosing to be a member of a nonhuman species that gets bonuses to your most important attributes.

Pick Method

Start by assigning your attributes using the following scores: 10, 9, 7, 7, 5, and 4. Then distribute 8 additional points to enhance your initial scores. For example, if you wanted to build an elusive rogue, you might put the 10 in Agility, the 9 in Perception, the two 7s in Intellect and Strength, the 5 in Vitality (on the theory that if matters come to fisticuffs, things are already ruined), and the 4 in Presence (to suit a character who doesn't want to stand out in a crowd). By adding 1 point to Vitality, 3 points to Intellect, and 2 points each to your Agility and Perception, your scores (and attribute modifiers) look like this:

AGILITY: 10 + 2 = 12 (+3)
INTELLECT: 7 + 3 = 10 (+2)
PRESENCE: 4 + 0 = 4 (+0)
PERCEPTION: 9 + 2 = 11 (+2)
STRENGTH: 7 + 0 = 7 (+0)
VITALITY: 5 + 1 = 6 (+0)

When allocating your eight extra points, you may add points to your base scores only. You may not deduct points from one base score and add them to another. In addition, you cannot raise any single attribute above level 12. Only species modifiers can raise a score above 12.



AN EXAMPLE

To help explain the process for generating attributes, we're going to follow two characters from their first die rolls onward.

ATTRIBUTE GENERATION (PICK METHOD)

Steve decides to create a Vulcan Starfleet science officer and names him Lovek. Steve chooses to generate Lovek's attributes using the pick method. He starts with the six base scores of 10, 9, 7, 7, 5, and 4, which he can modify with +8 bonus points. Having already read the species and profession descriptions, Steve knows Vulcans get bonuses to Strength and Intellect and that science officers need high Intellect to make use of their scientific knowledge. So he puts his highest score (10) into Intellect. Perception will also be important to his character, so Steve puts his next highest score (9) into that attribute, allocating a 7 to each of Presence and Vitality. He puts his remaining scores into Agility (5) and Strength (4).

Before allocating his bonus levels, Steve decides to add his species modifiers. Vulcans receive the following attribute bonuses and penalties: Strength +2, Intellect +1, and Presence -3. So now Lovek's attributes read: Strength 6, Intellect 11, Agility 5, Vitality 7, Presence 4, and Perception 9.

Now he allocates his eight freebie levels, adding +2 to Strength, +2 to Agility, +1 to Vitality, +2 to Presence, and +1 to Perception. Lovek's final attributes are Strength 8, Intellect 11, Agility 7, Vitality 8, Presence 6, and Perception 10.

ATTRIBUTE GENERATION (RANDOM METHOD)

Sheila thinks that a rowdy non-Starfleet character will be fun to play. She decides to create a Klingon mercenary and names her R'kroh.

Sheila takes a chance on her dice and rolls 4, 5, 5, 6, 7, 8, 8, 9, and lucky 12! She drops the three lowest rolls—the 4 and two 5s—and puts the 9 in Strength and 12 in Agility to make a formidable warrior. She knows Klingons get bonuses to Vitality, so she puts her 8 there. Sheila wants R'kroh to be impressive, so Presence gets the other 8, and the 7 goes to Perception for spotting hidden enemies. Since too much thinking can make a Klingon soft, Sheila has puts R'kroh's low score of 6 into Intellect. R'kroh's initial attributes, before species bonuses, are: Strength 9, Intellect 6, Agility 12, Vitality 8, Presence 8, Perception 7.

Checking the species notes for Klingons on page 41, Sheila sees Klingons receive the following adjustments to their attributes: Strength +1, Intellect -1, Vitality +1, and Perception -1. This gives R'kroh the following scores: Strength 10, Intellect 5, Agility 12, Vitality 9, Presence 8, Perception 6. It looks like R'kroh will be able to fight her way out of any situation her low Intellect gets her into!

CHANGES TO ATTRIBUTES

During the course of the game your character's attributes may change. Some changes manifest as permanent endowments, while others occur as temporary disabilities. The following represent a few of the most common situations causing your attributes to change:

- SICKNESS AND DISEASE: Diseases such as Rigelian fever or Psi 2000 may reduce your Vitality or erode your Perception and Intellect.
- TOXINS AND RADIATION: Poisons such as the Ferengi paralysis gel may reduce your Agility, while rare substances like kironide boosts attributes such as Psi. Exposure to radiation such as Berthold rays may bear similar effects, although unknown forms of radiation can trigger any variety of unique or unpredictable syndromes.
- ALIEN ABILITIES: Certain alien life forms can affect character attributes, such as the M-113 salt vampire, which drains Strength from its victims.
- TECHNOLOGY, DRUGS, AND MEDICINE: Technology such as the Eymorg Teacher (which increases Intellect) or the Breen battlesuit (which increases Strength) may alter attributes. The rare Venus drug increases Presence.
- AGING: Over a character's lifespan, aging alters most attributes; in early years attributes tend to increase as the character's mind and body grow stronger, but in later years attributes weaken as senescence sets in.
- CHARACTER EXPERIENCE: AS characters gain experience, they may spend advancement picks to upgrade their primary and secondary attributes.

When an attribute changes for any reason, the character may benefit or suffer from a modifier adjustment. The adjustment lasts for the duration of the effect altering the attribute.

The same applies to derived qualities such as carrying capacity or movement rates, with the exception of reaction scores. Even though reactions are initially derived from governing attributes, alterations to attributes never affect them. In order for a reaction to change, some game effect must specifically augment or reduce it. Rules for specific attribute-altering stimuli appear in the *ST.RPC Narrator's Guide.*

ROLEPLAYING YOUR ATTRIBUTES

You can use your character's attributes to guide you in roleplaying him. A character with high Strength may demonstrate an air of calm self-confidence that comes from being relatively powerful, or be a swaggering bully who enjoys throwing her weight around. A high Intellect can indicate an "absent-minded professor" type (especially when combined with a low Perception), a reclusive scholar or obnoxious know-it-all (when combined with a low Presence), or an unflappable master of any situation. High Presence can signify the rakish charmer, the born leader, or the menacing man of mystery. Even if combined with a low Intellect, a glib high-Presence character might still seem like she knows everything until she meets a real authority. A low-Agility character might be an amiable klutz, a gawky adolescent, or an alien unused to ship's gravity. Take a minute to consider your character's attributes, how they relate to your character conception, and how they interrelate with each other.

ATTRIBUTE TESTS

Characters use attributes to accomplish actions based exclusively on their innate abilities; in other words, characters make attribute tests when skill is not needed (or is not applicable) to succeed at the particular effort. Lifting a heavy object, solving a riddle, and throwing a ball are all examples of attribute tests any character can attempt.

For example, if your character tries to force open a damaged hatch, you would make a Strength attribute test by rolling 2d6 and adding your character's Strength modifier and any other modifiers from professional abilities or traits. If you roll double 6s, you may roll another 1 d6 and add it to the total result. If that die comes up a 6, you can add another die, and so on. Compare the final, modified test result against the target number (TN) established for the test. *Chapter* 6: *Skills* presents additional information about test target numbers and difficulty.





5 DEVELOPMENT

Every character has a past, a backstory that describes how he got to be the way he is. As a child, Captain Kirk witnessed the massacre of colonists on Tarsus IV and was tormented by a rival at the Academy. Commander Worf was raised on Earth by human parents after the Khitomer massacre and served as flight control officer on the *Enterprise* after graduation from the Academy. (After you select your character's species and profession and generate his attributes, use background development to not only efect skills and traits), but also create a bit of backstory for him.

Background consists of two stages: personal development and professional development.

PERSONAL DEVELOPMENT

The personal development stage of a character's background represents formative events from his past. It reflects where he grew up, what his family was like, his primary and secondary education, his youthful hobbies and activities, and so forth.

In personal development, you make a specified number of picks from skills and edges listed under a package. A package is a broad category describing what your character's early life was like, such as "Academic Upbringing" or "Scientist's Child." The picks within each package represent the sort of abilities a character with that type of early life might have learned.

Personal development presents players with a chance to round out their characters with some unusual skills—abilities not necessarily directly related to their career. Professional development, and the professions themselves, list skill selections based on the nature of the job: Engineers get a lot of Engineering skills, rogues have Stealth and Conceal, diplomats learn Negotiate and Persuade. But personal development doesn't necessarily have any connection to what the character chooses to do professionally. A merchant may have grown up on a starship as the child of two engineers, thus giving him a few skill levels in an Engineering skill.

The brief explanations provided for each personal development package are generic—they apply to just about any type of character from any species or society. You and the Narrator should work together to fill in the details for your character. Just because two PCs both have a Colony Life background doesn't mean their personal histories bear close resemblance to each other. One might come from an established, prosperous colony, while the other grew up in a new, rag-tag colony. By tailoring the picks made with the package, you can make each reflect dozens of different backgrounds appropriate to the package's theme.

PROFESSIONAL DEVELOPMENT

This stage of your character's background represents the training or professional experiences that prepared the character for his career. It can reflect where he went to school (and what he studied), an apprenticeship, learning on the job, or the "school of hard knocks."

In professional development, characters acquire the skills appropriate to their professions. These are the skills your character needs to do his job. Grouped by profession, each package contains particular skills and skill levels that further refine the character. For example, the merchant profession includes everything from bar owners to smugglers to prospectors. A merchant who practices his craft as a shopkeeper has a different skill set from one who works as a trader. While both have the Business skill, the shopkeeper also gets the Inquire skill so he can fraternize with his customers, while the trader gets System Operation (Flight Control) so he can fly his ship. Pick the professional development package that best suits the type of character that you have in mind. In choosing a professional development package, the character automatically gains all the skills listed at the assigned skill levels.

SPECIES SKILLS

You don't grow up on a world, and in a culture, without knowing something about that culture and society. Vulcan children learn about Surak, the proper way to say "goodbye", and their language, while Klingon children study the legends of Kahless, how to light Kortova candles, and the proper way to insult an opponent. This is simulated by species skills.

Every character receives a number of skill picks equal to Int x 2, which the player can allocate to the following skills:

KNOWLEDGE	LANGUAGE
Culture	Federation Standard
History	Klingon
Politics	Vulcan, etc.
Religion	
Specific World	

Each skill pick equals one level in the skill(s) of the player's choice. So, for example, giving your character Culture +3 would require three skill picks. The maximum number of skill levels a character can begin the game with is 6. Treat these species related skills as professional skills for the purposes of advancement (see *Chapter 9: Advancement).*

When you choose one of these species skills, you must choose a specialty for it (see "Specialties", in *Chapter 6: Skills).* This does not require an additional skill pick; it's free. This specialty must be related to your character's species or the world upon which he was raised. Mr. Spock, for instance, was raised on the planet Vulcan and would choose the Vulcan specialties for these skills, such as Culture (Vulcan) and Language—Vulcan. Mr. Worf, on the other hand, was raised on a human colony as a child, so he might choose History (Human) or History (Klingon). If your character were a Human raised on Vulcan, you might give him Culture (Human) and Specific World (Vulcan). In this way, you can create an appropriate background for your character.

CHOOSING SKILLS

STEP 1: Select species skills

STEP 2: Choose personal development package

STEP 3: Choose professional development package

ACQUIRING SKILLS

At each stage in creating a character's background, you select various skills, both professional and nonprofessional skills. Professional skills are those usually associated with a particular occupation, while nonprofessional skills are associated with individual past times and pursuit.

Choose a personal development package and make the defined skill picks. You need not consider the character's profession, since personal development occurs before making professional skill picks. In other words, in personal development characters have yet to pursue their careers and consequently can have skill picks in nonprofessional skills. This is a good stage to pick those skills that aren't covered by your character's profession.

Next, choose a professional development package based on the character's profession. The character automatically gains all the skills and specialties listed in the package at the assigned skill levels. If you choose a package that provides additional levels in a skill obtained as a nonprofessional skill, that skill becomes a professional skill.

Professional development packages also allow players to apply +1 skill rank to five professional skills. You can apply these to skills provided by the package, or use them to pick additional skills from the profession's professional skill list. You can choose a particular skill more than once (adding +2, for example, to one skill). A specialty for a particular skill can also be chosen for 1 skill pick, but this does not increase the skill's overall rank; in other words, adding a specialty takes the place of increasing the rank by +1.

Levels in a particular skill add together. If you pick Stealth +2 as a personal development skill, then pick a professional package providing Stealth +3, the total levels in the skill are Stealth +5. This is true even if the skill has different specialties. They are not treated as separate skill levels, and you get both specialties if you pick Stealth (Sneak) +2 from a personal development package and then receive Stealth (Track) +2 from a professional package, your character has Stealth (Sneak, Track) +4.

The maximum number of skill levels a character can begin the game with is 6.

EXAMPLE: Sheila plans to play a merchant and begins picking her skills by choosing a personal development package. She envisions her merchant as someone with shady connections to the criminal underworld, so she selects the Criminal Upbringing package. As her first pick, she selects Streetwise +2, then takes

SKILLS AND SPECIALTIES

Specialties represent the way in which your character applies his skill. A character with Stealth can hide, shadow, and sneak equally well, while a character with the specialty (Hide) is especially good at hiding (and gains an added benefit according to the rules). In many cases, characters gain specialties from professional development packages. These list a specific specialty associated with the job. You must take the specialty listed (or one of the suggested specialties) unless the Narrator gives you permission to choose a different one. Some skills are followed by (choose), meaning you may choose any of the specialties listed under the skill descriptions in *Chapter 6.* If a package does not include a specialty along with the skill, then your character just gains the base skill. Your character can still obtain specialties through advancement (see *Chapter 9: Advancement).*

Some picks allow you to make any choice within a broader group of skills (see *Chapter 6: Skills* for information about skill groups). A package may provide "any one Knowledge skill +2", for example. In this case, choose any skill associated with the skill group—Culture, History, Politics, and so on.

Finally, in a few rare cases, a package may grant the option to choose one skill within a skill group, then provide the option to choose some "other" skill within the group. For example, the Colony/Frontier Upbringing personal development package allows you to choose any one Science skill, then any one other Science skill. In this case, you must pick one Science skill—Life Science—then a different one—Physical Science—for the character.

her three picks as Appraise +1, Simple Weapons +1, and Sleight of Hand +1. Next, she chooses the Trader professional development package (because her character found work on a freighter). For merchants, Appraise is considered a professional skill. So even though her character obtained Appraise as a nonprofessional skill, it becomes a professional skill making it easier for her to improve it through character advancement. Sheila adds the +2 skill rank obtained through professional development to the +1 from personal development, for a total of Appraise +3.

When she makes her five +1 skill picks, she chooses to increase Business by +1 and Negotiate (Bargain) by +2, and add Inquire +2 (a skill on the merchant professional skills list, but not included in her profession package) to her character.

Acquiring Edges

When you make your personal and professional development picks, you have the opportunity to select an edge. Edges help your character by giving him something extra (see *Chapter 7: Traits).* Every character receives one starting edge.

You can choose to make this edge pick as an aspect of either your personal or professional development, reflecting when your character developed the edge. You might choose Cultural Flexibility during personal development—you grew up around many aliens—or during professional development—you learned to be culturally sensitive while training as a diplomat.

Once you make your edge pick, you can gain no further edges, unless you choose a flaw (see below). You may also gain additional edges because of your species or profession. A character can thus begin the game with between one and five edges, depending on your selection of species, profession, and flaws.

Acquiring Flaws

At each stage of creating your character's background, you may take one flaw, to receive one extra edge pick at that stage. (See page 139 for more information on flaws.) This represents when you developed your flaw. For example, you might pick Rival during your character's personal development—perhaps a rivalry with a childhood classmate—or professional development—maybe you didn't get along with someone during your first starship posting. It is possible to choose a flaw during personal development and then upgrade it during professional development (see "Upgrade," page 128).

The maximum number of flaws a character can have when beginning play is two. The Narrator approves all flaws prior to play. Some packages, such as the Genetic Resequencing personal development package, include flaws characters must take as part of the package. These mandatory flaws provide an extra edge pick (as any other flaw), but count against the character's total of two. In these cases, the extra edge is already included among the package picks.

Sheila's character sheet might look like this after choosing skills:

SKILL	TYPE	FROM WHERE?
Appraise +3	P*	Personal and Profession packages
Business (Precious Stones) +3	P«	Profession package
Culture (Orion) +2	PS	Profession package
Inquire (Fraternize) +2	PS	Professional skill list
Language - Orion +1	P«	Profession package
Negotiate (Bargain) +5	PS	Profession package
Specific World (Rigel XI) +2	P*	Profession package
System Operation (Flight Control) +3	PS	Profession package
Streetwise +2	ns	Personal package
Simple Weapons +1	ns	Personal package
Sleight of Hand +1	ns	Personal package

Academic Upbringing

You grew up in an academic environment where study was important.

PICK 1 SKILL: Computer Use +2, any one Knowledge skill +2, any one Science skill +2

PICK 3 SKILLS: Any one Craft skill +1, any one Entertain skill +1, any one Engineering skill +1, any one Language skill +1

PICK 1 EDGE: Cultural Flexibility, Curious, Eidetic Memory, Meticulous, Thinker

Artistic Upbringing

You spent much of your early life in artistic and creative pursuits, using your natural talents to create objects and/or performances of beauty and insight.

PICK 1 SKILL: Any one Craft skill +2, any one Entertain skill +2, any one Knowledge skill +2

PICK 3 SKILLS: Appraise +1, Computer Use +1, Construct +1, Forgery +1, Gaming +1, any one Language skill +1, any one Science skill +1

PICK 1 EDGE: Cultural Flexibility, Skill Focus (Compassionate), Skill Focus (Craftsman), Unyielding, Wealth

Athletic Aptitude

You have a knack for games and sports, a natural or acquired talent for athletic endeavors that many other people envy.

PICK 1 SKILL: Athletics +2, Gymnastics +2, Sport +2

PICK 3 SKILLS: Any one Armed Combat skill +1, any one Entertain skill +1, Gaming +1, any one Knowledge skill +1, one Ranged Combat skill (Archaic Weapons or Energy Weapons) +1

PICK 1 EDGE: Ambidextrous, Dodge, Fit, Fast On Your Feet, Speed

Colony/Frontier Upbringing

You grew up on a colony world, one far from the centers of civilization and their amenities.

PICK 1 SKILL: Construct +2, any one Science skill +2, Survival +2

PICK 3 SKILLS: Athletics +1, Computer Use +1, any one Engineering skill +1, any one Entertain skill +1, First Aid +1, Gaming +1, any one Knowledge skill +1, Repair +1, any one other Science skill +1

PICK 1 EDGE: Alert, Curious, Dodge, Innovative, Unyielding

Criminal Upbringing

You grew up around criminals, in the process learning a thing or two about surviving on the wrong side of the law.

PICK 1 SKILL: Gaming +2, Stealth +2, Streetwise +2

PICK 3 SKILLS: Any one Armed Combat skill +1, Appraise +1, Athletics +1, Forgery +1, Impersonate +1, Influence +1, any one Knowledge skill +1, Repair +1, Sleight of Hand +1

PICK 1 EDGE: Alert, Ambidextrous, Dodge, Lightning Reflexes, Skill Focus (Furtive)

Diplomat's Child

You spent your childhood accompanying your parents, planet-hopping diplomats and negotiators, as they traveled the galaxy solving peoples' problems.

PICK 1 SKILL: Administration +2, any one Knowledge skill +2, Negotiate +2

PICK 3 SKILLS: Computer Use +1, Influence +1, any one other Knowledge skill +1, any one Language +1, any one Science skill +1, Systems Operation +1

PICK 1 EDGE: Contacts, Meticulous, Skill Focus (Diplomatic), Skill Focus (Eloquent), Skill Focus (Persuasive)

Engineering Brat

You grew up around machines, systems, and technology; through careful observation, tinkering, or informal training, you learned a little about creating and maintaining systems yourself.

PICK 1 SKILL: Construct +2, any one Engineering skill +2, Repair +2

PICK 3 SKILLS: Computer Use +1, Conceal +1, any one other Engineering skill +1, any one Science skill +1, System Operation +1

PICK 1 EDGE: Curious, Innovative, Skill Focus (3D Thinking), Skill Focus (Attentive), Suit Trained

Famous Parents

One or both of your parents were celebrities renowned throughout the quadrant for their work and accomplishments, and some of their luster rubbed off on you.

PICK 1 SKILL: Any one Enterprise skill +2, Influence +2, any one Knowledge skill +2

PICK 3 SKILLS: Computer Use +1, any one Entertain skill +1, any one other Knowledge skill +1, any one Language skill +1, Social Science +1, Sport +1

PICK 1 EDGE: Contacts, Fit, Skill Focus (Diplomatic), Skill Focus (Persuasive), Wealth

Genetic Resequencing

Born with significant genetic flaws, you underwent illegal genetic resequencing. Fortunately for you it worked, and you now represent the acme of your species' genetic potential.

PICK 1 SKILL: Athletics +2, any one Knowledge skill +2, any one Science skill +2

PICK 3 SKILLS: Computer Use +1, any one Craft skill +1, any one Entertain skill +1, Gymnastics +1, any one other Knowledge skill +1, any one other Science skill +1, Sport +1

PICK 2 EDGES: Ambidextrous, Eidetic Memory, Excellent Metabolism, Exceptional Concentration, Exceptional Fortitude, Fit, Great Stamina, Great Vitality, Healthy, Multitasking, Sense of Direction, Sense of Time, Skill Focus (Keen Hearing), Skill Focus (Keen Sight), Speed, Thinker

FLAW (MANDATORY): Dark Secret

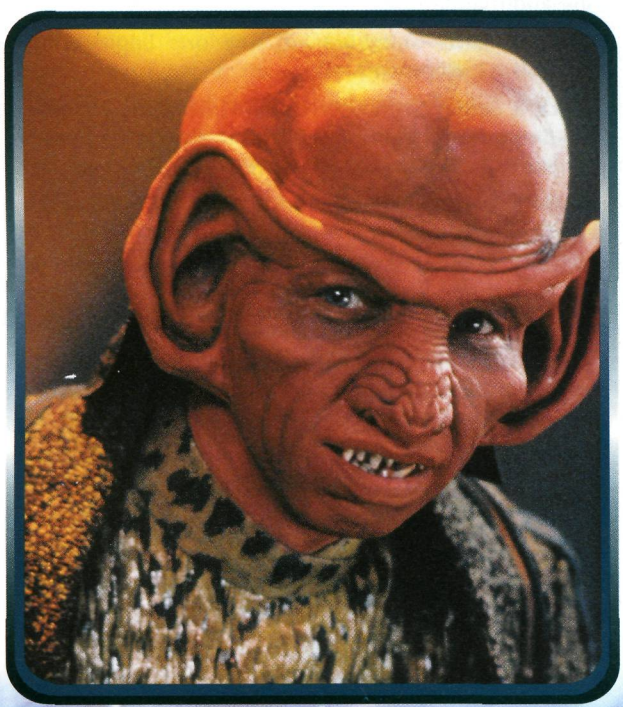
Mercantile Upbringing

You grew up in a business environment, such as a family-owned store or an apprenticeship to a free trader. Through long exposure you've picked up a trick of the trade or three.

PICK 1 SKILL: Business +2, Negotiate +2, Persuade +2

PICK 3 SKILLS: Administration +1, Appraise +1, Computer Use +1, any one Entertain skill +1, Influence +1, any one Knowledge skill +1, any one Language +1, System Operation +1

PICK 1 EDGE: Contacts, Cultural Flexibility, Shrewd, Skill Focus (Eloquent), Wealth



Military Brat

You spent a lot of time around soldiers, weapons, and military paraphernalia either as the child of military parents or growing up on a war-torn world.

PICK 1 SKILL: Athletics +2, Energy Weapons +2, First Aid +2

PICK 3 SKILLS: Any one Armed Combat skill +1, Computer Use +1, Gaming +1, any one Knowledge skill +1, any one Language +1, any one other Ranged Combat skill +1, Repair +1, Survival +1, System Operation +1

PICK 1 EDGE: Alert, Bold, Dodge, Fit, Sherpa

Nomadic Childhood

Your family spent much of your childhood in transit, moving from place to place. As a result you saw a lot of the galaxy.

PICK 1 SKILL: Gaming +2, any one Language +2, Specific World +2, Sport +2

PICK 3 SKILLS: Computer Use +1, any one Engineering skill +1, any one Enterprise skill +1, any one Entertain skill +1, any one other Knowledge skill +1, any one other Language +1, Negotiate +1, Repair +1, System Operation +1

PICK 1 EDGE: Contacts, Cultural Flexibility, Curious, Shrewd, Skill Focus (Persuasive)

Occupation Upbringing

You grew up on a conquered world, perhaps in a labor camp, detention facility or as a member of a resistance movement.

PICK 1 SKILL: Brawling +2, Stealth +2, Streetwise +2

PICK 3 SKILLS: Athletics +1, any one Craft skill +1, Demolitions +1, Energy Weapons +1, Influence +1, Inquire +1, Persuade +1, Simple Weapon +1, Sport +1, Survival +1

PICK 1 EDGE: Alert, Bold, Dodge, Skill Focus (Furtive), Sneaky

Orphan

Your parents died when you were young, so you were shuttled from relative to relative, never truly finding a home. You may have grown up on the street, surviving solely by your wits.

PICK 1 SKILL: Any one Craft skill +2, Stealth +2, Streetwise +2

PICK 3 SKILLS: Brawling +1, Computer Use +1, any one Entertain skill +1, Influence +1, any one Knowledge skill +1, Survival +1

PICK 1 EDGE: Blends In, Contacts, Dodge, Shrewd, Skill Focus (Furtive)

Political Upbringing

One or both of your parents were politicians, or maybe your entire family was involved in politics to some degree.

PICK 1 SKILL: Administration +2, Influence +2, any one Knowledge skill +2

PICK 3 SKILLS: Business +1, Computer Use +1, any one other Knowledge skill +1, any one Language +1, Negotiate +1, Persuade +1, Social Science +1, Sport +1

PICK 1 EDGE: Shrewd, Skill Focus (Diplomatic), Skill Focus (Eloquent), Skill Focus (Persuasive), Wealth

Psionic Potential

You were born with psionic abilities (either because your species has them or because the genetic dice came up in your favor) and spent your childhood realizing your psionic potential and developing your abilities.

PICK 1 SKILL: Any one Psionic skill +2

PICK 3 SKILLS: Computer Use +1, Gaming +1, Influence +1, any one other Psionic skill +1

PICK 1 EDGE: Psionic (mandatory if not obtained from species), Eidetic Memory, High Pain Threshold, Iron Willed, Skill Focus (3DThinking), Thinker

Religious Upbringing

You came from a devout family, or perhaps grew up in a temple, monastery, or other religious institution.

PICK 1 SKILL: Any one Craft skill +2, Religion +2, Social Science +2

PICK 3 SKILLS: Administration +1, Computer Use +1, any one Entertain skill +1, Influence +1, any one other Knowledge skill +1, any one Language +1, Persuade +1, any one Unarmed Combat skill +1

PICK 1 EDGE: Eidetic Memory, Meticulous, Skill Focus (Attentive), Skill Focus (Compassionate), Skill Focus (Diplomatic)

Scientific Upbringing

Your parents were scientists (or perhaps explorers), and some of their knowledge and love of learning rubbed off on you.

PICK 1 SKILL: Computer Use +2, any one Knowledge skill +2, any one Science skill +2

PICK 3 SKILLS: Construct +1, any one Engineering skill +2, any one Enterprise skill +1, any one other Knowledge skill +1, any one Language +1, Repair +1, System Operation +1

PICK 1 EDGE: Contacts, Curious, Eidetic Memory, Meticulous, Unyielding



Starfleet "Brat"

Your parents belonged to Starfleet, and you were exposed to Starfleet principles, ideals, personnel, and systems throughout your entire childhood.

PICK 1 SKILL: Administration (Federation) +2, Computer Use +2, any one Science skill +2

PICK 3 SKILLS: Athletics +1, Construct +1, any one Engineering skill +1, any one Entertain skill +1, any one Knowledge skill +1, any one Language +1, Repair +1, Sport +1, System Operation +1

PICK 1 EDGE: Bold, Contacts, Fit, Resolute, Skill Focus (Eloquent)

Wealthy Family

Your family was fabulously rich, and you grew up in the lap of luxury.

PICK 1 SKILL: Business +2, Influence +2, Sport +2

PICK 3 SKILLS: Any one Entertain skill +', Gymnastics +1, any one Knowledge skill +1, ar y one Language +1, Negotiate +1, Persuade +1

PICK 1 EDGE: Contacts, Iron Willed, Skill Focus (Seductive), Unyielding, Wealth

Make Your Own

Characters may create their own packages.

PICK 1 SKILL: Any one skill +2

PICK 3 SKILLS: Any three skills +1

PICK 1 EDGE: Any Edge except Command or Promotion

PROFESSIONAL DEVELOPMENT

In the lists of professional skills an asterisk (*) indicates an entry which actually encompasses a skill group. If a skill group is listed, choose a specific skill from those listed within the group. See *Chapter 6: Skills* for skill groups and included skills.



DIPLOMAT

DIPLOMAT PROFESSIONAL SKILLS: Administration, Computer Use, Culture, History, Inquire, Language*. Law, Negotiate, Persuade, Politics, Social Science, Specific World

BUREAUCRAT

You filled an important, if not necessarily glamorous, position in your government, helping to keep society running smoothly and efficiently.

Skills: Administration +3, Computer Use (Retrieve) +1, Inquire (Interview) +2, Law +3, Negotiate (Mediate) +1, Persuade (Oratory) +2, Politics +4

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Eidetic Memory, Meticulous, Skill Focus (Diplomatic), Skill Focus (Eloquent)

LIAISON

You served your government as a member of a diplomatic entourage to another government.

Skills: Computer Use (Retrieve) +1, Culture +3, Inquire (Fraternize) +2, any one Language skill +2, Law +2, Negotiate (Mediate) +4, Specific World +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Ally, Cultural Flexibility, Shrewd, Skill Focus (Diplomatic), Skill Focus (Eloquent)

EXOCULTURAL SPECIALIST

As an expert on one or more alien species or societies, you advised others regarding the culture, activities, psychology, and history in your area of expertise.

Skills: Administration +2, Computer Use (Retrieve) +2, Culture +4, History +3, appropriate Language skill +2, Social Science (choose) +2, Specific World +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Cultural Flexibility, Shrewd, Skill Focus (Eloquent), Skill Focus (Persuasive)

MERCHANT

MERCHANT PROFESSIONAL SKILLS: Appraise, Business, Computer Use, Craft*, Culture, Influence, Inquire, Language*, Negotiate, Repair, Specific World, System Operation

TRADER

You traded the certainty of a regular job for the freedom and adventure of a trader's life, hoping to profit by buying low, selling high and beating your competition to the best markets.

Skills: Appraise (choose) +3, Business +3, Culture +2, any one Language skill +1, Negotiate +4, Specific World +2, System Operation (Flight Control) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Curious, Skill Focus (Eloquent), Skill Focus (Persuasive), Wealth

MANUFACTURING

You apprenticed in a manufacturing profession, learning to make Vulcan lutes, hand-made clothing, or some other form of handicraft. You also learned how to market your wares.

Skills: Appraise +2, Business +3, any one Craft skill +4, Culture +2, Influence (Charm, Fast Talk) +3, Negotiate +2, Specific World +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Cultural Flexibility, Likeable, Meticulous, Skill Focus (Craftsman), Wealth

ENTREPRENEUR

You worked in a small business, such as a tailor's shop, bar, or stop, that catered to individual consumers.

Skills: Appraise +2, Business +3, Computer Use +1,
- Culture +2, Influence (Charm) +1, Influence (Fast Talk) +1, Inquire (Fraternize) +2, Negotiate +3, Specific World +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Meticulous, Shrewd, Skill Focus (Persuasive), Wealth



Mystic

MYSTIC PROFESSIONAL **SKILLS:** Armed Combat*, Craft*, Culture, First Aid, History, Inquire, Observe, Persuade, Play, Religion, Sing, Specific World, Survival, Unarmed Combat*

Aesthetic

You believe in a personal philosophy (such as the way of *Kolinahr* or code of Kahless) allowing you to make a private connection to the spiritual world.

Skills: Any one Armed Combat skill +2, any one Craft skill +2, First Aid +2, Observe +4, Persuade (Debate) +2, Religion +4, any one Unarmed Combat skill +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Fast On Your Feet, Fit, Quick Draw, Weapon Mastery

Cleric

As an officially appointed or ordained member of your religious hierarchy, you ministered to the needs of the faithful and promoted the faith among nonbelievers.

Skills: Culture +3, First Aid +3, History +2, Inquire (Interview) +2, Persuade (Oratory) +2, Religion +4, Sing +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Meticulous, Resolute, Skill Focus (Compassionate), Skill Focus (Eloquent)

Mendicant

Although not a holder of any formal religious office, you possessed a deep and abiding religious conviction that led you to a life of wandering and proselytizing.

Skills: Any one Craft skill +2, Culture +2, History +2, Inquire (Fraternize) +3, Persuade (choose) +4, Religion +3, Survival (choose) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Confident, Contacts, Curious, Likeable, Skill Focus (Compassionate)

Shaman

You come from a primitive world with primitive beliefs, or simply practice the old ways of a sophisticated culture.

Skills: Any one Craft skill +1, First Aid (Herbalism) +4, Observe (choose) +2, Play +2, Religion +3, Sing +2, Survival (choose) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Friendly, Innovative, Skill Focus (Eloquent), Thinker



Rogue

RoGue PROFESSIONAL SKILLS: Appraise, Armed Combat*, Conceal, Forgery, Impersonate, Influence, Inquire, Observe, Ranged Combat*, Sleight of Hand, Stealth, Streetwise, Unarmed Combat*

Scoundrel

You acquired your skills growing up on the streets, where you had to survive by bending the law.

Skills: Any one Armed Combat skill +2, Conceal +2, Influence (Intimidate) +3, Observe (Spot or Listen) +3, Sleight of Hand +2, Stealth (choose) +2, Streetwise +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Blends In, Fast On Your Feet, Innovative, Skill Focus (Furtive), Speed

Professional

However you put your skills to use—be it as a spy, bank robber, or saboteur—you are a consummate professional, and you do what you do to challenge your abilities.

Skills: Any one Armed Combat skill +2, Conceal +3, Observe (Spot or Listen) +3, any one Ranged Combat skill +4, Stealth (choose) +3, Streetwise +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Friendly, Iron Willed, Martial Artist, Skill Focus (Attentive)

Sophisticate

Unlike some rogues, you don't stoop to common crime, but put your skills to use for some noble purpose, such as fighting injustice, hunting artifacts, or smuggling refugees.

Skills: Conceal (Cache) +3, Forgery +2, Impersonate +3, Inquire (Fraternize) +2, Observe (choose) +2, any one Ranged Combat skill +2, Stealth (choose) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Contacts, Friendly, Skill Focus (Seductive), Wealth

Scientist

Scientist Professional Skills: Computer Use, Construct, First Aid, Investigate, Knowledge*, Language*, Medicine, Persuade, Repair, Sciences*, System Operation

Exchange Student

You attended an alien academy, such as the Vulcan Science Academy or the Daystrom Institute, where you not only studied science but also picked up a bit of the culture.

Skills: Computer Use (choose) +3, Construct (choose) +3, Culture +2, any one Language skill +2, Repair (choose) +1, any one Science skill +4, Specific World +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Confident, Contacts, Cultural Flexibility, Curious, Unyielding

Medical Doctor

You attended a medical school in the hope of saving the lives of others either through providing treatment or developing new cures.

Skills: Computer Use (Retrieve) +1, First Aid +2, Investigate +2, Medicine (choose) +3, Life Science (choose) +2, Physical Science (Chemistry or Physics) +1, System Operation (Medical) +3, Specific World +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Curious, Healthy, Likeable, Skill Focus (Compassionate), Thinker

Field Scientist

Eschewing boring laboratory work, you spent your time in the field conducting your research.

Skills: Computer Use +3, Construct (choose) +1, First Aid +3, any one Knowledge skill +2, Repair (choose) +1, any one Science skill +4, System Operation (Sensors) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Eidetic Memory, Fit, Meticulous, Unyielding

Researcher

Preferring theories and experiments to practical applications of scientific knowledge, you worked in laboratories and research institutions, pushing the boundaries of science.

Skills: Computer Use (Retrieve) +2, Construct +2, Investigate (Research) +1, any one Knowledge skill +2, Persuade +2, Repair +2, any one Science skill +3, any one other Science skill +1, System Operation (Sensors) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Ally, Eidetic Memory, Meticulous, Skill Focus (Compassionate), Unyielding



Soldier

Soldier Professional Skills: Armed Combat*, Athletics, Demolitions, First Aid, Inquire, Investigate, Observe, Ranged Combat*, Repair, Survival, Tactics

Foot Soldier

You learned to be a soldier through some form of military training, where you learned to serve with honor and dignity.

Skills: Any one Armed Combat skill +3, Athletics +2, Energy Weapons +4, First Aid +1, Observe (Listen or Spot) +2, Repair +1, Survival +2, Tactics (Ground) +1, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Dodge, High Pain Threshold, Skill Focus (Keen Hearing), Skill Focus (Keen Sight), Weapon Mastery

Guerrilla

Rather than through formal military training, you picked up fighting skills by necessity, from anyone who could teach you.

Skills: Any one Armed Combat skill +2, Athletics (Jump or Run) +3, Demolitions +2, First Aid +1, Observe (choose) +2, any one Ranged Combat skill +3, any one other Ranged Combat skill +2, Survival +1, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Dead Aim, Fast On Your Feet, Great Stamina, Lightning Reflexes, Weapon Mastery

Law Enforcement

You apply your skills as a law enforcement officer, protecting society by apprehending criminals.

Skills: Athletics +1, Inquire (Interrogate) +4, Investigate (Search) +3, Observe (Spot) +4, any one Ranged Combat skill +2, Repair +1, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Shrewd, Skill Focus (Attentive), Skill Focus (Keen Sight), Unyielding



Starship Command Officer

Command

COMMAND PROFessiONAL SKILLS: Administration, Athletics, Computer Use, Energy Weapons, Inquire, Knowledge*, Negotiate, Persuade, Repair, Survival, System Operation, Tactics, Unarmed Combat*

Basic Commander

You received broad training in the basic command procedures and methods.

Skills: Administration +2, Computer Use (Retrieve) +2, Energy Weapons +3, any one Knowledge skill +2, Negotiate +1, Repair +1, System Operation (Command) +2, Tactics (Space) +2, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Command, Confident, Contacts, Iron Willed

Representative

You were trained to represent your government not just as a starship officer but also as a diplomat.

Skills: Administration +2, Computer Use (Retrieve) +1, Energy Weapons +1, Inquire (Fraternize) +2, any one Knowledge skill +2, Negotiate (Mediate) +3, Persuade (Oratory) +2, System Operation (Command) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Command, Confident, Contacts, Skill Focus (Eloquent), Skill Focus (Persuasive)

Manager

You received special training in matters of logistics, personnel management, and related topics.

Skills: Administration +3, Computer Use (Retrieve) +2, Energy Weapons +2, Inquire +1, any one Knowledge skill +1, Negotiate +3, Persuade +2, Repair +1, System Operation (Command) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Command, Confident, Contacts, Meticulous, Skill Focus (Diplomatic)

Flight Control

FLIGHT CONTROL PROFCSSIONAL SKILLS: Administration, Athletics, Computer Use, Energy Weapons, Knowledge*, Repair, Space Science, Survival, System Engineering, System Operation, Unarmed Combat*

Helmsman/Navigator

You studied the basics of piloting spacecraft, from locating your ship's position to setting a course using a variety of methods.

Skills: Administration +1, Computer Use +2, Energy Weapons +2, Repair +2, Space Science (Astrogation) +3, System Engineering (Flight Control) +2, System Operation (Flight Control) +3, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Confident, Fast On Your Feet, Sense of Direction, Unyielding

Hot-shot Pilot

Your natural talents as a pilot were augmented through intensive study of navigation.

Skills: Athletics +1, Computer Use +1, Energy Weapon +1, Repair +1, Space Science (Astrogation) +4, Survival +2, System Engineering (Flight Control) +2, System Operation (Flight Control) +4, any one Unarmed Combat skill +1

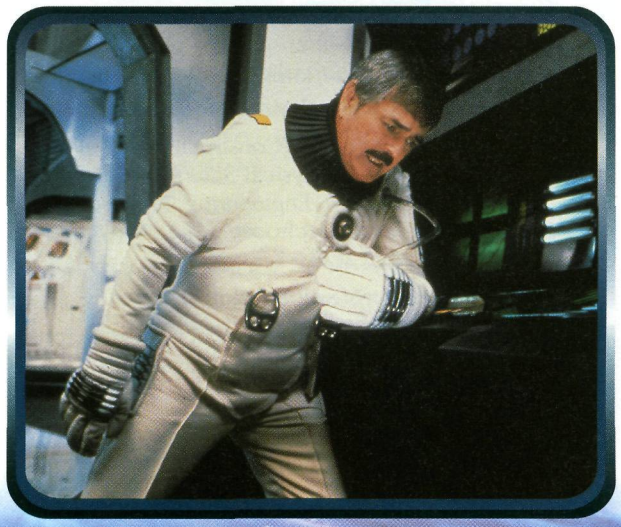
Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Famous Event, Lightning Reflexes, Shrewd, Skill Focus (3D Thinking)

Starship Operations Officer

Engineering

GNGiNeeRNG PROFESSIONAL SKILLS: Athletics, Computer Use, Construct, Energy Weapons, Engineering*, Knowledge*, Physical Science, Repair, Survival, System Operation, Unarmed Combat*



Troubleshooter

You were trained in the basics of starship engineering—everything from repairing warp drives to modifying transporters.

Skills: Computer Use +2, Construct +2, Energy Weapons +1, Propulsion Engineering +3, Repair +2, Structural Engineering +3, System Engineering +4, System Operation +2, any one Unarmed Combat skill +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Curious, Innovative, Skill Focus (Craftsman), Unyielding

Specialist

You received advanced training in the fields of artificial intelligence, computer theory, robotics, nanotechnology, and the like.

Skills: Computer Use +3 (Programming), Construct (Computers) +3, Energy Weapon +1, Physical Science (Mathematics) +2, Repair +2, System Engineering (Computer) +3, System Operation +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Curious, Innovative, Meticulous, Skill Focus (Craftsman), Unyielding

Starship Designer

You were trained to design spacecraft—drawing blueprints, designing spaceframes, selecting proper warp drives, hull materials, ship's systems, and so on.

Skills: Computer Use (Modeling) +2, Construct (Starship) +3, Energy Weapons +1, Propulsion Engineering +2, Repair +3, Structural Engineering +3, System Engineering +3, System Operation +1

Pick 5: +1 to any professional skill

PICK 1 EDGE: Ambidextrous, Meticulous, Skill Focus (Craftsman), Suit Trained, Zero-G Trained

Systems Specialist

Choose one system—transporters, phasers, ODN networks, etc.—that you know really well, making you the one to call when that system needs repair.

Skills: Computer Use +2, Construct (choose) +3, Energy Weapon +2, Physical Science +1, Repair (choose) +2, System Engineering (choose) +3, System Operation (choose) +2, any one Unarmed Combat skill +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Competitive, Exceptional Concentration, Innovative, Shrewd, Skill Focus (Craftsman)



Operations

OPERATIONS PROFESSIONAL SKILLS; Athletics, Computer Use, Energy Weapons, First Aid, Knowledge*, Observe, Repair, Survival, System Engineering, System Operation, Unarmed Combat*

Basic System Opertator

You operate and maintain a critical system on board a starship or space station—life support, communications, sensors, replicators, transporters, and so on.

Skills: Athletics +2, Computer Use +2, Energy Weapons +2, First Aid +1, Repair +1, Survival +1, System Engineering (choose) +3, System Operation (choose) +4, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Bold, Confident, Likeable, Skill Focus

Operations Manager

You were trained in the general skills of managing the operations and power usage of a starship and its personnel.

Skills: Athletics +2, Computer Use (choose) +3, Energy Weapons +2, Repair +1, System Engineering (Electroplasma System) +3, System Operation (Operations Management) +4, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Athletic, Bold, Contacts, Skill Focus (Attentive), Skill Focus (Persuasive)

Security

SECURITY PROFESSIONAL SKILLS: Athletics, Computer Use, Energy Weapons, First Aid, Inquire, Investigate, Knowledge*, Observe, Repair, Survival, System Operation, Tactics, Unarmed Combat*

BASIC SECURITY OFFICER

You received standard security training.

Skills: Athletics (Climb or Jump) +2, Energy Weapons +3, First Aid +1, Inquire (Interrogate) +2, Investigate (Search) +2, Repair +1, System Operation (Security Systems) +2, Tactics +1, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

PICKI EDGE: Alert, Bold, Dodge, High Pain Threshold, Skill Focus (Attentive)

INVESTIGATOR

Your security training emphasized aspects relating to law enforcement—investigating crimes, apprehending criminals, and securing vital areas.

Skills: Computer Use (Hacking) +2, Energy Weapons +2, Inquire (Interrogation) +3, Investigate (choose) +3, Observe (Spot) +2, Repair +1, System Operation (Security Systems) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Dodge, Meticulous, Shrewd, Skill Focus (Attentive)

TACTICAL OFFICER

You received training in starship tactics and combat procedures, you handle the ship's weapons in battle.

Skills: Computer Use (Hacking) +2, Culture +2, Energy Weapons +3, Repair +2, System Operation (Tactical) +4, Tactics (Space) +2, any one Unarmed Combat skill +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Bold, Confident, Contacts, Dodge, Resolute





STARSHIP SCIENCE OFFICER

Counselor

COUNSELOR PROFESSIONAL SKILLS: Athletics, Computer Use, First Aid, Influence, Inquire, Knowledge*, Medicine, Energy Weapons, Repair, Survival, System Operation, Unarmed Combat*

INTERSPECIES RELATIONS

You specialized in alien psychology and now instruct diplomats and starship commanders on alien behavior.

Skills: Computer Use (Retrieve) +1, Inquire (Fraternize) +3, Culture +3, History +2, Medicine (Psychology) +3, Specific World +3, System Operation (Command) +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Cultural Flexibility, Friendly, Innovative, Likeable, Skill Focus (Diplomatic)

SHIP'S COUNSELOR

You trained to become a ship's counselor, studying psychology, interpersonal relations, and related subjects.

Skills: Computer Use (Retrieve) +1, Culture +2, Energy Weapon +1, First Aid +2, Influence (Charm) +1, Inquire (Interview) +3, Medicine (Psychology) +3, Specific World +2, System Operation +1

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Curious, Skill Focus (Compassionate), Skill Focus (Eloquent), Skill Focus (Persuasive)

Medicine

MEDICAL OFFICER PROFESSIONAL SKILLS: Athletics, Computer Use, Energy Weapons, First Aid, Knowledge*, Life Science, Medicine, Physical Science, Repair, Survival, System Operation, Unarmed Combat*

Alien Specialist

As a physician, you interned on an alien world, where you learned the peculiarities of treating members of the species.

Skills: Computer Use (Retrieve) +2, Culture +1, Energy Weapon +1, First Aid +2, Medicine (choose species) +4, Life Sciences (Exobiology) +2, Specific World +1, System Operation (Medical) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Ally, Contacts, Cultural Flexibility, Famous Event, Skill Focus (Compassionate)

Emergency Medic

emergency medicine, treating disaster victims, the victims of disease, and the casualties of war.

Skills: Athletics +2, Computer Use (Retrieve) +1, Energy Weapons +1, First Aid +4, any one Knowledge skill +1, Medicine +4, System Operation (Medical) +2, Survival (choose) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Fast On Your Feet, Iron Willed, Skill Focus (Compassionate), Thinker

Ship's Doctor

school preparatory to serving as a ship's doctor.

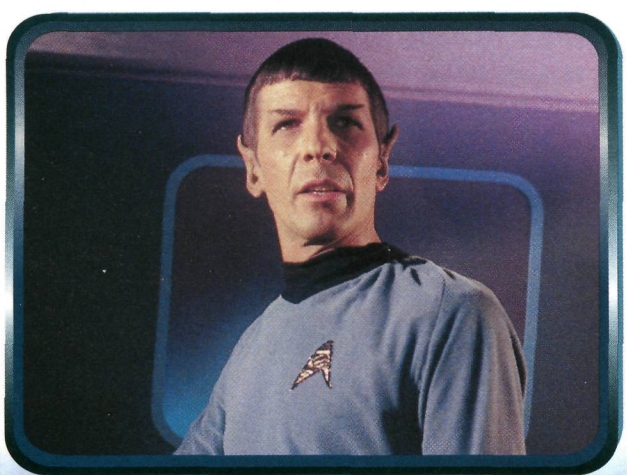
Skills: Computer Use (Retrieve) +2, Energy Weapons +1, First Aid +3, Life Science (choose) +2, Medicine (choose) +4, Repair +1, System Operation (Medical) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Confident, Famous Event, Innovative, Meticulous, Skill Focus (Compassionate)

Science Officer

ScieNce OFFICER PROFESSIONAL SKILLS; Athletics, Computer Use, Construct, Investigate, Knowledge*, Energy Weapons, Repair, Science*, Survival, System Operation, Unarmed Combat*



Astrometrics

You make a study of space, mapping the position of stars, identifying stellar anomalies, and researching astronomical phenomena.

Skills: Computer Use (Retrieve) +3, Construct (Probes) +2, Energy Weapons +1, Physical Sciences (Physics) +2, Repair +1, Space Sciences (Stellar Cartography) +3, System Operation (Sensors) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Curious, Meticulous, Skill Focus (3D Thinking), Thinker

Basic Science Officer

Following your natural talent and inclination for scientific study, you enrolled in a program of science instruction preparatory to becoming a starship science officer.

Skills: Computer Use (Retrieve) +2, Energy Weapons +1, Life Science +3, Physical Science +3, Planetary Science +3, Repair +2, Space Science +2, System Operation (Sensors) +2

Pick 5: +1 to any professional skill

PICK 1 EDGE: Bold, Curious, Innovative, Skill Focus (Compassionate), Unyielding

Social Survey

Your science training emphasized the study of alien civilizations—tracing their histories, studying their anthropological evolutions, and evaluating their cultural developments.

Skills: Computer Use (Retrieve) +3, Culture +2, Energy Weapon +1, History +2, Repair +1, Social Science (choose) +3, any one other Social Science +1, Specific World +2, System Operation (Sensors) +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Contacts, Cultural Flexibility, Friendly, Meticulous, Thinker

Planetary Survey

You specialized in planetary studies, surveying newly discovered worlds, evaluating planets for future colonization (or conquest).

Skills: Computer Use (Retrieve) +2, Energy Weapons +1, any one Knowledge Skill +2, Planetary Science (choose) +3, Life Science (choose) +2, Repair +1, System Operation (Sensors) +2, Survival (choose) +2

Pick 5: +1 to any professional skill

PICK 1 EDGE: Alert, Fit, Great Stamina, Meticulous, Thinker

Make your own

If none of the professional development packages appeals to you, you can make your own. Simply assign twenty skill levels to skills listed on the profession's skill list. Including a specialty with the skill counts as one skill level.

CREATING ADVANCED CHARACTERS

Having detailed your character's background with skills and traits, you have a character who has just completed his training and is ready to begin his career—a Julian Bashir or Harry Kim in the first seasons of their respective shows. But that's not the sort of character everyone wants to play, or suited to every series. After all, plenty of characters on the *Star Trek* shows—from Kirk, Spock, and McCoy to Sisko, Kira, and Odo—start their series with considerable experience under their belts, with far more skills and other abilities than a character fresh out of Starfleet Academy.

It's easy to create advanced or experienced characters in the *Star Trek Roleplaying Came.* All you have to do is take your basic character through one or more advancements (see page 152). The Narrator decides how many advancements to apply, either using a flat number ("Every character begins the series with three advancements") or deriving a number from some formula. Possible formulae include:

- One advancement per defined time period—each prior year of Starfleet service, every six months of combat duty, one advancement for every two years in a civilian career
- One or more advancements per previous tour of duty

Suppose a Narrator wants to run a Starfleet-based series set right after the Dominion War. She decides that players can either play recent Academy graduates or officers who fought in the war. Academy graduate characters receive no advancements, while war veterans may take one advancement per six star-months of service (equaling four advancements for a character who fought in the entire war). If she wanted to, she could even create some special advancement lists for war veteran characters to choose from, reflecting their various wartime experiences.

Choosing to advance your character prior to beginning play is a good way to create starting characters to fill the important positions on a starship or in the series. Some players may want to play a Mr. Spock (Chief Science Officer), a Scotty (Chief Engineer), or a Dr. McCoy (Chief Medical Officer). Take your basic character through one or more advancements (see page 1 52) to get him to the rank and position required. When using extra advancements in this way, be sure to select the Command and Promotion edges (see pages 131 and 136 for information on the number of upgrades required for a particular ship and position).

Alternatively, players can pick the following package for every additional advancement needed to create a department head (or other commanding officer). With this, the advancement picks have already been allocated for you.

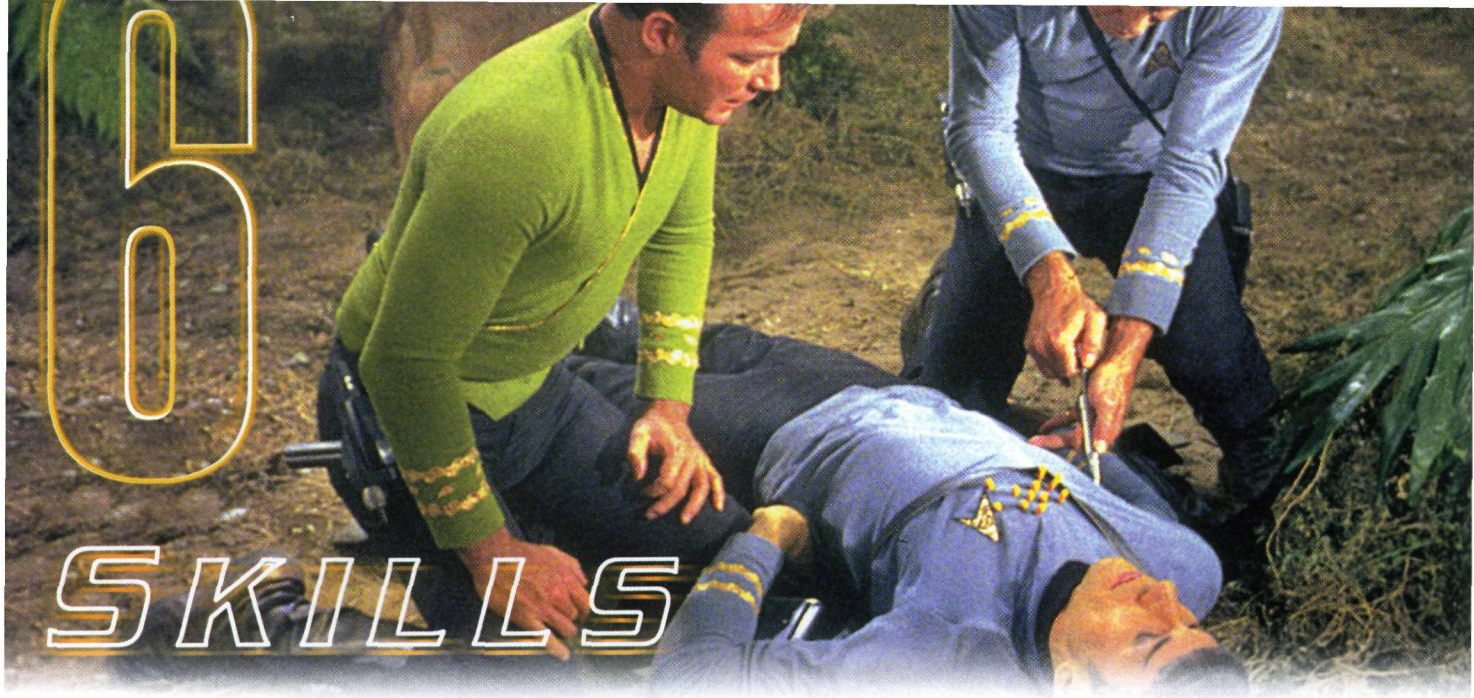
DEPARTMENT HEAD ADVANCEMENT

PICK 1: Command edge/upgrade

PICK 1: Promotion edge/upgrade

PICK 1: +1 to any professional skill or 1 new specialty





6 SKILLS

All characters possess certain aptitudes and knowledge, ranging from trained abilities (armed combat, repair, negotiation) to academic studies (engineering, computers, scientific subjects). In the *Star Trek RPC* these capabilities, disciplines, and areas of knowledge are called skills.

ACQUIRING SKILLS

Your character obtains his starting skills from the various development packages listed in *Chapter 5.* Some of the choices reflect what the character learned or experienced during his childhood and early adulthood, while others represent his professional training (whether at Starfleet Academy, some other formal institution, or the proverbial "school of hard knocks").

Once the characters have gained experience through play, they upgrade existing skills and learn additional ones as a result of their adventures. Amassed experience points enable characters to advance (see page 152), giving them the opportunity to improve skills they already know and to learn new skills altogether.

SKILL LEVELS

Skill levels define how well a character can perform a known aptitude. Skill levels range from 0 to 12, representing no practical experience to complete mastery in the field. Some traits and profession abilities allow characters to exceed the maximum level of 12, demonstrating expertise beyond the human norm.

PROFESSIONAL SKILLS

Each of the professions described in *Chapter 3,* from starship command officer to mystic, includes a list of professional skills—skills that members of the profession routinely learn and use in the course of their occupational duties. For example, starship operations officers usually possess skills such as System Operation or Repair. To reflect this vocational predisposition, the *Star Trek RPC* makes it easier for characters to acquire and develop their professional skills. Any skills not listed as a *professional skill* for your character's chosen vocation are called *nonprofessional skills.* It is more difficult for characters to acquire and upgrade nonprofessional skills.

SKILL SPECIALTIES

Most skills represent broad areas of knowledge or aptitude relating to a given subject. Skills such as Medicine, Administration, and History all represent enormous bodies of information and ability. A character with the Medicine skill knows about the anatomy of dozens of species, the applications and side effects of thousands of drugs, how to perform surgery, and the symptoms of hundreds of diseases, to name just

a few things. Yet people tend to excel in areas where they have the most familiarity or the best training. The character with the Medicine skill may know a lot about doctoring, but concentrates on surgery or toxicology. Put another way, a doctor who works day after day testing samples in a laboratory would be less familiar with performing surgery than a surgeon; the former may have learned surgical techniques in medical school, but focused on toxicology or genetics. So while skills define broad areas of ability or knowledge, a specific discipline or subfield is represented by a *specialty.*

Almost every skill covers a range of specialties. Characters can acquire specialties in two ways: through a development package or through advancement. Some development packages designate a skill and specialty, indicating the way in which your character applies his skill, the areas with which he is the most familiar, or the specific topics he studied or practiced most while learning the skill. See *Chapter 5: Development* for more information. Once your character has begun play, you may learn additional specialties in lieu of, or in addition to, developing your character's level in a given skill. See *Chapter 9: Advancement* for more information.

When your character obtains a skill specialty, you should write the skill on his character sheet as Skill (Specialty) level + #. For example, your character might know Physical Science (Chemistry) +5 or System Operation (Transporter) +7. If you acquire an additional specialty, record it as follows: System Operation (Transporter, Helm) +8.

Possessing a specialty does not mean a character lacks knowledge of other specialties in the skill; it just indicates he isn't quite as proficient in those areas. A character with Stealth (Hide) can still sneak, just not as well. When making a test involving his specialty, your character gains a +2 to his skill roll. But when making a test outside of his specialty—sneaking instead of hiding—your character does not receive this added bonus.

Each skill description includes a list of sample specialties. These are not the only specialties possible, and you should feel free to create additional specialties for a skill as needed. You should inform your Narrator about all new specialties you create and get her approval for them prior to the start of play.

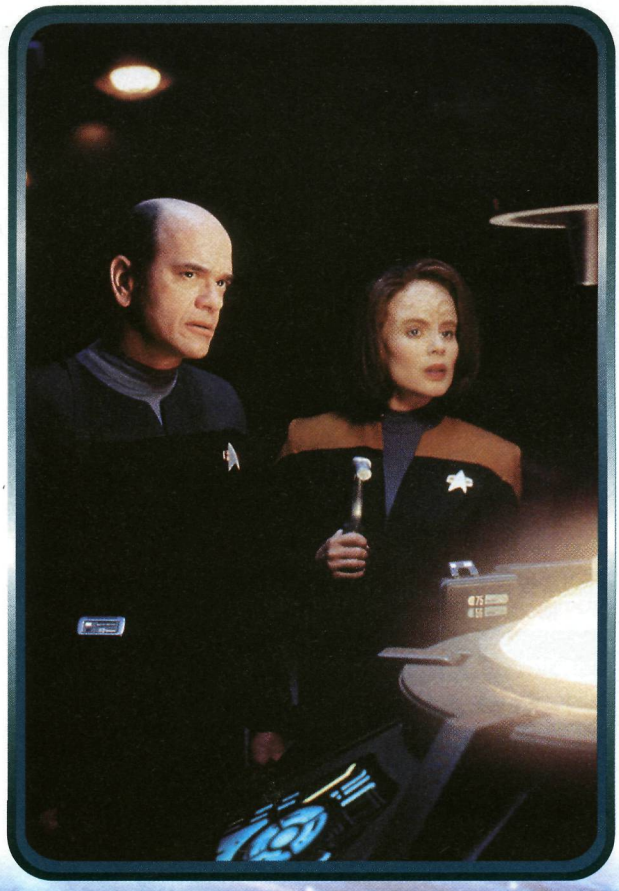
Of course, not all skills have specialties. Some—like a language—don't lend themselves to this sort of subdivision. They represent more limited bodies of knowledge or less comprehensive abilities that all characters learn equally well. Where applicable, skill descriptions omit the specialty entry entirely. On your character sheet, simply note the skill name and the level of ability (for example, Klingon + 3).

Skill Groups

Some skills fall into neat, overarching groups. Propulsion Engineering, Structural Engineering, and System Engineering, for example, all share common elements—they have Intellect as their base attribute modifier, can all be used as academic skills, and achieve similar game effects when performed successfully.

Unlike specialties, skills within a group have no numerical relationship with one another; possessing one skill within a skill group confers no practical ability within other areas of the group. Your character can possess several skills that fall under a skill group, each having its own level and treated as a separate skill. For instance, possessing Propulsion Engineering 7 gives you no ability with Structural Engineering (though some edges or professional abilities might confer affinity bonuses if your character possesses both skills).

While each skill group includes a list of related skills, these are by no means exhaustive. You should feel free to create additional skills within a group as needed. For example, you might envision your engineer as a colonist on a remote world, struggling to build a better life for himself and his fellow colonists by constructing large public works. In this case, you could add Civil Engineering as a skill under the Engineering skill group. You should inform your Narrator about all new skills you create and get her approval for them.



USING SKILLS

The outcome of a character's actions depend on the result of a skill test. Skill tests consist of several components—establishing a target number (TN), factoring in test modifiers, making a dice roll, and comparing your final test result to the TN.

TARGET NUMBERS

When calling for a skill test, the Narrator establishes a target number representing the difficulty of a particular test. The Narrator first considers what the character intends to do and assigns a base target number. Table 6.1 lists the difficulty levels and their related target numbers based upon general assessments of difficulty. The individual skill descriptions presented below provide test-specific target numbers covering typical game scenarios.

TABLE 6.1: UNIVERSAL TARGET NUMBERS

DIFFICULTY	BASE TN
Simple	5
Routine	10
Challenging	15
Difficult	20
Virtually Impossible	25

TABLE 6.2: TEST MODIFIERS SUMMARY

PHYSICAL TESTS
Attribute Tests: Agility, Perception, Strength,and Vitality
Reaction Tests: Stamina and Quickness
Skill Tests: Armed Combat skill group, Athletics, Conceal, Construct, Craft skill group. Demolitions, First Aid, Forgery, Gymnastics, Indoctrinate, Investigate, Observe, Ranged Combat skill group, Repair, Sleight of Hand, Sport, Stealth, Survival, System Operation, and Unarmed Combat skill group
SOCIAL TESTS
Attribute Tests: Presence
Reaction Tests: Savvy and Willpower
Skill Tests: Entertain skill group. Gaming, Impersonate, Influence, Inquire, Hegotiate,and Persuade
ACADEMIC TESTS
Attribute Tests: Intellect and Perception
Reaction Tests: n/a
Skill Tests: Appraise, Computer Use, Engineering skill group. Enterprise skill group. Knowledge skill group, Language skill group, Medicine, and Science skill group
PSIONIC TESTS
Attribute Tests: Psi (see Psionic edge, page 136}
Reaction Tests: Willpower
Skill Tests: Empathy, Mind Control, Mind Shield, and Telepathy

Test Modifiers

The base difficulty of a test may be modified by factors that increase or decrease the overall difficulty. Performing actions in adverse lighting, inclement weather, without sufficient tools or equipment, or without sufficient time will most likely increase the base difficulty of a test. On the other hand, taking extra time, using high-tech equipment, or performing an action under ideal conditions can significantly lower the difficulty of an otherwise challenging action. Modifiers of this sort affect the baseTN.

Most skills fall into one of four general test categories: physical, social, academic, and psionic. Test categories help the Narrator determine what factors commonly modify the base difficulty assigned to a specific skill test. For example, the base difficulty of Ranged Combat tests is determined by the physical range from shooter to target. But what are the conditions during the fight? Is it broad daylight or a dark and stormy night? Are the Romulans standing out in the open, or have they taken cover? Because the Ranged Combat skill falls under the physical test category, both you and the Narrator know that physical conditions such as lighting, cover, and target size might also apply to the test.

PHYSICAL T€ST5: Physical test modifiers interpret the complications that might arise as a result of physical, material, and environmental conditions. They apply to physical actions, such as Repair and Observe skill tests, and Quickness reaction tests. For example, searching in total darkness is much more difficult than searching in bright lighting. Similarly, searching for something on a flat, even surface is simpler than searching for something in an area obstructed by a great deal of clutter. In these instances, both lighting conditions and material considerations (obstructions) apply as modifiers.

Table 6.3: Physical Test Modifiers lists common physical modifiers and their suggested TN adjustments. If multiple modifiers apply, the Narrator should add the sum of these to the base difficulty in order to set the final test TN. Though combat tests and their modifiers are handled in greater detail in the *Appendix,* as physical actions they can be influenced by physical test modifiers.

ROLEPLAYING SOCIAL SKILL TESTS

When using social skills, players should not simply roll dice and look for a result. Instead, they should roleplay the exchange, speaking and acting as their characters would. Players who roleplay well should receive bonuses for their tests. But don't penalize players for poor roleplaying, unless they say or do something that completely ruins their attempt—like revealing a lie when fast-talking a guard.

TABLE 6.3: PHYSICAL TEST MODIFIERS

CONDITION	TEST MODIFIER*
VISIBILITY & LIGHTING	
Clear Visibility/ideal lighting	+0 TN
Dim lighting	+/−2 TN**
Darkness	+/−5 TN**
Dense smoke/fog	+/−5 TN**
Light rain	+/−1 TN**
Heavy rain	+/−3 TN**
EXTREME TEMPERATURE	
Temperate	+0 TN
Uncomfortable heat/cold	+2 TN
Extreme heat/cold	+5 TN
TERRAIN	
Flat/unobstructed terrain	+0 TN
Uneven/lightly obstructed terrain	+/−3 TN**
Broken/heavily obstructed terrain	+/−5 to +/−10 TN**
Slick surface/uncertain footing	+3 TN
Slippery surface/poor footing	+7 TN
Frictionless surface/no footing	+12 TN
Low gravity/heavy gravity environment	+/−3 to +/−7 TN**
Zero gravity environment	+/− 7 TN**
Disadvantageous position	+3 to +9 TN
Advantageous position	−3 to −6 TN
EQUIPMENT MODIFIERS (FOR TESTS REQUIRING EQUIPMENT)	
Adequately equipped	+0 TN
Inadequately equipped/using inferior tools	+5 TN
Equipped with jury-rigged/makeshift tools	+10 TN
Totally unequipped	+15 TN
Character well equipped/using superior tools	−5 TN
Equipped with advanced/precision tools	−10 TN
Wearing an EVA suit	+2 TN
*OFF-HAND PENALTY****	+8 TN

'Characters making opposed tests against characters suffering the same modifiers need not factor modifiers into the test except in cases where relative modifiers favor one of the opponents.

**+/- indicates that the modifier is relative. For example, a character trying to hide in broken ground gains a benefit from cover (-5 TN), whereas a guard searching broken ground for a sniper suffers a penalty (+5 TN).

""The off-hand penalty applies whenever a character relies on his nondominant hand to perform a physical action {such as making a repair or performing first aid).

SOCIAL TESTS: Social test modifiers represent an assortment of factors affecting a character's ability to interact with other persons on a social level. Presence attribute tests, Persuade skill tests, and Willpower reaction tests are examples of tests that are subject to social modifiers.

By far, the most common social modifiers involve the disposition of the person the character attempts to influence. Friendly listeners are more likely to be persuaded by a plea for help than are the character's dire enemies. This interaction stance, as well other common social modifiers and their suggested TN adjustments, appear in Table 6.4: Social Test Modifiers. If multiple modifiers apply, the Narrator should add the sum to the base difficulty to set the final testTN for the exchange.

ACADCMIC TeSTS: Whereas the base TN of most academic tests depends on the obscurity of the information a character tries to remember, academic test modifiers arise from circumstances that complicate a character's ability to recall information, access data, or utilize knowledge. Intellect attribute tests, Knowledge skill tests, and Savvy reaction tests are all examples of tests subject to academic modifiers.

TABLE 6.4: SOCIAL TEST MODIFIERS

CONDITION	TEST RESULT
Environmental factors make communicating difficult	-3 to -9
Character demonstrates evidence/sincerity	+3 to +9
INTERACTION STANCE	
Subject is loyal/devoted	+10
Subject is friendly/pacifistic	+5
Subject is indifferent	+0
Subject is aggressive/unfriendly	-5
Subject is hostile/violent	-10
Subject speaks a different native language	-5 to -15

For a list of common academic modifiers and their suggested TN adjustments, see Table 6.5: Academic Test Modifiers. If multiple modifiers apply, the Narrator should add the sum to the base difficulty to set the final testTN.

PsiONIC TeSTS: Psionic test modifiers apply to psionic skill tests, such as Telepathy, Empathy, or Mind Shield. Whereas the base TN for such tests generally depends on the scope or magnitude of the intended action, modifiers can result from a variety of special circumstances.

Table 6.6: Psionic Test Modifiers lists common psionic modifiers and their suggested TN adjustments. If multiple modifiers apply, the Narrator should add the sum to the base difficulty to set the final testTN.

MAKING A SKILL TEST

To make a skill test, roll 2d6. If you roll double 6's on the test dice, you may roll an additional 1d6 and add it to the result. If this die scores another 6, roll another die and add it, repeating this process until you roll something other than a 6. Add your character's skill level and key attribute modifier, as well as any other modifiers resulting from species abilities, professional abilities, skill affinities (see on this page), and traits. Add +2 if your character possesses an appropriate specialty. The total of all dice and accumulated modifiers yields your final test result. Compare this to the target number (TN) of the skill test to determine the final degree of success or failure (see page 1 04).

Untrained Skill Use

Some skills cover universal aptitudes and abilities, representing training and practice that hone raw ability. When using such skills, characters may still make a skill test even if their level in that skill is zero. This is called "using a skill untrained." See page 107 for a comprehensive list of which skills can be used untrained.

When making an untrained skill test, conduct the test normally, adding 0 when applying the character's skill level. Attribute, trait, and special ability modifiers still apply. But subtract 2 from the final test result, to reflect the character's unfamiliarity and resulting awkwardness during the attempted action. Untrained skills don't confer affinity bonuses, but characters may get affinity bonuses to untrained skill tests provided they possess related skills at level 1 or higher.

If a skill does not permit untrained usage but the character attempts to do something relating to this skill, it is up to the Narrator to determine whether the character can substitute another closely related skill or whether the action is impossible to perform without the required skill. If no other skills seem relevant, the Narrator might also consider testing one of the character's attributes (probably the one linked to the required skill) instead of disallowing the intended action outright. But in most circumstances, untrained characters will automatically fail any test requiring a skill that does not permit untrained usage.

Skill Affinity

Some skills complement another, related skill. Just as knowing biology means your character knows a little bit about botany, as represented by specialty, having the Repair skill facilitates making an Engineering skill test to get the transporter back on line. The *Star Trek RPC* refers to this relationship as skill *affinity.*

You can always use your character's skill to perform actions associated with it. An engineer can use his Systems Engineering skill to fix a computer, understand how it works, or build one from components. But when you want your character to use a particular skill and he possesses other, related skills, you may receive a bonus to your skill test because of the related skill. When fixing a computer, Systems Engineering may gain an affinity bonus with Repair; when building a computer, the Construct skill test may benefit from an affinity with Systems Engineering. You never suffer a penalty for *not* having a skill with which your active skill has an affinity.

TABLE 6.5: ACADEMIC TEST MODIFIERS

CONDITION	TEST MODIFIER
Character is situated in comfortable surroundings	+0TN
MEMORY LOSS	
Character suffers from mind-altering drug/toxin	-5to-10TN
Character suffers from selective amnesia	-3 to -9 TN
Character suffers from near total amnesia	-10 to-15 TN
DISTRACTIONS	
Character is engaged in life-threatening situation	+5 to+10 TN
Character is engaged in by loud noise/talking	+3 to +6 TN
Character is affected by environmental factors	1/2 physical modifier (see table 6.3)

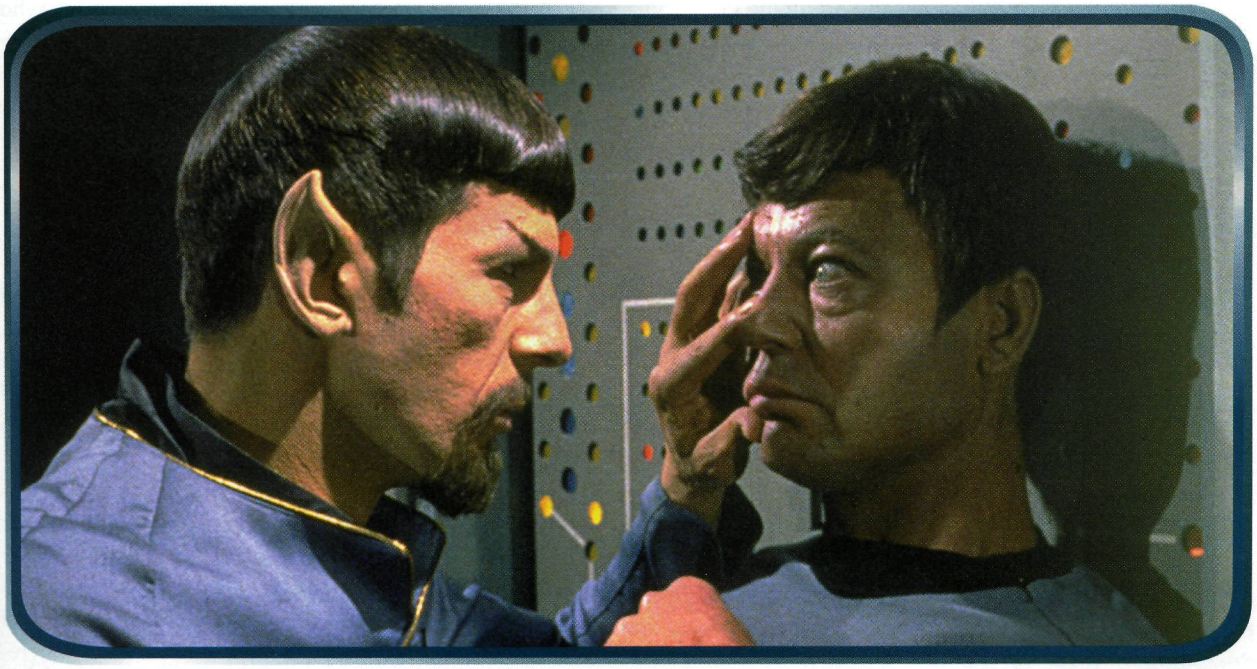


TABLE 6.6: PSIONIC TEST MODIFIERS

CONDITION	TEST MODIFIER*
ENVIRONMENTAL INTERFERENCE	
Psionics warping/dampening energy fields	+/–1 to +/– 6**
Dense matter between character and subject	+/–1 to +/– 3**
Multi-mind interference/emotional noise	+/–3 to +/– 6**
NUMBER OF MINDS AFFECTED/TARGETED	
2 minds	+/–1
3 to 4 minds	+/–2
5 to 8 minds	+/–4
9 to 16 minds	+/–6
17 to 32 minds	+/–8
33 to 64 minds	+/–10
65 to 128 minds	+/–12
129 to 256 minds	+/–14
257 to 512 minds	+/–16
513 to 1024 minds	+/–18 etc
DISTRACTIONS	
Character is engaged in life-threatening situation	+5 to +10
Character is surrounded by loud noise/talking	+3 to +6
Subject beyond long range (per 50m increment)	+/–5**
SPECIES	
Subject is of same species as character	+0 TN
Subject is of similar species (mentally)	+/– 3 to 6**
Subject is of radically different species (mentally)	+/– 15 to 15**

RANGE	MODIFIERS
Point Blank	+2
Short	+0
Medium	-2
Long	-4
Extreme	-2/movement

"Characters making opposed tests against opponents experiencing the exact same modifiers need not factor them into the test, except in cases where relative modifiers favor one opponent over the other.

**+/- indicates that the modifier is relative. For example, sensing the emotions of two beings simultaneously incurs a penalty (+5 TN), whereas defending against intrusive efforts of a similar species telepath confers a benefit to willpower reaction tests (-5 TN).

GXAMPL6: Dr. M'Benga has the Medicine (Surgery) and Life Sciences (Exoanatomy) skills and must perform emergency surgery on Mr. Spock. His player makes a Medicine skill test and gains an affinity bonus for his knowledge of Vulcan anatomy. But if M'Benga didn't possess the Life Sciences skill, he wouldn't suffer a penalty.

The Narrator decides whether an affinity bonus applies, but her interpretation often depends on how you describe your character's actions. If an affinity bonus seems reasonable, she must decide which skill potentially complements the primary skill test and confer a +1 bonus to your character's skill test. Thus, you would add the skill levels of the primary skill to the die roll and add a +1 bonus for the affinity skill. Although you need an affinity skill at level 1 or better to qualify for an affinity bonus, the numerical level of the skill plays no role with regard to the magnitude of the bonus.

(EXAMPL€: Ensign Ro (Inquire +6) searches for a Maquis cell, and her player asks to make an Inquire test to find out the location of their hideout. The Narrator allows her to make the test. Major Kira (Inquire +6, Streetwise +6) searches for the same Maquis cell, and her player describes how she puts the word out on the street. The Narrator suggests Kira's player add an affinity bonus to the skill test for her Streetwise skill to represent her knowledge of the underworld and how it works. Constable Odo (Inquire +9, Administration +5), however, goes through official channels, reading security reports on the cell's activities and asking officials for information. The Narrator allows Odo's player to make an Inquire test with a +1 affinity bonus for his Administration skill.

When multiple affinities are relevant, you or your Narrator must choose which skill applies. Affinities are not cumulative. When using Systems Engineering, for instance, you could not gain a +1 affinity bonus with both Repair and Construct. A skill affinity may, however, provide enhanced bonuses with profession abilities or traits.

EXAMPLE: Dr. McCoy treats Ensign Carstairs, who has been hit by a plant's deadly spores. Dr. McCoy has the First Aid, Life Science, and Medicine skills, and his player wants to make a skill test to heal the rapidly asphyxiating crewman. McCoy gains only one +1 affinity bonus, despite possessing three applicable skills.

Degrees of Success

The Narrator has set a base difficulty and factored in any TN modifiers, and you've rolled your skill test. Whether your test result is equal to, less than, or greater than the TN, you next consider the degree of success or failure by comparing the final test result to the test TN.

Whereas target numbers interpret an action's difficulty, degrees of success evaluate the outcome of your character's efforts. Achieving a test result 1 or 2 higher than the difficulty is a success, but not as good as a result 1 0 higher than the TN. Calculating the degree of success or failure for any test is simple: every increment of 5 rolled above or below the TN represents one degree of success or failure, respectively. SeeTable 6.7: Degrees of Success.

Sometimes, knowing how well your character completes an action is not as important as the amount of time the action takes to complete. In these instances, the degree of success or failure can translate into a modifier to the amount of time it takes to complete a task. If Mr. Scott scores an extraordinary success while repairing the ship's phasers, his accomplishment could be interpreted as taking half the time (rather than reflecting on the quality of the repairs). Table 6.7: Degree of Success lists modifiers to a test's action time. Generally, these modifiers should apply to time periods longer than an action.

Aside from qualifying a character's overall performance during a test, degrees of success and failure can also determine specific, variable effects of profession abilities, skills, and traits. For certain abilities and skills, degree of success determines how long an effect lasts or quantifies how much of a bonus or penalty a character gets when performing subsequent actions.

TABLE 6.7: DEGREE OF SUCCESS

TEST RESULT	DEGREE OF SUCCESS/FAILURE	TIME MODIFIER
11+ below TN	DISASTROUS FAILURE—The attempt makes matters worse if possible.	base time x 1.5
6-10 below TN	COMPLETE FAILURE—The attempt fails and may prevent further attempts.	base time
1-5 below TN	FAILURE—The attempt fails, but the character may try again at a -2 skill test penalty.	base time
0-4 above TN	MARGINAL SUCCESS—The character achieves the basic objective with only minor complications or setbacks.	base time
5-9 above TN	COMPLETE SUCCESS—The character achieves his objectives with no setbacks whatsoever.	1/2 base time
10+ above TN	EXTRAORDINARY SUCCESS—Character performs beyond expectations, possibly gaining an additional advantage such as a positive initiative modifier in the next round or the ability to perform an additional action at half the normal cost.	1/4 base time

Test Variants

Regardless of type, some tests warrant special consideration to account for extenuating circumstances surrounding the nature of the challenge. The following list a few of the most common test variants you will encounter in the *Star Trek RPC.*

Opposed Tests

Whenever the success or failure of a character's actions depends largely on the performance of an opponent (such as in a foot race or wrestling match), the Narrator may call for an opposed test. Opposed tests differ from standard tests in that the Narrator does not set a TN for the test; instead the defender makes the specified test, with his test result serving as the TN. Equal test results indicate a tie. If the test represents an ongoing contest (conducted as an extended test), additional tests can be made to resolve the deadlock.

EXAMPLE: Jorrek and Kubara engage in an arm-wrestling contest. The Narrator calls for Strength attribute tests. Jorrek gets a test result of 14, and Kubara gets a test result of 7. Jorrek wins the opposed test, and since his test result exceeds Kubara's by 7, he achieves a Complete Success and wins the contest. If Kubara had also rolled a 14, the two would have tied and the contest would have continued to the next round when they could make another opposed test. The contest continues until one or the other beats his opponent's test result.



TABLE 6.8: SAMPLE OPPOSED TESTS

SITUATION	CHARACTER ACTION/TEST	OPPONENT'S ACTION/TEST
Acting in disguise	Impersonate	Observe (Spot)
Bargaining	Negotiation (Bargain)	Negotiation (Bargain)
Dodging fire	Quickness Reaction	Ranged Combat
Foot race	Strength	Strength
Gambling	Gaming	Gaming
Hiding	Stealth (Hide)	Observe (Spot)
Parry/block blow	Armed/Unarmed Combat	Armed/Unarmed Combat
Riddle game	Intellect	Intellect
Searching	Observe	Stealth (Hide) or Conceal
Swimming race	Athletics (Swim)	Athletics (Swim)

Characters can use opposed tests for many different situations (see the skill descriptions beginning on page 109). A Starfleet security officer could pit his Observe or Investigate skills against a smuggler's Conceal when searching for contraband; a spy could use his Willpower in a reaction test to resist a Romulan's attempt to brainwash him with Indoctrinate; and a computer hacker and a computer security specialist might employ their respective Computer Use skills when the hacker tries to penetrate the specialist's system.

In some situations, rather than have the opponents determine their test results simultaneously, the Narrator may have one of them make a test in advance and then use the test result for the TN for the other character's test later in the episode. For example, when a smuggler hides contraband aboard his ship, the Narrator may require a Conceal test to determine how well hidden the goods are, noting the test result. Later, when a Starfleet security officer searches the ship, the Narrator uses the smuggler's Conceal test result as the TN for the officer's Investigate (Inspect) test. The Narrator decides what method to use based on the circumstances.

Extended Tests

Extended tests apply to complex and protracted actions. Servicing a damaged warp coil might be conducted as a single, standard Engineering or Repair test that takes a certain number of hours to complete. But dramatic circumstances might warrant conducting the operation as an extended test to account for different skills that come into play, complications that arise during the repair, or time deadlines requiring careful monitoring of the character's progress.

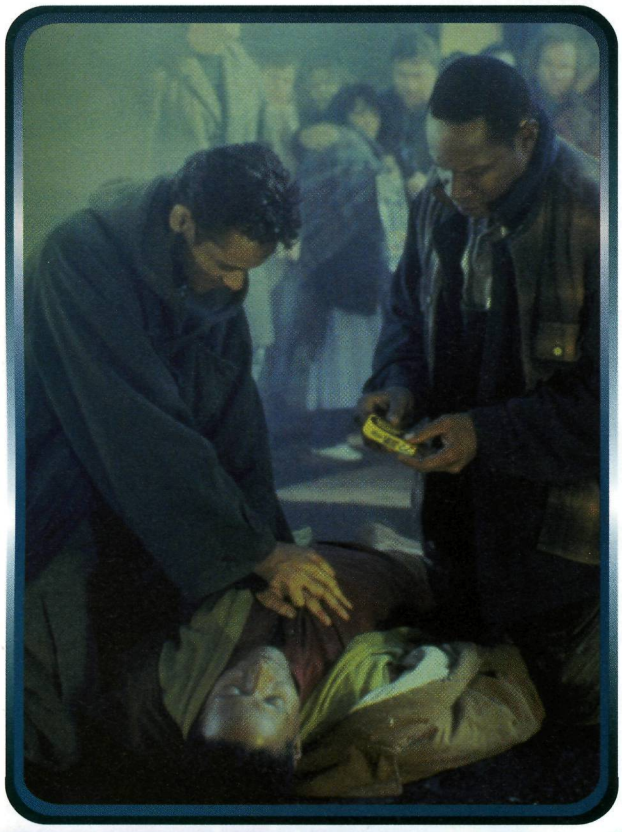
For example, the Narrator might choose to treat a lengthy repair job as a series of different skill tests to represent different stages of the operation. The first stage might involve a System Operation (Shields) test to successfully run diagnostic tests and determine the nature of the problem. The second stage might involve a Propulsion Engineering (Warp Drive) test to replace a worn component within the generator core,

and the third stage might involve a Computer Use test to recalibrate the ship's computer and update the diagnostic files.

To conduct this sort of test, the Narrator might establish three separate skill tests with the second and third stages requiring a successful test in the preceding stage before the test can be initiated. In this type of scenario, theTNs of subsequent stages might depend on the degree of success of the action in the prior stage. Alternatively, the Narrator can lump all three tests into one extended test, using the following guidelines to determine the final outcome by testing only a single skill.

To resolve an extended test, the Narrator decides what attribute(s) and/or skill(s) play a role in the extended action and breaks the test into a number of discrete time intervals, such as minutes, hours, or days. Each time interval defines the "action time" needed to make one test and complete one stage of the extended operation. Next, the Narrator sets a TN for each test and adds the sum of all TNs together to determine an aggregate TN for the extended test. As a player rolls each test sequentially, subtract his final test result from the extended testTN. When the aggregate TN reaches 0, the character has completed his designated objective.

If testing multiple attributes and/or skills, players do not begin testing a new attribute/skill until they have surpassed the individual testTN for the previous stage of the extended test. Individual stages within an extended test may be resolved as standard, combined, and/or opposed tests as circumstances dictate. In most extended tests, retrying failed attempts should be permitted because extended tests almost always pertain to actions that can be repeated until successful.



Count the number of individual tests it takes for the players to accumulate a final result in excess of the aggregate TN. Multiply their number of attempts (all test rolls and retries) by the established action time for the test (10-minute intervals, for example). This determines how long it takes for the characters to complete the extended test in terms of elapsed game time. By conducting tests in this manner, it is possible for the characters to succeed very quickly by scoring higher results on fewer tests (thereby shortening the total test time). Alternatively, it may take the characters much longer than expected if they roll poorly on individual tests and make numerous additional tests in order to meet the extended testTN.

Combined Tests

Some challenges are so broad or encompassing that multiple characters may combine attributes or skills to confront the problem as a group. To account for teamwork, the Narrator can rule that a particular test (such as an Engineering test to get the warp drive on line) can be performed as a combined test. Combined tests work the same as standard attribute and skill tests with the following exceptions.

After the Narrator sets a TN for a combined test, the participants must designate one character as the leader or coordinator of the test. All participants but the leader make the test at -5 TN to determine how effectively they contribute to the effort. A marginal success provides the leader a +1 test bonus, a complete success +2, and an extraordinary success +3. On the other hand, failure adds 0, complete failure imposes a -1 test result penalty, and disastrous failure a -2 penalty. Add the bonuses and penalties together to obtain one combined modifier. Apply this modifier to the leader's test roll to determine the outcome of the group's combined effort.

Naturally, not all tests are conducive to team efforts, especially if the group of characters isn't accustomed to working in concert. If the Narrator determines that the nature of a test permits team effort but holds some doubt as to whether particular characters can perform well as a group, she may require the designated leader of the test to make an Administration or similar test first. Succeeding at this test enables the group to attempt the primary action as a combined test. Marginal success at the coordinating test might allow only a +1 teammate modifier as the characters struggle to unite as a group.

TABLE 6.9: MASTER SKILL LIST

SKILL	TEST CATEGORY	ATTRIBUTE	SPECIALTIES/SKILLS	UNTRAINED?
Appraise	Academic	Int	Antiques, Dilithium Crystals, Jewelry	Trained
Armed Combat	Physical	Agl	Skill Group	Untrained
			Specific Melee Weapon Category (Simple, Klingon, Martial Arts, etc.)	
Athletics	Physical	Str	Climb, Jump, Ride, Swim	Untrained
Computer Use	Academic	Int	Encryption, Hacking, Programming, Retrieve	Trained
Conceal	Physical	Int	Cache, Camouflage, Conceal Weapon	Untrained
Construct	Physical	Int	Electronics, Hand Phasers, Machinery, Shelter	Trained
Craft	Physical	Agl	Skill Group	Trained
			Sculpture, Pottery, Painting, Cooking, Calligraphy	
Demolitions	Physical	Int	Arm, Build, Defuse	Trained
Engineering	Academic	Int	Skill Group	Trained
			Propulsion, Structural, Systems	
Enterprise	Academic	Int	Skill Group	Untrained
			Administration, Business, Streetwise	
Entertain	Social	Prs	Skill Group	Untrained
			Dance, Drama, Sing, Play Instrument	
First Aid	Physical	Int	Andorian, Human, Vulcan	Untrained
Forgery	Physical	Agl	Currency, Data, Identification	Trained
Gaining	Social	Int	Chess, Dom-jot, Poker, Tongo	Untrained
Gymnastics	Physical	Agl	Balance, Swing, Tumble	Untrained
Impersonate	Social	Prs	Disguise, Mimicry, Stage Acting, Undercover	Untrained
Indoctrinate	Physical	Int	Brainwashing, Hypnosis, Neural Alteration	Trained
Influence	Social	Prs	Charm, Fast Talk, Intimidate, Seduce	Untrained
Inquire	Social	Prs	Fraternize, Interrogation, Interview	Untrained
Investigate	Physical	Per	Deduce, Forensics, Inspect, Research	Untrained
Knowledge	Academic	Int	Skill Group	Trained
			Culture, History, Law, Politics, Religion, Specific World, Trivia	
Language	Academic	Int	Skill Group	Trained
			Specific Language (Andorian, Federation Standard, Klingon, etc.)	
Medicine	Academic	Int	General Medicine, Psychology, Vulcan Medicine	Trained
Negotiate	Social	Int	Bargain, Entreat, Mediate	Untrained
Observe	Physical	Per	Spot, Listen, Track	Untrained
Persuade	Social	Prs	Debate, Oratory, Propaganda	Untrained
Ranged Combat	Physical	Agl	Skill Group	Untrained
			Archaic Weapons, Energy Weapons, Projectile Weapons	
Repair	Physical	Int	Automobile, Transporter, Tricorder	Trained
Science	Academic	Int	Skill Group	Trained
			Life, Physical, Planetary, Social, and Space Sciences	
Sleight of Hand	Physical	Agl	Palm, Pick Pocket, Prestidigitation	Trained
Sport	Physical	Agl	Baseball, Parrises Squares, Ride	Untrained
Stealth	Physical	Agl	Hide, Shadow, Sneak	Untrained
Survival	Physical	Per	Arctic, Desert, Qo'noS	Untrained
System Operation	Physical	Int	Flight Control, Mission Ops, Sensors	Trained
Tactics	Academic	Int	Federation, Ground, Romulan, Space	Trained
Unarmed Combat	Physical	Agl	Skill Group	Untrained
			Specific Fighting Style (Boxing, Brawling, Kung Fu, *Mok'bara*, etcj	
PSIONIC SKILLS				
Empathy	Psionic	Psi	—	Trained
Mind Control	Psionic	Psi	—	Trained
Mind Shield	Psionic	Psi	—	Trained
Telepathy	Psionic	Psi	—	Trained

SKILL DESCRIPTIONS

The remainder of this chapter provides descriptions for dozens of skills your character can learn. Each description follows the same format:

SKILL NAME (Key ATTRIBUTE): Lists the skill name followed by the governing attribute (you add this attribute modifier to test results relying on this skill). Key attributes are listed by abbreviation: Strength (Str), Agility (Agl), Intellect (Int), Vitality **(Vit),** Perception (Per), and Presence (Pre).

TEST CATEGORY: The test category listed under each skill description represents the most common way in which the skill is used and which modifiers (physical, social, academic, orpsionic) apply. But these are not the *only* ways in which to use the skill. For example, the Propulsion Engineering skill has both an academic aspect and a physical aspect, depending on how you apply it in a particular test. Making a test to understand how a warp drive operates might be influenced by academic modifiers, while actually fixing the warp drive may be subject to physical test modifiers. As a general rule, the modifiers that apply to a skill test depend on how you use the skill.

TRAINED OR UNTRAINED: Trained or Untrained refers to whether you can use this skill at level 0 (untrained) or you must possess level 1 or higher (trained) to make a test. See page 102 for more information.

SAMPLE SPECIALTIES: Lists two or more suggested specialties for the skill. These lists are not exhaustive; feel free to create additional specialties as needed.

TEST: HOW the skill can be used, along with the basic factors affecting the difficulty of tests with that skill. This section includes examples of what characters can do with the skill at each of the five levels of difficulty (Simple, Routine, Challenging, Difficult, Virtually Impossible).

ADDITIONAL MODIFIERS: This entry lists any additional conditions affecting a character's ability to use the skill. This list is not exhaustive, but merely provides suggestions and guidelines; Narrators can create additional modifiers, or change the ones listed here, as they see fit.

AFFINITY: Affinity describes the benefit the skill derives from other skills and the situations where they may apply. See page 1 02 for more on affinity bonuses.

ACTION TIME: The base time to perform a test using the skill. Action time is categorized in the following increments: single action, full-round action, variable minutes, and variable hours. "Variable" indicates that the Narrator sets the number of minutes or hours depending on the specific circumstances surrounding the test.

EXTENDED TEST (YES OR NO): This entry tells whether an unsuccessful attempt may be retried as an extended test (see "Retrying Failed Actions"). Some actions benefit from trial and error, often requiring quite of bit of tinkering, research, or discussion before meeting with success. The Narrator should exercise her own discretion with regard to test retries, using her own best judgment as to whether the action a character describes seems to warrant or preclude retries.

RANG€: This entry describes the distance at which psionic skills function. Range measurements are expressed using the following notation: "point blank/short/medium/long/+extended" increments (usually meters). These increments break down range for the purposes of resolving character skill tests. Usually, the target number (TN) for any range-based test is modified for distance between characters: +2 point blank, + 0 short, -2 medium, -4 long, and -2 for each additional increment of extended range.

RETRYING FAILED ACTIONS

If the Narrator permits, a character can turn a failed single action test into a multiaction extended test by simply declaring he's going to try again. Subsequent attempts each consume an amount of time equal to the base action time and add the test TN to the previous TN to determine the total difficulty of the extended test.

For example, if a character fails a Repair test (TN 10, 1 hour action time) with a test result of 7, he may retry by committing another full hour to the attempt as the second action in an extended test. To be successful, the character must now score a total extended test result of 20 (TN 10 x 2 actions), meaning he needs to score a 13 or better in the second attempt to raise his previous result of 7 to meet or beat TN 20. (See page 105, "Extended Tests.")

VARYING THE ATTRIBUTE

Every skill description lists a governing attribute, which players use to modify skill tests. The attribute listed with each skill is the one that most commonly applies. Depending on the nature of a given test, however, the Narrator may decide another attribute is more appropriate.

For example, Forgery tests normally involve Agility, reflecting the forger's reliance on hand-eye coordination. But in some cases, such as remembering the precise type of paint a particular artist used, maybe a Forgery test modified by Intellect makes more sense. Trying to notice a forgery, on the other hand, might call for a Forgery test modified by Perception. As with test categories (see page 100) and affinity (see page 102), the appropriate attribute modifier often depends on how the character uses the skill.



Appraise (Int)

Academic; Trained

Use this skill to determine the authenticity and value of items, from Vulcan lutes to Spican flame gems. You can tell an antique from old junk, or a genuine gemstone from cut glass.

SAMPLE SpeciAUies: Antiques, Rare *Bat'leths,* Diamonds, Dilithium Crystals, Jewelry

TEST: Make an Appraise test. Marginal success indicates you are able to evaluate the object within 1 0% of its actual value. With an extraordinary success, you can not only estimate the value within 1%, but also identify its provenance (the planet of origin, the object's manufacturer, the object's history, details of construction). Failure, complete failure, and disastrous failure mean you misestimate the value (10-50% over or under for a failure, 60%-100% for a complete failure, or 1 00%-1,000% for a Disastrous failure) over or under the actual value. To determine a fake, Appraise is conducted as an opposed test against the Forgery level set by the Narrator (or player who made the Forgery test).

The difficulty depends on rarity of the object being appraised:

SIMPLE (TN 5): Trivial everyday objects, such as china, baseball caps, or furniture

ROUTINE (TN 10): Common objects, such as *yamok* sauce, self-sealing stem bolts, or tricorders

CHALLENGING (TN 15): Uncommon objects, such as Romulan ale, tribbles, dilithium crystals, or Marauder Mo action figures

DIFFICULT (TN 20): Rare objects, such as Klingon burial glyphs, Spican flame gems, Kurlan *naiskos,* or Venus drug

VIRTUALLY IMPOSSIBLE (TN 25): Unique objects, such as Soong-type androids, quantum phase inhibitors, or the Stone of Gol

ADDITIONAL MODIFIERS: A tricorder adds a +5 bonus when used with this skill. Appraising something from a known forger or criminal adds a +2 to your Appraise skill test. If the item being appraised falls within your specialty, lower the TN by 5 (so a dilithium trader would treat an Appraise test involving dilithium crystals as a Routine test).

AFFINITY: Appraise gains a +1 affinity bonus with Business or Craft when determining the value of something associated with your line of work (a jeweler appraising a ring, for example). This skill gains an affinity bonus with Forgery when used to detect a facsimile.

ACTION TIM€: variable minutes (usually 1 minute)

EXTENDED TEST: yes

Armed Combat (Agl)

Physical; Untrained

Use the skills within this group to fight with hand-held weapons such as clubs, swords, and knives. Simple weapons are grouped together into one skill, so that learning to use a knife allows you to also use a club (as per the specialty rules). More exotic weapons, such as the *bat'leth* and *lirpa,* are treated as individual skills; these require a high degree of training to employ.

ARMCD COMBAT SKILLS

SIMPLE: YOU know how to use simple, hand-held weapons in close combat. Simple weapons include clubs, knives, maces, staves, and swords. Choose one as your weapon of specialty.

TRADITIONAL KLINGON WEAPONS: YOU are skilled in using the ancient Klingon weapons including the *bat'leth, d'k tahg,* and *mek'leth.* Choose one as your weapon of specialty.

TRADITIONAL VULCAN WEAPONS: YOU are accomplished with Vulcan ceremonial arms including the *ahn-woon* and *lirpa.* Choose one as your weapon of specialty.

TEST: Make an Armed Combat test to hit opponents with a hand-held melee weapon (base TN equals target's Defense). If successful, roll weapon damage. During extraordinary successes, attack does maximum damage. Disastrous failure may result in dropping or damaging the weapon, losing your next action, or hitting a friendly target (Narrator's choice).

Most armed combat skills depend on the Agility attribute (reflecting a character's accuracy and dexterity with the attack). At the Narrator's option, you may base this skill on Strength when using large, heavy, or blunt weapons, such as clubs or axes.

ACTION TIM6: Single action

€XT€ND6D TEST: No

Athletics (Str)

Physical; Untrained

Use this skill to jump over a chasm, climb a sheer rock face, swim a fast-moving river, or ride an animal (such as a horse or *sehlat).* While anyone can use this skill untrained, you have practiced in the gym and learned how to maximize your physical prowess to the greatest effect.

SAMPLE SpeciALTIGS: Climb, Jump, Ride, Swim

TEST: With a successful skill test, you complete the desired task—jumping the pit, climbing the cliff, swimming the lake, or controlling your mount. The game effects of a successful test depend on the use of the skill:

CLIMB: YOU can climb 3 meters up, down, or across a slope, wall, or incline as a full-round action. You can move 1 meter as an action. A failed climb test means you make no progress. A disastrous failure results in a fall. An extraordinary success increases your movement rate by 1 meter (full-round action) or 1/2 meter (single action).

JUMP: YOU can jump up, down, or across an expanse with a minimum distance equal to your degree of success. With a success, you can jump 2 meters horizontally or 1 meter vertically. With a total success, you can clear 3 meters horizontally or 1.5 meters vertically. A failure results in a fall (and possible damage). Add one meter of distance for a running jump.

SWIM: YOU can swim, dive, and maneuver in water. You can swim 3 meters by spending a full-round action. You can swim 1 meter as a single action. With a disastrous failure, you go underwater and begin to drown. A total success increases your movement rate by 1 meter (full-round action) or 1/2 meter (single action).

RIDE: YOU can ride a particular type of mount, which you define when you select this specialty (such as Ride Horse or Ride Rectyne Monopod). When riding over dangerous terrain or performing hazardous maneuvers (such as jumping), you need to make a Ride test to control your mount and move safely. Failure indicates that you lose control of your mount and must make a new check requiring one action each round to regain control. A disastrous failure indicates that you fall from your mount (unless you make a Quickness testTN 5) and suffer 1d3 damage. Having this skill reduces your physical penalty when performing other actions (such as firing a weapon) while riding. Reduce the riding action penalty by an amount equal to your Ride skill level.

The difficulty of an Athletics test depends on the terrain conditions through which you move; do not include the terrain modifiers for physical tests to the target number (see page 101). You can judge the general difficulty of the Athletics task in advance as an academic test.

SIMPLE (TN 5): Open terrain, such as open grasslands or a placid lake (or a surface with many handholds)

ROUTINE (TN 10): Lightly broken terrain, such as a dry riverbed or choppy waters (or a surface with adequate handholds)

CHALLENGING (TN 15): Heavily broken terrain, such as rocky ground or rough waters (or a surface with few handholds)

DIFFICULT (TN 20): Hazardous terrain, such as heavy rubble or stormy waters (or a brick wall)

VIRTUALLY IMPOSSIBLE (TN 25): Impassable terrain, such as a perfectly smooth wall

ACTION TIME: Single action or full-round action

GXT6ND6D TEST: No

Computer Use (Int)

Academic; Trained

You can use duotronic and isolinear computer systems to perform computer operations, such as accessing data (including hacking into secure systems), programming systems, and encrypting files. Repairing, building, or designing computer systems requires the appropriate skill (Repair, Construct, and Engineering respectively).

SAMPLE SpeciALTieS: Encryption, Invasion, Programming, Retrieval

TesT: Retrieving information stored on a computer requires a Computer Use test, with the difficulty depending on the type of information you're seeking and the obscurity of the subject (though most attempts have a simple or routine difficulty). A successful test provides you with the desired information, subject to the Narrator's interpretation.

Invading a computer system enables you to access and decrypt encoded and secured data, requiring the Narrator to determine the security level (base TN) of the target programs. You must make a Computer Use (Invasion) test to access a secured databank or program prior to retrieving information, encrypting data, or programming system functions.

Programming enables the user to automate or alter specific computer operations, including the way a computer stores and protects data. Encryption enables the user to secure stored data, while programming enables a user to create counterintrusion applications that establish a level of security. The difficulty of programming and encryption tests depends on the complexity of the program or code employed. Success indicates the program operates as intended and establishes a security level equal to the test result.



Most tasks involving the operation of various systems, such as transporters, navigation stations, and sensors, are treated as System Operation skill tests.

SIMPLE (TN 5): Write a simple program; access basic information; hack into a primitive computer or system with a security level of 5.

ROUTINE (TN 10): Write an average program; correlate related information; hack into a personal computer with a security level of 10.

CHALLENGING (TN 15): Write a complicated program; correlate unrelated information; hack into a specific starship system or other "secure" computer with a user or security level of 1 5.

DIFFICULT (TN 20): Write a complex program; access obscure or unknown information; hack into the computer core of a starship or "classified" system with a user or security level of 20.

VIRTUALLY IMPOSSIBLE (TN 25): Develop artificial intelligence; access restricted information; gain control of an entire starship system or "top secret" computer system with a user or security level of 25.

AFFINITY: When accessing information stored on a computer, Computer Use (Retrieval) gains a +1 affinity bonus from Investigate (Research). If you possess Physical Science (Mathematics), you gain a +1 affinity bonus when making Computer Use (Encryption, Invasion, or Programming) tests. When programming equipment (such as a PADD or tricorder) or any large-scale system (such as a starship or starbase control panel), you get an affinity bonus from the System Operation skill.

ACTION TIME: Variable minutes (Invasion, Retrieval), variable hours (Encryption, Programming)

EXTENDED TEST: Yes; however, failing a Computer Use (Invasion) test may initiate security countermeasures or set off security alerts

Conceal (Int)

Physical; Untrained

Use this skill to hide things on your person or in an area. Conceal includes camouflaging something to match its natural surroundings, hiding things in secret caches, or smuggling items inside mundane objects (such as a cargo container).

SAMPLE SpeciALTIES: Cache, Camouflage, Conceal Weapon

TEST: Your Conceal test result determines how well you've hidden something and establishes the concealment level for opposed Investigate (Inspect) tests. If you fail to score a test result of at least 5, anyone who looks automatically finds the object; otherwise the searcher must beat a TN equal to your test result in order to discover the concealed object.

You can make a Conceal test to know the best place to hide a given object as an academic test, giving you a +5 modifier to your Conceal test to actually hide the object. The size and shape of the object, along with the availability of hiding places, affect the difficulty:

SIMPLE (TN 5): Conceal a knife in your jacket.

ROUTINE (TN 10): Conceal an energy pistol beneath your jacket.

CHALLENGING (TN 15): Conceal an energy pistol beneath a tight shirt.

DIFFICULT (TN 20): Conceal an energy rifle beneath your jacket.

VIRTUALLY IMPOSSIBLE (TN 25): Conceal an energy rifle up your sleeve.

AFFINITY: Conceal gains a +1 affinity bonus from Stealth or Investigate.

ACTION TIME: Full-round action (Conceal on person), variable minutes (Cache, Camouflage)

EXTENDED TEST: Yes; 3 actions maximum

Construct (Int)

Physical; Trained

You are trained in building and constructing technical devices or machines such as electronic devices, weapons, computers, starships, or anything that results in a finished product. This skill does not grant you comprehensive understanding of the scientific principles involved in construction; that falls under the Engineering skill. Similarly, this skill does not apply to carpentry, masonry, and other Craft skills.

SAMPLe SPECIALTieS: Electronics, Hand Phasers, Machinery

TeST: You know how to build the devices related to your specialty, allowing you to make a functional item of the appropriate type. Construct is conducted as an extended test, with the base time interval equal to theTN/5 hours. If successful, you create a functional device.

You can use Construct as an academic test to determine the materials needed, estimate the construction time, or notice construction flaws regarding technological devices relating to your specialty.

The complexity of the item affects the difficulty:

SIMPLE (TN 5): A primitive device: ham radio

ROUTINE (TN 10): A simple device: typewriter

CHALLENGING (TN 15): A complicated device: communicator, tricorder, phaser

DIFFICULT (TN 20): A complex device: transporter, deflector shield generator, flight control station

VIRTUALLY IMPOSSIBLE (TN 25): An enormous device: time machine, starship, planetary cloaking device

AFFINITY: Construct tests merit a +1 affinity bonus from the Engineering skill. If assembling a shipboard system component, an affinity bonus from System Operation may apply.

ACTION TIME: Variable hours (usually TN/5 hours per action)

€EXT€ND6D TEST: Yes

Craft (Agl)

Physical; Trained

The skills within this group represent your knowledge and ability pertaining to a particular art or craft. Sample Craft skills include sculpture, pottery, painting, cooking, modeling, calligraphy, and so on.

TEST: When using a Craft skill to create an object, make a standard physical test modified by Agility. Constructing technological devices is not part of the Craft skill group; characters must possess the Construct skill to build such items.

Craft skill tests usually function as extended tests, with the difficulty arising from the scope of the work. With a success, you have finished the object. The greater your degree of success in the test, the more perfectly you render your object. You can use a Craft skill to determine the materials needed, estimate the construction time, or notice flaws as an academic test.

SIMPLE (TN 5): Cook a simple, nutritional meal; sew on a button.

ROUTINE (TN 10): Cook an appetizing, nutritional meal; repair ripped or torn clothing.

CHALLENGING (TN 15): Cook a gourmet meal; perform major alterations.

DIFFICULT (TN 20): Cook a large, gourmet meal; create a well made item of clothing.

VIRTUALLY IMPOSSIBLE (TN 25): Cook a multicourse, gourmet feast; sew an elaborate gown or fashionable, well made suit of clothes from poor materials.

AFFINITY: The Craft skill gains a +1 affinity bonus from Appraise and Business.

ACTION TIME: Variable hours (usually TN/5 hours per action)

EXTENDED TEST: Yes

TABLE 6.10 SAMPLE CRAFT SKILLS

Calligraphy	Pottery
Carpentry	Sculpture
Cooking	Sewing
Gem Cutting	Weaving
Modeling	Viticulture

Demolitions (Int)

Physical; Trained

Use this skill to manufacture, arm, and defuse bombs and explosives.

SAMPLE SPECIALTIES: Arm Explosives; Build Explosives; Defuse Explosives

TEST: To set or build an explosive device, make a Demolitions test. When defusing a bomb, your Demolitions test is opposed by the Demolitions test result of the bomber. Using Demolitions typically requires several rounds—often minutes or hours—and should be treated as an extended test. A complete success on a Demolitions test increases the damage caused by the explosion by 10%; an extraordinary success increases it by 20%. Failure can have catastrophic consequences. An ordinary failure means you didn't accomplish your objective—the bomb won't go off as planned, or you fail to defuse the unexploded bomb. But a complete or disastrous failure usually causes the bomb to detonate in one's face. To determine where to place explosives for maximum yield and effectiveness, choose the best type of bomb for a mission, or ascertain the kind of explosive used in an attack, use this skill as an academic test.

The difficulty depends on the type of explosives involved:

SIMPLE (TN 5): A simple explosive charge, such as gunpowder, causing 2d6+6 damage in a 0-2 meter radius, plus an additional 1d6+1 in a 2-3 meter radius

ROUTINE (TN 10): A standard explosive, such as magnasite drops, causing 3d6+12 damage in a 0-3 meter radius, plus an additional 2d6+3 in a 3-5 meter radius

CHALLENGING (TN 15): A complex explosive, such as a photon torpedo or ancient nuclear warhead, causing 5d6+18 damage in a 0-5 meter radius, plus an additional 3d6+9 in a 5-7 meter radius

DIFFICULT (TN 20): A volatile explosive, such as trilithium

VIRTUALLY IMPOSSIBLE (TN 25): Defuse the *Tox Uthat.*

ADDITSONAL MODIFIERS: Normal physical modifiers

AFFINSTY: Demolitions gains a +1 affinity bonus from Construct, Engineering, or Physical Science

ACTION TIMe: Variable minutes: build explosive (TN x 10 minutes), set/defuse explosive (TN minutes)

GxTCNDED TEST: Yes (build and arm explosives); no (diffuse explosives)

Engineering (Int)

Academic; Trained

Skills within this group represent your knowledge of the theoretical and practical applications of industrial manufacturing and mass construction. Use these skills to design, analyze, construct, or troubleshoot items and devices in your engineering field.

ENGINEERING SKILLS

PROPULSION: YOU have studied various propulsion systems, ranging from early fusion drives to warp drives. Whenever you want to tinker with the warp core to improve efficiency, recrystalize dilithium, or brainstorm a way to collapse an anti-time anomaly using a static warp shell, you make a Propulsion Engineering test. *SAMPLE SPECIALTIES:* Chemical Engines, Fusion Engines, Impulse Engines, Ion Engines, Temporal Drives, Warp Engines

STRUCTURAL: YOU have studied the properties, construction, and design of physical materials and structures. Whenever you want to analyze a piece of corroded metal to determine what damaged it, repair a hull breach, or design a starship hull to withstand a particular amount of pressure, you make a Structural Engineering test. *SAMPLE SPECIALTIES:* Aeronautical, Metallurgy, Plastics, Spaceframes

SYSTEMS: YOU have studied the design and operation of the standard computer systems employed on starships, space stations, and technological facilities. Familiar systems include transporters, replicators, sensors, and deflector shields. Whenever you want to design a new system for a starship, determine the best way to reroute EPS conduits without interfering with the functioning of other systems, or replace a damaged console, you make a Systems Engineering test. *SAMPLE SPECIALTIES:* Cloaking Device, Communications, Computer Systems, Cybernetics, Deflector, Environmental Systems, Power Systems, Sensor Systems, Shields, Transporter Systems, Weapon Systems

TEST: Make a related Engineering test to solve a problem related to your field, based on your knowledge of operations, ability to diagnose malfunctions, or capacity for innovation.

You can use an Engineering skill to repair structures and systems associated with your field of expertise, including the ability to modify or convert existing equipment, as a physical test. In general, Engineering tests should be conducted as extended tests. The difference between Engineering and Repair is one of scale; repairing a tricorder involves less training and education than fixing a warp drive. Similarly, the Construct skill enables you to assemble components from instructions and memory, while the Engineering skill gives you the ability to create specialized equipment, systems, or structures from original schematics and raw materials.

The difficulty of an Engineering test depends on the complexity of the task:

SIMPLE (TN 5): A basic fact (warp drives provide faster-than-light travel); a simple problem (replace an isolinear chip)

ROUTINE (TN 10): A basic theory or complex fact (warp drives create asymmetrical subspace fields); an average problem (replace dilithium crystals)

CHALLENGING (TN 15): A complex theory or an obscure fact (subspace fields can be affected by verterons); a complicated problem (recrystalize dilithium)

DIFFICULT (TN 20): An extremely obscure fact (cumulative exposure to warp fields can cause subspace rifts); a complex problem (create a static warp shell to stop an anti-time anomaly)



VIRTUALLY IMPOSSIBLE (TN 25): A fact beyond mortal ken (time, space, and thought are related); an enormous problem (how to sling-shot around a sun to effect time travel)

ADDITIONAL MODIFIERS: A tricorder adds a +5 bonus to Engineering skill tests to detect or diagnose.

AFFINITY: When making repairs associated with your skill, you gain a +1 affinity bonus from Repair or System Operation. Engineering-related skills gain an affinity bonus from Construct when building a related object. Engineering also gains a+1 affinity bonus from Physical Science when designing something from theoretical principles.

ACTION TIME: Variable hours (usually TN/5 hours per action)

EXTENDED TEST: Yes

ENTERPRISE (INT)

Academic;Untrained

Skills in this skill group allow you to know about and interact with broad governmental, political, or economic sectors, such as governmental affairs, business associations, or underworld organizations.

ENTERPRISE SKILLS

ADMINISTRATION: Use this skill to run governmental agencies, navigate bureaucracies, manipulate organizations, network with bureaucrats, and recall facts about a particular organization. *SAMPLE SPECIALTIES:* Federation, Starfleet, Vulcan

BUSINESS: Use this skill to operate a business. You know how to derive maximum profit from your business, price and market your products and services, stock your business and warehouse supplies, negotiate manufacturing, distribution, or trade agreements, and so on. *SAMPLE SPECIALTIES:* Manufacturing (Dilithium Crystals, Self-sealing Stem Bolts), Service Industry (Bartending, Restaurateur, Tailor), Trade and Distribution (Cargo Transport, Import/Export)

STREETWISE: YOU know about the underworld and black markets—who's who, how to get involved with the



black market, where criminals spend their free time, the price for contraband goods, and how to contact and hire particular types of criminals. Starfleet characters ordinarily cannot learn this skill, though your Narrator might allow characters with experience in espionage, security, or other fields to acquire it.
SAMPLE SPECIALTIES: Ferengi Underworld, Klingon Underworld, Maquis, Orion Syndicate, Romulan Ale, Stracian Trade Guild, Venus Drug, Weapons

TEST: Make a skill test to answer a question or solve a problem related to your area of expertise, such as the trade regulations on Vulcan or the best supplier for dilithium crystals. You can also make a specific skill test generically, to accomplish something in the game. Use Administration to arrange for medical supplies to be sent from Earth to the New Paris colonies. Make a Business test to make profitable decisions or resolve crises threatening your business venture. Make a Streetwise test to locate contraband or contact criminal elements on a world. In general, while these kinds of tests can be handled through roleplaying and the use of other skills (and could be the subject of entire episodes), you can use these skills to quickly resolve some story aspects. For example, trading 5,000 containers of *yamok* sauce for 100 gross of self-sealing stem bolts could be handled as a series of Inquire and Negotiate skill tests, as you look for the right merchant to talk to, then strike a deal with him. On the other hand, the Narrator could simply ask you to make a Business skill test to resolve the issue in a single die roll.

The difficulty of a particular Enterprise skill test depends on the extent of the task:

SIMPLE (TN 5): Call upon a low-level bureaucrat; operate a small, local business (a clothing shop); locate legal goods.

ROUTINE (TN 10): Call upon a midlevel bureaucrat; operate a large, local business (most restaurants); locate common contraband (weapons).

CHALLENGING (TN 15): Call upon a high-level bureaucrat; operate a complex local business (a bar/casino, a typical free trader business); locate rare contraband (Romulan ale).

DIFFICULT (TN 20): Call upon a planetary leader; operate an interplanetary business (chain of bars or restaurants, cargo company); locate extraordinary contraband (aVaron-T disruptor).

VIRTUALLY IMPOSSIBLE (TN 25): Call upon the Federation President, Klingon Chancellor, or Romulan Praetor; operate an interstellar corporation (a Ferengi trade consortium); locate unique contraband (the *Tox Uthat).*

ADDITIONAL **MODIFIERS:** The Narrator may adjust the TN of an Enterprise skill test depending on local circumstances. In some places, such as Farius Prime, contacting the underworld isn't difficult (a -5 TN to Streetwise tests); on other worlds, harsh law enforcement or gang warfare may make criminals suspicious and dangerous to deal with (a +5 TN to Streetwise tests).

Reputation may also play a factor: Your reputation may precede you, with differing results depending on the undertaking. A reputation as a "do-gooder" (such as any known Starfleet officer) may result in a -2 skill test penalty when interacting with the underworld, but may grant you a +2 bonus among government officials.

AFFINITY: Enterprise skills gain a +1 affinity bonus from Inquire when gathering information among members of a group related to your skill. When interacting with members of a government or criminal organization, the respective skill gains an affinity bonus from Negotiate or Influence. When retrieving information from a computer system, Enterprise skills gain a +1 affinity bonus from Computer Use (Retrieval).

ACTION TIM€; Variable minutes (usually 1 minute per action); however, protracted downtime enterprises extended tests taking hours or days.

EXTENDED TEST: Yes

ENTERTAIN (PRS)

Social;Untrained

You are trained in a performance art and can entertain an audience with your skill. Skills within this skill group represent your talent in a particular art form.

TEST: Entertain tests are standard social tests—the higher the test result, the better the quality of the character's performance. You can critique a performance or identify the elements of a performance (character, opus, creator) with the appropriate Entertain skill as an academic test.

Most performances depend on Presence, but the Narrator may substitute another attribute if he considers it more appropriate to a particular skill test.

The difficulty of the test depends on the complexity of the attempted performance:

SIMPLE (TN 5): Short performance, such as playing an instrument on a street corner

ROUTINE (TN 10): Standard performance, such as acting in a community theater

CHALLENGING (TN 15): Long performance, such as one of Mozart's operas, improvise a short piece or work

DIFFICULT (TN 20): Major performance, such as playing solo in a famous venue; improvise a long piece or work

VIRTUALLY IMPOSSIBLE (TN 25): Improvise a major performance

ADDITIONAL MODIFIERS: All performance tests are conducted as social tests influenced by an average reaction modifier established for the audience. Species modifiers usually apply.

ACTION TIME: Variable minutes or hours (usually 5 to 10 minute increments per action for short pieces, one hour increments for operas, plays, and concerts)

EXTENDED TEST: Yes; 3 actions maximum

TABLE 6.11: SAMPLE ENTERTAIN SKILLS

SKILL	SAMPLE SPECIALTIES
Dance	Andorian, Ballet, Folk, Square
Drama	Shakespearean Acting, Vulcan Poetry
Sing WBKM	Andorian Blues, Folk, Jazz, Klingon Opera
Play Instrument	Guitar, Piano, Vulcan Lute

First Aid (Int)

Physical; Untrained

Use this skill to provide short-term medical relief for minor injuries in the field or emergency medical care. You can set broken limbs, suture a wound, treat shock, staunch bleeding, and so on. You lack the training to diagnose diseases or perform complicated medical procedures like surgery, which require the Medicine skill.

SAMPLE SPECIALTIES: Species Anatomy (Andorian, Human, Vulcan),

TeST: Make a First Aid test to treat and stabilize an injured person. The test depends on the subject's degree of injury—an Incapacitated character proves much harder to treat than one who is only Dazed. When a character makes a successful First Aid test, the subject immediately recovers all damage sustained in his current wound level, effectively reducing his degree of injury by one level.

EXAMPLE: A character with Health 7 sustains 18 points of accumulated damage (effectively giving him 4 points of damage in the Injured level). A successful First Aid test alleviates the 4 points of damage in his Injured wound level, leaving him fully Dazed.

Once the subject has been stabilized through First Aid, he can make Stamina reaction tests to recover additional wound points twice per week (see "Natural Healing" in the *Appendix).*

First Aid Tests have a difficulty based on the severity of the injury or condition:

ROUTINE (TN 5): Provide medical care for minor cuts and scrapes; stabilize a person who's gone into shock.

STANDARD (TN 10): Provide basic medical care for a Dazed person.

CHALLENGING (TN 15): Provide minor medical care for an Injured person.

DIFFICULT (TN 20): Provide minor medical care for a Wounded person.

VIRTUALLY IMPOSSIBLE (TN 25): Provide minor medical care for an Incapacitated person.

ADDITIONAL MODIFIERS: Treating a character who is injured to the point of Near Death adds +5 TN to the Virtually Impossible TN 25. A tricorder adds a +5 bonus when used with First Aid.

AFFINITY: First Aid gains a +1 affinity bonus from Life Science or Medicine skill.

ACTION TIME: Variable minutes (usually TN minutes per action)

EXTENDED TEST: Yes; 3 actions maximum

Forgery (Agl)

Physical; Trained; non-Starfleet only

You can produce false credentials, money, artwork, information, or ID verifications that seem authentic. This skill is most common among criminals, spies, merchants, and security agents. Starfleet characters cannot learn this skill without the Narrator's permission.

SAMPLE SPECIALTIES: Currency, Data, Identification, Painting, Sculpture

TEST: When you want to forge something, you make a standard physical skill test. Your test result equals the Forgery level, which sets the Appraise test TN for detecting the forgery. If you fail to score a 5 or better on your test result, anyone who examines your work automatically detects it as a fake. As an academic test, you can determine the appropriate materials, technical specifications, or artistic details (such as the kinds of pigments used by a particular artist) pertaining to the original that you want to copy.

The difficulty of this test depends on the complexity of the copy:

SIMPLE (TN 5): Create a convincing copy of a single-page document or file.

ROUTINE (TN 10): Forge governmental identity documents or hard currency; create a convincing copy of a simple work of art.

CHALLENGING (TN 15): Create a convincing copy of an ordinary work of art.

DIFFICULT (TN 20): Forge complex identity documents or hard currency; create a convincing copy of a superior work of art.

VIRTUALLY IMPOSSIBLE (TN 25): Create a convincing copy of a masterwork.

ADDITIONAL MODIFIERS: You suffer a +2 TN to your test when showing your fakes to people who know you are a forger.

AFFINITY: When falsifying computer records, Forgery gains a +1 affinity bonus from Computer Use. When forging physical objects, such as works of art, you gain an affinity bonus from the Construct or Craft skills.

ACTION TIME: Variable hours (usually TN/10 hours per action)

EXTENDED TEST: Yes

Gaming (Int)

Social; Untrained

Use this skill to play games of chance (poker, *dabo)* and strategy games (chess, *tongo).* This skill does not include athletic games such as parrises squares, which require Sport. Characters with Gaming generally know how to place bets, calculate odds, and cheat.

SAMPLE SPECIALTIES: Chess, *Dom-jot, Kotra,* Roladin Wild Draw, *Tongo*

TEST: To determine whether you win when playing games or betting on their outcome, you make an opposed Gaming test against each of your opponents (or the house, when betting or gambling). If you succeed, you win a single round, hand, or so on. Long games, such as multiround tournaments or an evening of poker, can be conducted as a series of standard tests (when there is no winner or loser for the entire event) or as an extended test (when one person wins at the end of the event).

If you cheat while gaming, you may add your Presence attribute modifier to your Gaming skill test; however, your opponent may make an opposed Savvy reaction test against your result to catch you cheating. Penalties for cheating range from disqualification to imprisonment (or worse), depending on the game and your opponents.

ADDITIONAL MODIFIERS: If you have appropriate paraphernalia for cheating (such as marked cards for poker, or a gravitic manipulator to affect a *dabo* wheel), you gain an equipment modifier of +1 or greater to your skill test.



AFFINITY: When cheating by card counting, Gaming tests gain a +1 affinity bonus from Physical Science (Mathematics). Bluffing through force of personality gains an affinity bonus from the Influence skill.

ACTION TIME: Variable minutes or hours (usually 30 minutes per action)

EXTENDED TEST: No

Gymnastics (Agl)

Physical; Untrained

You know how to flip, tumble, swing, roll, and balance on narrow surfaces. You can also perform other acrobatic stunts and maneuvers, as well as diminish damage suffered from falling.

SAMPUE SPECIALTIES: Balance, Swing, Tumble

TEST: Make a Gymnastics test to perform acrobatic feats, tumble past opponents, maneuver across an area, or entertain an audience. Gymnastics can help reduce falling damage, with the test difficulty depending on the height fallen. If you score a complete success, reduce the damage sustained by half (rounding up). You can also use Gymnastics to increase your difficulty to be hit. Performing a dodge action in combat, you gain a +1 affinity bonus to your Quickness reaction test.

The difficulty for a standard Gymnastics test depends on the complexity of the maneuver:

SIMPLE (TN 5): Balance or walk along a balance beam; fall 2-5 meters.

ROUTINE (TN 10): Run along a balance beam; negate the damage from a short fall (up to 3 m); fall 5.1-10 meters.

CHALLENGING (TN 15): Perform a backflip while standing on a balance beam; fall 10.1-15 meters.

DIFFICULT (TN 20): Perform a double backflip while standing on a balance beam; fall 15.1-20 meters.

VIRTUALLY IMPOSSIBLE (TN 25): Perform a quadruple backward somersault on a balance beam; fall 21.5-25 meters.

AFFINITY: If you fall while climbing or jumping, you gain an affinity bonus from Athletics (Climb and Jump, respectively) skill.

ACTION TIME: Single action

EXTENDED TEST: No

Impersonate (Prs)

Social; Untrained

Use this skill to impersonate other persons, imitate voices, go undercover, and create disguises.

SAMPLE SPECIALTIES: Disguise, Mimicry, Undercover Work

TEST: Impersonation attempts initiate a standard social test. Your test result not only indicates whether you've accomplished a believable ruse, but also establishes the Impersonation level, which sets the TN for Savvy

reaction tests any observers make to detect the charade. In order to maintain a disguise successfully, the user must behave appropriately; acting out of character, for example, allows observers to make an additional Savvy reaction test. For long-term activities, such as creating an undercover identity, you must make a standard test (once a week) to maintain your facade.

The difficulty of an Impersonate test depends on the extent of the charade:

SIMPLE (TN 5): A simple disguise, such as concealing your identity with a mask or uniform

ROUTINE (TN 10): A mundane disguise, such as disguising yourself as a generic guard, factory worker, or desk clerk

CHALLENGING (TN 15): A complicated charade—disguising yourself as a prominent individual such as an officer, supervisor, or manager

DIFFICULT (TN 20): An intricate performance, such as impersonating a minor official or public figure

VIRTUALLY IMPOSSIBLE (TN 25): A masterful performance, such as impersonating a famous person or disguising yourself so that close relatives won't recognize you

ADDITIONAL MODIFIERS: if you've studied the person you plan to impersonate, you receive a +2 skill test modifier. On the other hand, trying to impersonate someone you don't know personally or someone you've observed only momentarily results in a -2 penalty.

AFFINITY Impersonate gains a +1 affinity bonus from Culture, because you know how a member of the species behaves, the social values, and the customs. When using disguises and voice mannerisms to masquerade as another person, you gain an affinity bonus with Entertain (Acting).

ACTION TIME: Variable minutes (usually TN x 3 minutes per action)

EXTENDED T€ST:Yes; 3 actions maximum

Indoctrinate (Int)

Physical; Trained; non-Starfleet only

Through indoctrination you can induce others to act against their will. Indoctrination techniques include brainwashing, hypnosis, and neural alteration technology. This skill functions similarly to the psionic skill Mind Control.

SAMPL€ SPeciALTieS: Brainwashing, Hypnosis, Neural Alteration

TeST; Attempts to indoctrinate someone are always conducted as opposed tests against the subject's Willpower reaction. If you succeed, you have broken the subject's will and established control over him. The control lasts one day plus a number of days equal to the difference between the two test results. To maintain control beyond this period, you must engage in another opposed test. You must also make an opposed test against the victim whenever you order him to do something he strongly resists.

ADDITIONAL MODIFI6RS: Subsequent attempts to maintain control over a subject receive a +5 Indoctrinate test modifier provided control has not lapsed. A subject who is ordered to perform objectionable actions (such as betray his commander, kill his comrades, or sabotage a medical facility) receives a +1 to +5 bonus to his Willpower reaction test depending on the extent of his opposition.

ACTION TIME: Variable hours (usually 1 d6 hours per action)

6XTGND€D T6S"H Yes; 3 actions maximum per day

Influence (Prs)

Social; Untrained

You can use your presence to influence others, through a charming smile, personal magnetism, or threatening body language. You can make the implausible seem plausible, appeal to a person's emotions, or bully others into seeing things your way.

SAMPL6 SPECIALTIES: Charm, Fast Talk, Intimidate

TeST: Influence attempts are always resolved as opposed social tests against the opponent's Willpower reaction. A successful Influence test indicates the opponent reacts as you wish for a short time—1 round plus an additional number of minutes equal to the difference between test results.

Influence is neither Mind Control nor Persuade; influenced characters do not follow orders to the letter, nor do they necessarily change their own beliefs. Instead, they passively comply with the character's wishes—letting him pass through a security point, talk his way out of a difficult situation, or gain access to some form of privileged information. A subject who fails his Willpower reaction test caves in out of weakness, which usually prevents him from reporting his failing to superiors or authorities (unless his superiors or coworkers convince him otherwise).

AFFINITY: Influence can gain a +1 affinity bonus from Investigate, Negotiate, and Persuade under appropriate conditions.

ACTION TIM€: Full-round action

GXTGND6D T€ST: Yes; 3 actions maximum (opposed extended test)

Inquire (Prs)

Social; Untrained

With this skill you can locate information, find people, and learn what you need to know. You know how to interpret gossip, uncover rumors, and read innuendo to gather whatever information you need. Inquire does not normally enable you to read body language and detect hidden motives.

SAMPLE SPECIALTIES: Fraternize, Interrogation, Interview

TEST: Make an Inquire skill test to gather general information, pursue a particular rumor, or locate a specific person or thing. The higher the test result, the more reliable the information (though the Narrator determines precisely what kind of information you learn). The difficulty depends on the obscurity of the subject you're inquiring about:

SIMPLE (TN 5): Learn an obvious fact, such as the best place in town for *kanar.*

ROUTINE (TN 10): Learn a simple fact, such as where to find a low-ranking member of the underworld.

CHALLENGING (TN 15): Learn an obscure fact, such as the identity of the one person who has the information needed to break into a secure installation.

DIFFICULT (TN 20): Learn a fact people wish to keep secret, such as where a dangerous wanted criminal is hiding out.

VIRTUALLY IMPOSSIBLE (TN 25): Learn an extremely secret fact, such as top-secret government data.

AFFINITY: Inquire gains a +1 affinity from Administration, Business, and Streetwise, reflecting your knowledge of where to go and who to talk to for information about related subjects. Inquire (Interrogation) gains an affinity bonus with Influence, to represent the methods you use to interrogate the subject.

ACTION TIME: Variable minutes (usually 1d6 x 10 minutes per action)

EXTENDED TEST: Yes; 3 actions maximum per day

Investigate (Per)

Physical;Untrained

Use this skill to search for concealed items or hidden compartments, inspect a crime scene for physical evidence, analyze gathered clues and evidence, research a topic unfamiliar to you, and make deductions based on all of the available information. You can scan for antiproton residue to identify a Romulan disruptor as the murder weapon, clear an innocent man of criminal accusations, or search a cargo hold for hidden contraband. Investigate is the quintessential skill for security officers and law enforcement officials.

SAMPLE SPECIALTIES: Deduce, Forensics, inspect, Research

TEST: For standard Investigate tests, such as those for making deductions (Deduce) or gathering and analyzing evidence (Forensics), test difficulty depends on the complexity and scope of the task at hand. Using Investigate (Inspect) to find concealed objects requires an opposed test against the object's concealment level. But when using Investigate (Inspect) to discover hidden clues, the Narrator should assign aTN to spot a hidden clue based on her understanding of the crime scene and the nature and quality of the evidence.

SIMPLE (TN 5): Solve an obvious mystery; gather and analyze obvious and untainted evidence; research a popular subject.

ROUTINE (TN 10): Solve an easy mystery; gather and analyze indistinct but untainted evidence; research an unusual subject.

CHALLENGING (TN 15): Solve a typical mystery; gather and analyze obvious but tainted evidence; research an esoteric subject.

DIFFICULT (TN 20): Solve a complex mystery; gather and analyze indistinct and tainted evidence; research obscure facts about a secretive person, organization, or place.

VIRTUALLY IMPOSSIBLE (TN 25): Solve a highly complex mystery; gather and analyze minute quantities of badly tainted evidence; research carefully guarded facts about a classified person, organization, or place.

ADDITIONAL MODIFIERS: A tricorder adds a +5 bonus when used for Forensics, Inspect, and Research tests.

AFFINITY: Investigate gains a +1 affinity bonus from Conceal and Observe. The Research specialty gains a +1 affinity bonus from Computer Use, when applicable, and a +2 bonus (double the normal amount) from any relevant Knowledge or Science skill.

ACTION TIME: Full-round action (per 1 square meter for Inspect or per idea for Deduce); 10 minutes per action for Forensics and Research

EXTENDED TEST: Yes

Knowledge (Int)

Academic;Trained

Knowledge skills represent the study of some body of lore, such as Culture, History, Politics, Law, Religion, and so on. Knowledge defines a skill group composed of broad academic skills.

SAMPLE KNOWLEDGE SKILLS

CULTURE: YOU have studied the culture, customs, and traditions of many worlds and civilizations. You know how cultural practices and beliefs relate and can use this knowledge to determine things about a society even when you have not specifically studied a particular society. *SAMPLE SPECIALTIES:* Human, Imperial Klingon, Klingon, *ShirKahr,* Vulcan Masters

HISTORY: YOU know the history of people, places, planets, groups, nations, and civilizations. You have studied broadly and often know as much about the history of distant planets and peoples as you do your own world. *SAMPLE SPECIALTIES:* Art History, Bajoran Resistance, Klingon, San Francisco, Vulcan

LAW: YOU know about the laws, regulations, and legal customs of diverse worlds and societies. You know how to interpret treaties, recall laws, and find loopholes in contracts and legal codes. *SAMPLE SPECIALTIES:* Federation, Ferengi, Intergalactic Trade

POLITICS: YOU know about the political traditions, factions, leaders, and issues pertaining to various worlds and civilizations. You can use this skill to know who currently leads the Romulan Senate, who his chief rivals are, and what issues confront the government. *SAMPLE SPECIALTIES:* Federation, Issues, Tal Shiar, Vulcan

RELIGION: YOU know about the philosophies, rituals, practices, and traditions of a particular religion. You can interpret sacred texts, recall points of doctrine, and remember religious mythologies. *SAMPLE SPECIALTIES:* The Bible, Judaism, Klingon, The Prophets, Rituals, Thanatology (the study of death), Vulcan

SPECIFIC WORLD: With this skill, you know a great deal about planets, their geography, weather patterns, seasons, flora and fauna, places of note, and so on. Make a Specific World test to recall a fact about a specific world, or make comparisons between worlds (for example, comparing a strange, boar-like creature to a Klingon *targ). SAMPLE SPECIALTIES:* Bajor, Earth, Ferenginar, *Qo'noS*

TRIVIA: Additionally, you can use a Knowledge-based skill to represent your knowledge in a narrow area, such as a hobby, which you define. Captain Picard's knowledge of wines and vineyards, Mr. Sulu's interest in old-style handguns, and Dr. Bashir's affinity for 1960's espionage novels are represented by their Trivia skills. Or you may know about a subject which falls under another skill that you cannot use. For example, you may study art or baseball but don't know how to paint or play ball, and would possess Trivia (Picasso) or Trivia (Baseball) instead of Craft or Sport. *SAMPLE SPECIALTIES:* Any hobby you can think of

In addition to using Knowledge skills to gather information and answer questions, you use your Knowledge skill when researching anything within your given field of expertise.

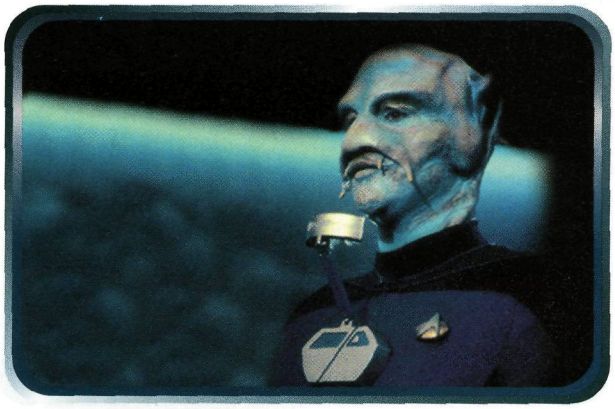
TEST: Make a test to answer a question or research a topic within your Knowledge field. The difficulty of the test depends on the obscurity of the facts you try to recall or research.

SIMPLE (TN 5): Recall or research an elementary, important fact, such as a major war between two planets.

ROUTINE (TN TO): Recall or research several related facts, such as the main participants, leaders, and battles of a major war.

CHALLENGING (TN 15): Recall or research obscure facts, such as new types of technology developed by the participants in the war.

DIFFICULT (TN 20): Recall obscure, tangential facts and details, such as the complete development and use history of a particular weapon during a war.



VIRTUALLY IMPOSSIBLE (TN 25): Recall unrelated trivia about obscure subjects within your field of knowledge.

ADDITIONAL MODIFIERS: You gain a +2 test bonus to remember or research information about your own species and homeworld.

AFFINITY: Knowledge skills often gain a +1 affinity bonus from other Knowledge skills relating to a particular topic (such as the political ramifications of a historical war). When retrieving information from a computer system, Knowledge skills gain a +1 affinity bonus from Computer Use (Retrieve).

ACTION TIM€: Free action (remember fact), 1 minute (research on computer), or 10 minutes (research books/paper documents) per action

GXT£ND€D TesT: No (remember), yes (research)

Language (Int)

Academic; Trained

Using any skill within the Language group, you can speak, read, and write a specific language without relying on a universal translator.

TEST: You do not have to make a test to understand your own language, even if the speaker speaks gibberish. Similarly, universal translators (UTs) alleviate the need to make Language tests to communicate verbally with members of other species and cultures. But when a character needs to communicate without a UT or wants to hand write a letter or read an ancient book, he must make a standard Language test to use the language effectively.

The difficulty of a Language test depends on the complexity of what the character tries to say, read, or write:

SIMPLE (TN 5): Simple phrases or sentences such as asking directions

ROUTINE (TN 10): Simple conversation, such as "I would like to buy some butter" or "I am allergic to *gagh"*

CHALLENGING (TN 15): Complex conversation, such as speaking at native proficiency or understanding obscure idioms or dialects

DIFFICULT (TN 20): Subtle innuendo or diplomatic negotiation, such as discussing philosophy with a Bajoran *vedek*

VIRTUALLY IMPOSSIBLE (TN 25): Using archaic versions and obscure dialects of the language, such as Old English or Classic Vulcan

ACTION TIME: Free action (speak phrase); variable minutes (read/write)

EXTENDED TEST: No (speak); yes (read/write)

TABLE 6.12: SAMPLE LANGUAGE SKILLS

Andorian	Ocampan
Bajoran	Romulan
Federation Standard	Talaxian
Ferengi	Trill
Klingon	Vulcan

MEDICINE (INT)

Academic;Trained

Use this skill to perform surgery, diagnose diseases, treat radiation, counteract poisons, and administer holistic medical treatments including medication, therapy, and other forms of rehabilitation.

SAMPLE SpeciALTieS: Cardiology, Exoanatomy, Forensic Pathology, General Medicine, Klingon Medicine, Neurology, Pathology, Plastic Surgery, Psychology, Toxicology, Vulcan Medicine

TeST: Medicine tests can be initiated in addition to, or in lieu of, First Aid tests in order to hasten recovery. Accomplished medics and physicians find it easier to treat injuries than do emergency technicians and others who train only in first aid. The target numbers for treating injuries reflect this fact, making it easier for a physician to treat an injury by virtue of facing lower testTNs to heal similar injuries.

Upon making a successful Medicine test, the subject of the treatment immediately recovers a number of wound points equal to his Health, effectively reducing his degree of injury by one complete wound level. Thereafter, the character heals naturally and gains the benefit of two Stamina reaction tests per week, just as if he had received successful First Aid.

Moreover, if the attending medic or physician keeps the patient under his direct supervision, the doctor may administer care on a daily basis. Under these circumstances, the doctor can perform one Medicine test each day to double the normal rate of natural healing: each successful Medicine test enables the patient to recuperate 2 wound points that day, twice the normal rate of recovery.

SIMPLE (TN 5): Diagnose and treat a common, simple illness; provide medical care for a Dazed person.

ROUTINE (TN 10): Diagnose and treat an uncommon, simple illness; provide medical care for an Injured person.

CHALLENGING (TN 15): Diagnose and treat a common, complex illness; provide medical care for a Wounded person.

DIFFICULT (TN 20): Diagnose and treat an uncommon, complex illness; provide medical care for an Incapacitated person.

VIRTUALLY IMPOSSIBLE (TN 25): Diagnose and treat an extraordinarily rare and/or complex illness; provide medical care for a person Near Death.

ADDITIONAL MODIFIERS: Using Medicine to treat a member of ampther species, or one for which you possess no specialty, results in a +2 TN modifier.

AFFINITY: This skill gains a +1 affinity bonus with First Aid. In appropriate circumstances, Medicine tests may also benefit from affinity with Life Science (Biology, Anatomy) or Physical Science (Chemistry). When retrieving information from a computer system, Medicine gains a +1 affinity bonus from Computer Use (Retrieve).

ACTION TIME: Variable hours (TN/5 hours per action)

EXTENDED TEST: Yes; 3 actions maximum per day

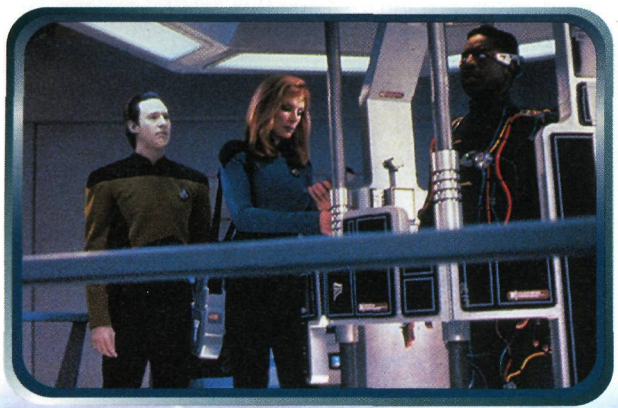
NEGOTIATE (INT)

Social;Untrained

You can conduct negotiations, achieve consensus among groups with differing opinions, strike bargains, and convince people to work together for their mutual benefit. Whereas Influence relies on emotion and presence to achieve short-term effects, and Persuade relies on argument to change someone's beliefs, Negotiate employs reason and intellect to reach satisfactory compromises without necessarily altering the opinions or beliefs of others.

SAMPLe SPECIALTieS: Bargain, Entreat, Mediate

TEST: Make an opposed Negotiate test (versus your opponent's Savvy reaction) to resolve any dilemma where your interests directly conflict with your opponents' (haggling a price, negotiating a truce, reaching a legal settlement). A successful result indicates the opponent grasps your point of view and changes his position to accommodate your wishes.



The effects of a Negotiate test usually last indefinitely, until something else occurs to change the opponent's mind (such as another Negotiate test). Although the outcome of a single Negotiate test may last years, making new requests (bargaining for another item, negotiating a separate treaty) requires a new test. In other words, an individual Negotiate test applies to only one specific agreement. The effects may last for a long time, but they do not alter the relationship between the negotiating parties.

By the same reasoning, Negotiate skill does not function as Mind Control. A character, whether controlled by another player or the Narrator, can always refuse an absurd or self-defeating proposal, no matter how high the negotiator's test result.

AFFINITY: Negotiate gains a +1 affinity bonus from the Administration, Business, or Streetwise skills, because you know how to appeal to particular individuals. When negotiating with a member of an alien species, this skill might also gain an affinity bonus from Culture, Language, or Social Science.

ACTION TIME: Variable minutes (Bargain), variable hours (Entreat and Mediate)

EXTENDED TEST: Yes; 3 actions maximum (opposed extended test) per day

Observe (Per)

Physical; Untrained

Use this skill to notice details in your environment—tracks indicating the passage of a Jem'Hadar squad, the sudden tension when Nausicaan thugs enter the room, or the outline of a Denevan neural parasite lurking in a corner. Though most species rely primarily on visual cues, Observe covers all five senses.

The Observe skill differs from Investigate. Investigate (Inspect) involves more thorough and systematic searches for clues, evidence, and deliberately concealed objects. Observe covers environmental changes—noticing a drop in temperature, someone sneaking up on you, a strange vibration in a mechanical unit, and so forth.

SAMPLE SPECIALTIES: Spot, Listen, Track

TEST: Observe tests oppose Stealth skill tests when used to notice someone hiding or moving silently. Tracking a person or animal typically involves noticing evidence of the individual's passage—footprints, bent branches, disturbed underbrush, and the like.

When a character wants to notice a distinctive smell, hear approaching opponents, or see a snapped twig, make this roll as a standard skill test with difficulty based on the nature of the thing being perceived:

SIMPLE (TN 5): Notice something obvious, such as an approaching plasma storm.

ROUTINE (TN 10): Notice something unusual or extraordinary, such as footsteps in stone or rust on an allegedly "new" *bat'leth.*

CHALLENGING (TN 15): Notice something mundane or subtle, such as a certain person on the street or someone whispering in a library.

DIFFICULT (TN 20): Notice something unremarkable or a minute detail, such as a shadow cast by a street lamp or a thread lying on carpet.

VIRTUALLY IMPOSSIBLE (TN 25): Notice something miniscule, such as microscopic residue.

ADDITIONAL MODIFIERS: If the object stands out against its environment (glows brightly, exudes an unusually strong smell, makes unnatural sounds), add a +2 bonus in addition to normal physical modifiers. Conversely, trying to perceive objects that blend into their surroundings entails a -2 penalty in addition to normal modifiers. Observe also gains a benefit from certain technologies, such as powered binoculars and tricorders (see *Chapter W: Equipment,* page 170).

AFFINITY: Observe gains a +1 affinity from Conceal and Investigate. Observe (Track) gains an affinity bonus from the Survival skill.

ACTION TiMG: Single action (Spot and Listen), 5 minutes (Track)

EXTENDED TEST: Yes; 3 actions maximum (opposed Spot and Listen extended tests; no maximum for Track).

Persuade (Prs)

Social; Untrained

While Influence relies on emotion and Negotiate depends on reason, Persuade combines the two to create persuasive arguments that change a person's opinion or beliefs indefinitely. Use this skill to convince someone to do something based on personal appeal, force of personality, eloquence, or even lies and deceptive words. Persuade includes the stirring oration before assembled masses, the debate on the Federation Council floor, or Romulan propaganda before an invasion.

SAMPLE SPECIALTIES: Debate, Oratory, Propaganda

T€ST: Persuade initiates an opposed social test against the opponent's Savvy reaction. Success indicates the opponent believes what you tell him. Persuade effects usually last a number of rounds, turns, or scenes equal to your skill level. In certain cases, effects are permanent.

Persuade does not emulate Mind Control. A character, whether controlled by a player or the Narrator, can always refuse an absurd or self-defeating proposal, no matter how high the persuader's test result.

AFFINITY: Persuade gains a +1 affinity bonus from Influence and Streetwise, since you know how to interact well on a personal level. When persuading a member of an alien species, this skill can also gain an affinity bonus from Culture, Language, and Social Science.

ACTiON TIM6: Variable minutes (usually 1d6 minutes per action)

EXTENDED TEST: Yes; 3 actions maximum (opposed extended test)



Ranged Combat (Agl)

Physical; Untrained

Skills within the Ranged Combat group represent your ability to use specific categories of weaponry.

SAMPLE RANGED COMBAT SKILLS

ARCHAIC WEAPONS: YOU can use primitive ranged weapons, from thrown weapons like **a** javelin to simple projectiles like crossbows. *SAMPLE SPECIALTIES:* BOW, Crossbow, Javelin, Spear

ENERGY WEAPONS: YOU can use energy weapons, including everything from hand phasers to disruptor rifles. *SAMPLE SPECIALTIES:* Disruptor, Disruptor Rifle, Hand Phaser, Phaser Rifle

PROJECTILE WEAPONS: YOU can use 19th- through 21st-century projectile weapons, including pistols, rifles, and submachine guns. ***SAMPLE SPECIALTIES:*** Assault Rifle, Gauss Rifle, Handgun, Needle Gun, Rifle, Submachine gun

TEST: Perform a Ranged Combat test to hit a target using your weapon. The TN equals the target's Defense. Immobile objects have a base Defense of 5. See the *Appendix* for Ranged Combat Modifiers. A variety of physical modifiers can also apply to Ranged Combat tests (see Table 6.3). Spending a dodge action enables the opponent to make an opposed Quickness reaction test versus the attack result to avoid being hit.

A successful attack prompts **a** damage roll. An extraordinary success does maximum damage. See Table 10.3 (p.181) for Ranged Weapon Damage. Disastrous failure may result in the weapon malfunctioning, the character losing his next action, or accidentally shooting a friendly combatant (Narrator's choice).

ACTION TIME: Single action

EXTENDED TEST: NO

Repair (Int)

Physical; Trained

Use this skill to repair damaged equipment, machinery, or electronic devices. To design or substantially modify a device or system—converting a comm-badge into a personal Geiger counter, for instance—requires the Engineering skill. To build equipment requires the Construct skill.

SAMPLE SPECIALTIES: Automobile, Computer, Radio, Transporter, Tricorder

TEST: Make a Repair test to fix equipment, such as communicators, computers, or various starship systems. In general, these should be extended tests. You can use Repair to determine what caused the damage, the extent of the damage, or the nature of the malfunction as an academic test. The extent of the repairs affects the difficulty:

SIMPLE (TN 5): Fix a simple problem: replace a fuse, replace a phaser emitter crystal, change a spark plug.

ROUTINE (TN 10): Fix a typical problem, such as replace an ODN link, repair a phaser accelerator, or change the oil in a car.

CHALLENGING (TN 15): Fix a complicated problem, such as rewire an ODN trunk line, recalibrate a phaser's frequencies, or replace an engine's timing belt. This is the most difficult system-related problem that can be fixed with Repair.

DIFFICULT (TN 20): Fix a complex problem, such as rebuild a phaser's lithium-copper superconductor or repair a short in a car's electrical system.

VIRTUALLY IMPOSSIBLE (TN 25): Fix an astronomical problem, such as a fused phaser, tricorder, or comm-badge, or an engine seized up by a lack of motor oil.

AFFINITY: Repair typically gains a +1 affinity bonus from Engineering, Computer Use, System Operation, Armed Combat, or Ranged Combat. These skills grant you some amount of technical knowledge applicable to tests made to repair related equipment.

ACTION TIME: Variable hours (usually TN/5 hours per action)

EXTENDED TEST: Yes

Science (Int)

Academic; Trained

Make a Science skill test to represent your knowledge and study of a particular science, such as Chemistry, Biology, Geology, or Archaeology.

SCIENCE SKILLS

LIFE SCIENCE: YOU have studied living organisms and the life cycle. Use Life Science to identify alien life forms or plants, theorize about silica-based life forms, or understand the reproductive process of the Vulcan *sehlat. SAMPLE SPECIALTIES:* Agronomy, Bioengineering, Biology, Biotechnology, Botany, Ecology, Genetics, Microbiology, Paleontology, Zoology

PHYSICAL SCIENCE: YOU have studied the laws of the physical universe. Use Physical Science to identify

a new form of energy, detect the effects of a temporal anomaly, or understand the composition of chemical structures. *SAMPLE SPECIALTIES:* Chemistry, Mathematics, Physics, Temporal Physics

PLANETARY SCIENCE: YOU have studied the nature of planets and planetary phenomena. Use Planetary Science to identify minerals, predict changes in the environment, or understand geologic processes. *SAMPLE SPECIALTIES:* Geology, Hydrology, Meteorology, Mineralogy, Oceanography, Planetology, Volcanology

SOCIAL SCIENCE: YOU have studied the so-called "soft" sciences, which depend on societal interaction. Social Science tests provide you with valuable information for dealing with other people, cultures, and species. *SAMPLE SPECIALTIES:* Anthropology, Archaeology, Economics, Paleoanthropology, Political Science, Sociology

SPACE SCIENCE: YOU have studied astronomical phenomena, stellar bodies, and space cartography. Use Space Science to identify stellar magnitudes, detect wormholes, or understand the life cycle of stars. *SAMPLE SPECIALTIES:* Astrogation, Astronomy, Astrophysics, Stellar Cartography

TEST: Use a specific Science skill test to recall the answer to a question or to research information relating to your field. Answering a question through experimentation—performing spectral line profile analysis, dissecting an alien creature, examining the effects of berthold rays on plants—should be resolved as a physical skill test instead of an academic test.

The difficulty of a particular Science test depends on the obscurity of a fact you wish to recall, or the magnitude of the experiment you want to perform:

SIMPLE (TN 5): Recall a basic fact, such as "Humans are mammals"; perform a simple experiment.

ROUTINE (TN 10): Recall a basic theory, such as "Humans evolved from primates," or a complex fact, such as "Humans are made of genes which produce proteins"; perform a basic experiment.

CHALLENGING (TN 15): Recall a complex theory or an obscure fact; perform a complicated experiment.

DIFFICULT (TN 20): Recall an extremely obscure fact, such as the gene sequence that produces blue eyes, or develop a significant new theory, such as Dr. Galen's theory of shared DNA; perform a complex experiment.

VIRTUALLY IMPOSSIBLE (TN 25): Recall a fact beyond mortal ken, such as the workings of an Iconian gateway; perform a complex, multistage experiment.

ADDITIONAL MODIFIERS: when using a tricorder to gather information, it adds a +5 bonus.

AFFINITY: Each Science skill gains a +1 affinity with Investigate (Research), as when conducting experiments. When retrieving information from a computer system, Science skills gain a +1 affinity bonus from Computer Use (Retrieve).

ACTION TIME: Free action (remember fact), 1 minute (research on computer), 10 minutes (research books/paper documents), 1 hour (research by experiment) per action

EXTENDED TeST: No (recall), yes (research)

Sleight of Hand (Agl)

Physical; Trained

You can use your nimble fingers to palm objects, pick pockets, and perform feats of legerdemain. Cutpurses, cardsharps, and stage magicians routinely use this skill.

SAMPLE SpeciALTieS: Palm, Pick Pocket, Prestidigitation

TEST: Sleight of Hand tests are always resolved as opposed tests against the opponent's Observe (Spot) skill. Successful tests indicate you perform your action without being noticed by the observer. Before attempting to perform a feat, you may use Sleight of Hand as an academic test to judge how difficult the attempt will be.

ADDITIONAL MODIFIERS: Wearing normal gloves imposes a -1 skill test penalty; wearing the gloves of an EVA suit confers a -5 penalty.

AFFINITY: Sleight of Hand gains a +1 affinity bonus from Observe because you know what motions are readily apparent.

ACTION TIME: Single action

EXTENDED TEST: NO

Sport (Agl)

Physical; Untrained

Use this skill to win athletic competitions, such as Parrises squares, caber tossing, or baseball. Having the Sport skill not only confers ability to play the sport, but also gives thorough knowledge of the rules.

SAMPLE SPECIALTIES: Baseball, Parrises Squares, Springball

TEST: TO compete in a sporting event, make an opposed Sport test against the Sport tests of all your opponents. The character who achieves the highest result wins the game or event. Multievent competitions and tournaments warrant several opposed tests conducted as an extended test.

For most sports, this skill depends on Agility. At the Narrator's option, characters may base this skill on Strength when participating in rigorous physical sports such as weightlifting or caber tossing.

AFFiNSTY: Sport gains a +2 affinity bonus (double the normal bonus) from the Athletics skill.

ACTION TIME: Variable minutes or hours (usually 30 minutes per action)

EXTENDED TEST: NO

Stealth (Agl)

Physical; Untrained

Use this skill to move quietly, hide yourself from searchers, and shadow others without being detected.

SAMPLE SpeciAiries: Hide, Shadow, Sneak

TEST: Stealth tests are always conducted as opposed tests against the Observe (Spot) or Observe (Listen) test of those who might notice you. Provided you succeed, you may move your normal movement rate while moving silently or shadowing a target.

You can also make an academic Stealth test to examine your environment and estimate difficulty (such as whether there is sufficient space to hide or the proper distance to maintain while tailing someone).

ADDITIONAL MODIFIERS: Many physical modifiers apply to Stealth tests.

AFFINITY: Stealth gains a +1 affinity bonus from Observe because you know various techniques for observing intruders.

ACTION TIME: Full-round action

EXTENDED TEST: NO

Survival (Per)

Physical; Untrained

Use this skill whenever you must "live off the land" and keep yourself alive and healthy. You know how to find drinkable water, determine which plants are edible and have medicinal uses, create snares to trap small game, locate or build shelter against the elements, and so forth. Survival does not, however, allow characters to track people or animals; that's the Observe (Track) skill.

SAMPLE SPECIALTIES: Arctic, Desert, Earth, Forest, Jungle, Mountain, Ocean, *Qo'noS,* Urban, Vulcan

TEST: Most Survival tests depend on Perception, because you must recognize or otherwise find what you need to survive. Sometimes the Narrator may require you to apply other attributes, such as Intellect to remember if a particular plant is edible (an academic test), or Agility to construct a snare.

The difficulty of a Survival test depends on the severity of the environment. Locating food and shelter in a temperate forest isn't nearly as difficult as surviving in a barren desert wasteland.

SIMPLE (TN 5): Determine if a plant is edible.

ROUTINE (TN 10): Locate food, water, and shelter in a tropical, subtropical, or temperate environment.

CHALLENGING (TN 15): Locate food, water, and shelter in most mountainous regions.

DIFFICULT (TN 20): Locate food, water, and shelter in most desert environments.

VIRTUALLY IMPOSSIBLE (TN 25): Locate food, water, and shelter in an arctic environment.

ADDITIONAL MODIFIERS: A "survival pack" or other equipment designed to aid in survival may grant a +1 (or greater) skill test bonus or alleviate the need for tests altogether. Using a tricorder to scan for edible food, potable water, or shelter adds a +5 bonus.

AFFINITY: Survival gains a +1 affinity bonus from Observe, representing your ability to find food and water. The Knowledge (Specific World) skill grants an affinity bonus when making Survival tests on the planet of specialty.

ACTION TIME: Full-round action (analyzing food or water), variable hours (usually TN/5 hours per search or build shelter action)

EXTENDED TEST: NO (analyzing food/water); yes (searching for food/water, building shelter)

System Operation (Int)

Physical; Trained

Characters manning starships, space stations, and virtually any technologically advanced facility (such as a science station or recon outpost) depend on the System Operation skill. It allows you to operate the many core computer systems found in such locations—sensors, transporters, flight control, shields, weapons, cloaking devices, communications, and dozens more.

SAMPLE SPECIALTIES: Cloaking Device, Communications, Deflector, Environmental Control, Flight Control, Holosystems, Mission Ops, Sensors, Tactical, Transporter

TEST: Make a standard System Operation test to perform the functions associated with the system, such as using the helm controls to steer a starship, using the tactical station to fire phasers, or scanning a planet for life forms. This includes making adjustments to your equipment, such as recalibrating the sensors or reinitializing the deflector shields. As an academic test, you can also use the skill to answer a question pertaining to the capabilities of the system (e.g., how long does a transporter store patterns in the pattern buffer?). The nature of the task determines the difficulty of System Operation tests:

SIMPLE (TN 5): A simple task, such as plotting a course to any well known location; send standard messages to Starfleet Command

ROUTINE (TN 10): A standard task, such as plotting a course or sending a message

CHALLENGING (TN 15): A complicated task, such as maneuvering through a nebula or sending a message through strong interference

DIFFICULT (TN 20): A complex task, such as maneuvering through an asteroid belt or piecing together garbled communications

VIRTUALLY IMPOSSIBLE (TN 25): An immeasurably difficult task, such as escaping a black hole

AFFINITY: System Operation gains an affinity bonus from Computer Use when you attempt to recalibrate or reprogram your console. It also gains a bonus from

SHIP SYSTEMS

COMMAND YOU are familiar with the command and control systems of a starship or starbase. You know how to encrypt access to the computer core, override systems such as fife support and flight control, and circumvent safety interlocks.

DEFLECTOR YOU can modify the deflector to emit many different types of electromagnetic radiation, tie in with other systems to improve their performance, and so forth.

BEAM WEAPONS On many non-Starfleet ships, firing weapons are decentralized among individual gunners. With this specialty, you know how to fire and modify beam weapons such as ship disruptors.

FLIGHT CONTROL YOU know how to use the flight control systems of a starship or shuttlecraft, such as plot a course, maneuver in battle, and use the navigational sensors. In the 24th century, the flight control station combines both navigation and helm.

HELM YOU are familiar with the controls governing a ship's steering. Use this skill to control the ship's flight manually, put the ship in proper position, and adjust vector and attitude. In the 23rd century, Starfleet divides flight control between a helmsman and a navigator.

OPERATIONS YOU are familiar with the resource management systems that track all major shipboard activities, such as library computer access, energy consumption, and sensor usage. Use this specialty to divert more power to weapons during battle, track transporter use, and prioritize sensor use among different tasks.

NAVIGATION YOU are familiar with the systems for plotting a starship's course. Use this skill to plot a course, react to changing conditions, and keep track of the ship's relative, absolute, and galactic bearings. In the 23rd century, Starfleet divides flight control between a helmsman and a navigator.

SENSORS YOU know how to use the sensors to perform routine scans, detect unusual phenomena, and locate specific information.

TACTICAL YOU know how to fire and modify a ship's centralized weapons, raise and modify shields, establish targeting locks, and so on.

TRANSPORTER YOU can operate a transporter and can modify its functions or systems to overcome interference. This specialty also gives you an edge when using industrial replicators and holodecks.

Engineering and Repair when diagnosing malfunctions and switching control to an auxiliary console.

ACTION TIME: Single action (crisis actions), full-round action (simple diagnostic or recalibration action), variable minutes (usually 1d6 minutes for random short operations or 1 d6 x 10 for long-term operations)

EXT€ND€D TEST: No (crisis actions), yes (all others)

TACTICS (INT)

Academic;trained

A character with this skill possesses an understanding of tactical strategies in a variety of different environments. During starship combat the Tactics skill determines your vessel's initiative.

SAMPLE SPECIALTieS: Federation, Ground, Romulan, Space, Unit

T6ST: You make a Tactics test when attempting to determine the optimal location in which to lay an ambush. Your Tactics roll is used in an opposed test to determine the difficulty for others to Observe your ambush, and vice-versa should you walk into a potential ambush. A successful skill test in a particular specialty can provide you with information regarding opponents' tactical strategies, such as anticipating a Romulan attack.

In starship combat a Tactics test by the commanding officer determines the initiative of the vessel. You can also use Tactics to execute Command maneuvers during starship combat to obtain a variety of effects (see the *Star Trek Narrator's Guide* for details).

The difficulty of a Tactics test depends on the complexity of the tactical situation:

SIMPLE (TN 5): Determine the next maneuver of a Pakled; hide in a nebula.

ROUTINE (TN 10): Properly execute a standard search pattern to find a hidden vessel.

CHALLENGING (TN 15): Execute a successful Cochrane deceleration maneuver; use the Tactics (Ground) specialty to enhance the effectiveness of a team during combined tests.

DIFFICULT (TN 20): Employ the Picard Maneuver successfully.

VIRTUALLY IMPOSSIBLE (TN 25): Find a tactical weakness to exploit in a superior opponent such as the Borg.

ADDITIONAL MODIFIERS.- if you are able to study an opponent's tactics, you receive a one-time +2 skill test modifier to a single Tactics test against him. You must be able to study your opponent for at least three rounds prior to engaging in combat to receive the bonus.

AFFINITY: When attempting to detect the possibility of an ambush, you gain a +1 affinity bonus to your Observe (Spot) test due to Tactics.

ACTION TiM6: Single action

EXTENDED TCSTS: No



Unarmed Combat (Agl)

Physical; Untrained

Skills within this group represent your ability to fight in hand-to-hand combat without resorting to weapons. You may have learned brawling tactics through the "school of hard knocks" or may have practiced the esoteric disciplines of kung fu masters or Vulcan mystic warriors instead.

TeST: Make an Unarmed Combat test to hit opponents with a hand-to-hand attack. The base difficulty of the Unarmed Combat test equals the target's Defense. Complete success increases the damage of an unarmed attack by +2, extraordinary success by +4. Disastrous failure may result in 1d3 damage to the attacker, the loss of the character's next action, or accidentally hitting a friendly target (Narrator's choice).

For most Unarmed Combat styles, these skills depend on the Agility attribute (reflecting a character's accuracy and dexterity with the attack). At the Narrator's option, you may base this skill on Strength when using particularly forceful styles such as boxing, brawling, or Klingon "smash-fist."

ACTION TIME: Single action

EXTENDED TEST: NO

TABLE 6.13: SAMPLE UNARMED COMBAT SKILLS

Boxing
Brawling
Kung Fu
Mok'bara
Self-defense

PSIONIC SKILLS

The following skills represent various mental powers called "psionics." To acquire psionic skills a character must have the Psionic trait. Characters having the Psionic trait are referred to as "psions" in the following entries; those devoid of psionic talents (most characters) are referred to as "nonpsions."

Psionic skill tests are generally subject to psionic modifiers (see Table 6.6). In addition, all psionic tests are resolved as opposed tests against either the target's Willpower reaction (nonpsions) or Mind Shield (psions) skill. Because psions are more attuned to psionic energy, they do not receive any benefit from their Willpower during psionic tests.

Empathy (Psi)

Psionic; Trained

You can sense people's emotions and project your emotions into the minds of others.

TeST: Empathy tests are conducted as opposed tests against the subject's Willpower (nonpsions) or **Mind** Shield (psions). Upon succeeding, you become aware of the subject's emotions, including their intensity. While Empathy does not permit the psion to read the subject's conscious thoughts, simply knowing the present state of mind may prove valuable in certain situations (e.g., anticipate a hostile action, determine the subject's social reaction stance, etc.).

If you score an extraordinary success on your opposed Empathy test, you gain +1 action to use against the subject per round. If the Empathy test fails, you find the subject's emotions too muddled to interpret and cannot draw any meaningful conclusions. During a disastrous failure, the subject's mind is completely inaccessible to you, and you cannot direct any further psionic actions toward him for the remainder of the scene or encounter.

When using Empathy to project your emotions onto a subject, any success impresses an emotion into the subject's mind. The consequences of this depends on the strength of your projection and the current emotional state of the subject. See Table 6.14. For a marginal success, the character can move the target's emotion one step up, down, or across on the table. For a complete success the psion may alter the subject's emotion by two steps,

TABLE 6.14: EMPATHY

JOY	LOVE	ENVY	RAGE	FEAR
Depression	Hatred	Generosity	Tranquility	Courage
Sadness	Dislike	Kindness	Serenity	Stoutheartedness
Melancholy	Distaste	Openness	Calmness	Bravery
Contentedness	Fondness	Jealousy	Anger	Cowardice
Happiness	Affection	Greed	Wrath	Fear
Joy	Love	Envy	Fury	Terror

and with an extraordinary success move it three steps. Shifting emotions via multiple steps need not continue in the same direction (up, down, or across). After determining the target's new emotional state, the Narrator decides how the target acts while possessed of the new emotional stimulus. Typically, emotional state translates directly into a particular reaction stance during social tests.

In addition to changing a subject's mood, you can use your empathic link to perform Influence tests as if you were interacting with the subject normally. Diplomats with the *Sense Motive* profession ability may add their Perception modifier to empathic Sense Motive tests.

AFFINITY: Empathy gains a +1 affinity bonus from Telepathy or Mind Shield.

ACTION TIMe: Single action

EXTENDED TEST: Yes; 3 actions maximum per encounter (opposed extended test)

RANGE: 10/100/250/500/+100m

Mind Control (Psi)

MIND CONTROL (PSI)

Psionic; Trained

Mind Control allows you to control another person's actions and perceptions.

TEST: Mind Control tests are conducted as opposed tests against either the subject's Willpower or Mind Shield. A successful Mind Control test allows you to force another character to take actions he ordinarily would not (such as harm himself, kill a friend, or drop his weapon in the middle of combat). You can also alter the target's perceptions, making him see and hear things that do not exist, or fail to perceive things that do.

What you can compel the subject to do depends on your degree of success:

MARGINAL SUCCESS: Some act or behavior that complements a trait or reinforces the subject's nature

COMPLETE SUCCESS: An action that would get the subject into trouble with his friends, peers, or authorities, and which may be contrary to his sense of ethics

EXTRAORDINARY SUCCESS: An action that violates the character's sense of morality and/or fight-flight impulse (such as a suggestion to step off a high cliff)

ACTION TIMG: Single action

EXTENDED TEST: Yes; 3 actions maximum per encounter (opposed extended test)

RANGE: 1/2/5/1 0/+2m

Mind Shield (Psi)

Psionic; Trained

Use this skill to protect your mind against unwanted psionic intrusion, especially to guard against Empathy, Telepathy, Mind Control, and the Vulcan Mind-meld. Psionic effects that produce physical effects, such as Psychokinesis, cannot be countered with this skill.

TGST: TO resist psionic intrusion, perform an opposed Mind Shield test against the intruder's psionic skill (e.g., Mind Control). You may add half your Willpower reaction level (rounding up) to your roll. If your test result is higher than the intruder's, you effectively thwart the attempt.

AFFINITY: Mind Shield gains a +1 affinity bonus from the appropriate related psionic skill (Empathy, Mind Control, or Telepathy), representing your knowledge of how to resist that particular psionic attack.

ACTION TIME: Free action

EXTENDED TEST: Yes, but only when opposing an extended psionic intrusion

RANGE: Self

Telepathy (Psi)

TELEPATHY (PSI)

Psionic; Trained

This skill allows you to read peoples' thoughts and intentions, as well as project your own thoughts into the minds of others.

TEST: Telepathy tests are conducted as opposed tests against either the subject's Willpower or Mind Shield. With a success, you can "read" the target's mind, learning his thoughts and intentions. A psion cannot use Telepathy to access the subject's memories; that requires Mind-meld (see the Vulcan species entry, page 48). If the Telepathy test fails, the character finds the subject's thoughts impenetrable; in the case of a disastrous failure, the character misreads the target's thoughts entirely.

Through Telepathy the psion can also project his thoughts into a willing mind. This is conducted as a standard Telepathy test (TN 5; psionic and physical modifiers such as range and cover may apply). Unwilling targets can oppose the test with a Willpower reaction test or Mind Shield test. If the test succeeds, you make mental contact and can transmit a single idea to the recipient each round (as a free action).

Once you have established a link with a subject, you do not have to make additional Telepathy tests (unless the target actively resists, in which case you must make a new opposed test each round). You must spend one action each round to maintain concentration, and you can maintain contact with only one sentient life form at a time. Projecting thoughts to a subject does not function as Mind Control; however, you may use your telepathic connection to perform Inquire and Persuade tests as if you were interacting with the subject normally.

AFFINITY: Telepathy gains a +1 affinity bonus from Empathy.

ACTION TIM€: Single action

EXTENDED TEST: Yes; 3 actions maximum per encounter (opposed extended test)

RANGE: 5/50/1 00/200/+50m



7 TRAITS

Traits allow you to customize your character, either duringcharacter creation or later, during character advancement. Traits also tend to affect more specific areas, or represent "story elements" that skills and attributes otherwise overlook. Any given trait may affect your character's chances to accomplish a task, resist a stimulus, utilize an ability, and so forth. Unlike many species or professional abilities, most traits are potentially available to a broad range of characters, although some will be more common in some species or professions.

Traits come in two types. Positive traits, those that grant bonuses or additional abilities, are called *edges;* negative traits, which penalize actions or hamper character freedom, are called *flaws.* The following sections list edges and flaws separately, but see Table 7.1 for a combined list of all traits. Each trait listing follows a common format:

Trait Name

After the name of the trait (above) appears a definition and any story-related information.

EFFECTS: The trait's game and story effects.

PREREQUISITE: Some traits have requirements that your character must meet before you take them. If your character does not meet the requirements, he may not take the trait. Some traits are not compatible with each other, or with certain species or professions (such as soldiers and the Pacifist flaw).

UPGRADE: YOU can select some traits more than once for increased effect, depth, or range. You can take Contacts, for example, to define a group of people with whom you have connections, and then take Contacts again to define a second group of connections or increase the benefit of your initial Contacts. The effects of all upgrades are cumulative. Traits that do not have an upgrade entry cannot be taken more than once.

To describe an upgraded trait, write the number of times you've picked it after the trait name on your character sheet. If you've picked Command twice, write your trait as Command 2. Some upgraded traits have different possible interpretations; for example, taking an additional Contacts pick can increase the influence, extent, or reliability of your Contacts—or add a new batch of Contacts in a different field entirely. Make sure you specify any needed information on your character sheet at the time you take the pick ("Contacts 3, Orion Syndicate; Streetwise") to avoid confusion.

The prerequisite for any upgraded trait is the previous trait: to get Contacts 3, you must first have picked Contacts 1 and Contacts 2. Even if you can pick two traits during your current advancement, you may not upgrade two traits without express Narrator consent. If, for example, your lieutenant was given brevet command of a starship because all the other officers were killed, your Narrator might allow you to upgrade the Promotion edge twice—or she might *require* you to buy Promotion edges with your

TABLE 7.1 MASTER TRAIT LIST

EDGE	PREREQUISITE	UPGRADE?
Alert		N
Ally		Y
Ambidextrous	Agility 6+	N
Blends In		N
Blunt Attack	Specific weapon skill 6+	N
Bold	Presence 6+	N
Command	Lower rank	Y
Commendation		Y
Competitive		N
Confident	Presence 6+	N
Contacts		Y
Coordinator		N
Courageous		N
Cultural Flexibility		N
Curious	Intellect 6+	N
Dead Aim		N
Defensive Attack		N
Deliberate Attack		N
Dodge	Agility 9+	N
Eidetic Memory		N
Everyman		N
Excellent Metabolism		N
Exceptional Concentration		N
Exceptional Fortitude	Vitality 6+	N
Fame	Renown 9-t	Y
Famous Event		Y
Fit	Strength 6+	N
Friendly	Presence 6+	N
Great Stamina	Vitality 6+	N
Great Vitality	Vitality 6+	N
Healthy		N
High Pain Threshold	Vitality 6+	N
Increased Range	Psionic 2+	Y

EDGE	PREREQUISITE	UPGRADE?
Innovative		Y
Iron Willed		N
Lightning Reflexes	Agility 6+	N
Likeable		N
Martial Artist	Agility 6+	N
Meticulous		N
Multi-tasking	Intellect 6+	N
Night Vision		N
Promotion	Special	Y
Psionic	Special	Special
Psionic Coverage	Psionic 2+	Y
Psionic Focus	Psionic 1+	Y
Quick Draw	Weapon skill level 1	Y
Quick Shot	Agility 6+	N
Rapid Healing	Vitality 9+	N
Resolute		N
Sense of Direction		N
Sense of Time		N
Sherpa	Strength 6+	N
Shrewd		N
Skill Focus		N
Species Friend		N
Speed	Agility 6+	N
Suit Trained		N
Thick Skull		N
Thinker	Intellect 6+	N
Throw Weapon	Specific weapon skill 3+	Y
Trait Upgrade	Particular edge	Special
Two-handed Fighting	Agility 6+	N
Unyielding		N
Wealth		Y
Weapon Mastery	Specific weapon skill 1+	Y
Zero-G Trained		N

FLAW	PREREQUISITE	UPGRADE?
Addiction		Y
Arrogant		N
Bloodlust		Y
Coward		N
Dark Secret		Y
Devotion		Y
Dim-witted		N
Dullard		N
Easily Distracted		N
Easily Winded		N
Enemy		Y
Familiar Face		N
Flat-footed		N
Gullible		N
Infamy	Renown 3+	Y

FLAW	PREREQUISITE	UPGRADE?
Intolerant		Y
Low Energy Level		N
Low Pain Threshold		N
Night Blind		N
Pacifist		Y
Proud		N
Reckless		N
Rival		Y
Shaky		N
Sickly		N
Slow		N
Slow Healing		N
Species Enmity		N
Thin-blooded		N
Weak Willed		N

regular advancement picks until you reach the corresponding rank, to better simulate your character "growing into" his responsibilities. In short, traits (as with any other rules in the game) should not interfere with good roleplaying.

Combining Edges and Flaws

Some edges affect a single rule or character element, but in different ways, while others naturally complement each other. Edges are always considered combinable. For example, Exceptional Fortitude makes your character less susceptible to the effects of fatigue, while Great Stamina gives you a bonus to resist the onset of fatigue. Taking both for your character combines effects for an enhanced result (making it both easier to resist fatigue and reducing the penalty when fatigued). Similarly, taking both Healthy, which gives you a +2 bonus to all Stamina tests, combines with Great Stamina, giving you a combined total of +6 to Stamina tests to resist fatigue.

Some flaws and edges affect the same rule or game effect in the same way. The Dullard flaw, for example, prevents you from using Courage in academic tests, while the Curious edge gives you increased benefits when using Courage in academic tests. These two traits cancel each other out, and so are unsuitable for the same character. Your Narrator is the final arbiter on which edges and flaws make appropriate combinations.

Edges

Beneficial traits are called edges. Some modify the test result of a particular skill or reaction test. Others modify the rules in specific ways, such as allowing an extra attack action in a round or making your character more resistant to fatigue. Still others drive the story, and your Narrator will expect you to roleplay their effects.

When you create your character, you have the opportunity to select edges as a part of development (see *Chapter 5: Development).* When you accumulate enough experience to improve your character, you can pick additional edges during the advancement process. This could represent your character's personal development, such as becoming more confident after a particularly trying period in his life or learning to draw his weapon faster through practice. Or you might want to alter your character as a result of something occurring in the game, such as gaining a promotion. Your Narrator is the final arbiter regarding which edges you can select over the course of your character's career. Some edges are inappropriate to acquire through advancement because they make little practical sense. Eidetic Memory, Excellent Metabolism, Healthy, and the like make difficult choices to justify through advancement.



Alert

You react more quickly in critical or dangerous situations.

EFFECTS: YOU gain a +2 to Initiative tests.

Ally

You have a friend in a position of power or influence who will go out of their way to help you. Allies can range from trade partners and criminal bosses to political authorities and Starfleet officers high up in the chain of command.

EFFECTS: Choose an ally. This person holds greater authority over others of his kind than your character, such as a Starfleet captain, a Klingon High Council member, or a Bajoran *Vedek.* The ally's actual rank is equal to Promotion 3 (see the "Promotion" edge, page 136). When you select this edge, you and your Narrator should work out this Supporting Cast character's identity and your relationship to him or her.

To gain the ally's aid, you must address him personally or through a subspace message. Make a social test to convince the ally to come to your aid—Influence, Inquire, Negotiate, or Persuade (depending on the nature of the request)—with the TN set by the Narrator. The TN depends on the type of aid requested. Your interaction stance (see page 102) for these tests is automatically friendly/pacifistic (-5 TN). A simple request for specialized information—the real situation on Angel I, who is behind saber-rattling on the Klingon High Council—is a TN 10. Asking for his indirect aid, such as expediting an export license or pushing through a request to Starfleet Command, may be a TN 1 5. Requests for direct aid, ranging from personal intervention in negotiations or loaning you a starship, might beTN 20 to 25 (or higher) depending on the nature of your appeal and the level of Ally. Social modifiers apply.

In addition to the standard social modifiers on Table 6.4, the following modifiers apply: If you make a request of the same ally over consecutive months, modify the social test by -5 for each request. If you have recently done the ally a small favor, such as pro-

viding him with information or carrying a message on his behalf, add +2 to your skill test. If you recently performed a large favor for your ally, personally intervening on his behalf, the bonus to your social test is +4. If you recently risked your life for him, you gain a +6 to the skill test. Your ally may ask you for favors, to decrease yourTN.

The Ally edge should not take the place of character action. The episode is about you. Even though you have an ally at Starfleet Command, that doesn't mean he'll appreciate your calling him to complete your mission; it's not his job to negotiate with the Sheliak Corporate or send in the Seventh Fleet at the first sign of trouble. The Narrator may, in these circumstances, increase the TN over and above those listed above. Two consecutive target numbers over 40 result in the ally rethinking his relationship with you, and possibly severing the relationship. Should you lose an ally during the course of play, another ally of equal status takes his place, though he might not share the same position; you might lose a useful ally in Starfleet and gain an ally in the Orion Syndicate who is of equal stature, but less useful. The Narrator determines who fills the role of ally in this case.

UPGRADE: This edge can be taken multiple times to either increase the Promotion level of your ally or add a new ally. In general, the Narrator should not require players to expend picks on the Ally edge to reflect friendships developed with Supporting Cast during play; if the Crew befriends a Romulan senator, the characters should not have to select appropriate levels of Ally to reflect these story events. On the other hand, should the Crew wish to develop this friendship to the level of Ally, the Narrator should require the player to expend the necessary picks.

Ambidextrous

You can use either hand to perform a physical action such as firing a phaser, repairing an atomic pile, operating a control panel, and so forth.

PREREQUISITE: Agility 6+

EFFECTS: Reduces the off-hand penalty, although additional action penalties (see page 245) still apply.

Characters with more than two grasping "hands" must take this edge additional times for each extra prehensile limb they wish to use without penalty—a three-armed being needs Ambidextrous 2 to use a disruptor in all three hands with equal facility.

Blends In

You are particularly adept at using cover for protection when in combat.

EFFECTS: When you use cover in a combat encounter, theTN to hit you increases by +2 TN. Thus, hiding behind a pillar (25% cover) increases a combat skill testTN by +8, rather than the standard +6.

Blunt Attack

Instead of causing lethal damage with a weapon, you can use a blunt or flat part of it to inflict stun damage instead.

PREREQUISITE: Specific weapon skill 6+

EFFECTS: Choose a specific close combat weapon. You may use the weapon to stun an opponent for 1 d6 + Str mod. rounds instead of rolling for damage as normal. Opponents stunned in this manner do not make a Stamina reaction test; they are automatically stunned. However, the opponent does not fall unconscious as a result of being stunned, instead suffering a -5 penalty to all skill tests for the effect's duration.

Bold

You boldly go where no one has gone before. This edge is common in Humans, Andorians, and many Klingons.

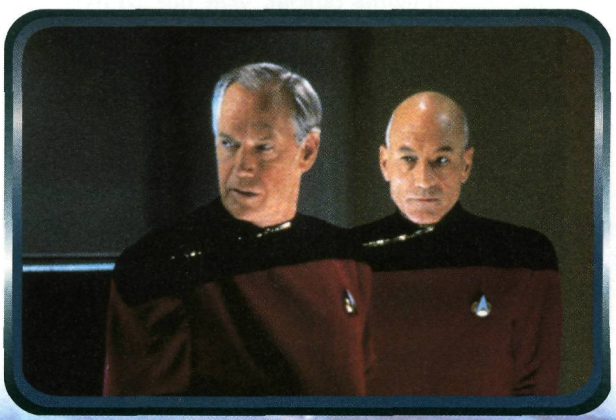
PREREQUISITE: Presence 6+

EFFECTS: When you spend 1 Courage in a physical test, you gain +5 to your test result, rather than the standard +3.

Command

This edge represents a position of power and responsibility on a ship or in a planetary government, religion, merchant house, or other large organization. It is not the same thing as rank—Ensign Chekov served as ship's navigator and weapons officer on the *U.S.S. Enterprise* NCC-1 701 during Kirk's first five-year mission, despite not being a Lieutenant. Similarly, the exigencies of the Dominion War led to many lower-ranking officers serving in department-head positions, or even commanding vessels, in all the belligerent fleets. However, the two usually remain correlative, as the prerequisite below indicates.

PREREQUISITE: YOU must have any required rank in the hierarchy to exercise this command—such rank can come from story events or from selections of the Promotion edge (page 136). In looser, more fluid organizations, such as Orion merchantmen or 23rd-century starships, this will be up to the Narrator, but



most hierarchical command responsibilities require at least a Promotion 2.

Note that, in Starfleet tradition, the commanding officer of a ship is referred to as its "captain" regardless of rank. An officer with the rank of Captain will usually command a major ship such as a *Constitution*- or Ca/axy-class ship; smaller ships may be "captained" by lower-ranking officers.

EFFECTS: In addition to the authority and responsibility conveyed by your position, you inspire your people to greater skill and energy by your leadership. Direct subordinates in your presence may take a +1 to any professional skill test made with one professional skill per game session. For example, the ship's geologist might take a +1 to his Investigation tests while accompanying a science officer with the Command edge on an away mission. However, he could not take that bonus to his Planetary Science or System Operation skill tests. The Narrator may require players to select the professional skill they will modify at the beginning of the session. At Command 2, your subordinates may take the +1 bonus to any professional skill test made in your presence with any two professional skills per game session. To continue our example, the science officer would be able to take +1 bonuses to both his System Operation and his Investigation skill tests while he and the captain (with Command 2) were both on the away mission together (or while they were both on the bridge); he could not also take the +1 bonus to his Science skills. At the Narrator's discretion, a subordinate may combine his two bonuses, essentially taking a +2 bonus to any professional skill test made with any one professional skill per game session in your presence.

UPGRADE: The two levels of this edge indicate two levels of command responsibility, as follows:

COMMAND I: A responsible, but still subordinate, position, capable of limited independent action within the series' framework. EXAMPLES: Department head on a starship or space station, responsible post in an embassy or planetary bureaucracy, project head at a research facility, local gang leader, key staff position in a mercenary or merchant company, important religious official.

COMMAND 2: An independent command; you may have superiors, but they are at least a subspace call away (not fellow player characters or "series regular" Supporting Cast); in the context of the series, you can operate independently of their oversight for the majority of your actions. EXAMPLES: Captain of a starship or space station, or mercenary band, head of a merchant house or corporation, ambassador-in-charge of an embassy, capo of a planetary crime ring, chief of a religious hierarchy, party or planetary government head.

COMMENDATION

You have received a major commendation from a government, organization, or military body (such as Starfleet). Sample commendations include Starfleet's Preantares Ribbon and Christopher Pike Medal of Honor, the Bajoran First Minister's Award, and the Klingon Order of Kahless. A character may receive numerous minor commendations without having to purchase this trait.

EFFECTS: You receive a +1 Renown modifier to social tests made against those who appreciate the significance of the award (subordinates, colleagues, members of the same military division, etc.).

SPECIAL: This edge may be taken multiple times to either increase the next award's importance or to add a new award. You must expend a number of picks equal to the Commendation level you desire.

COMM€NDATION I (MINOR AWARD) Starfleet's Palm Leaf of Axanar Peace Mission, Bajoran First Minister's Award, Klingon Empire Medallion

COMM6NDATION 5 (MAJOR AWARD) Starfleet's Christopher Pike Medal of Honor, Bajoran Golden Orb, Vulcan IDIC, Klingon Order of Kahless

EXAMPLE: Lieutenant Ward acquires the Commendation edge during advancement. She already has this edge at level 2. She can either expend 1 pick for Starfleet's Palm Leaf of Axanar Peace Mission or 2 picks for Commendation 2 (the Christopher Pike Medal of Honor).

COMPETITIVE

You are a natural competitor. Whenever your abilities are set against an opponent's, your desire to win rises to the surface and urges you toward victory.

EFFECTS: YOU gain a +1 bonus to all opposed tests.

CONFIDENT

You have a firm belief in your own abilities and fitness for the chosen task, which translates to increased presence, steadiness, and capability.

PREREQUISITE: Presence 6+

EFFECTS: When you spend 1 Courage in a social test, you gain +5 to your test result, rather than the standard +3.





Contacts

You have a series of connections to whom you can turn for information or assistance. Merchants, diplomats, and rogues of all stripes often possess extensive networks among several walks of life.

EFFECTS: Choose a particular group, such as Starfleet Command, the Ferengi Commerce Authority, or the Vulcan Science Academy. Then choose an Enterprise skill relevant to this group—for example, Administration for Starfieet Command or the Vulcan Science Academy, Business for the Ferengi Commerce Authority, or Streetwise for the Orion Syndicate. List this on your character sheet as Contacts (Starfleet Command; Administration) or (Orion Syndicate; Streetwise). Some organizations can affect various skills under the Enterprise group. Ferengi Commerce Authority contacts affecting Administration tests, for example, reflect your ability to negotiate with the bureaucracy, while FCA connections associated with Business tests emphasize your ability to realize a profit.

When making the designated skill test you gain a +2 bonus, reflecting the assistance your connections can provide. You can use this bonus when making generic tests to resolve complex issues, such as determining the success of your business in a given month (see the individual Enterprise skill descriptions in *Chapter 6: Skills).* This includes any affinity bonuses. Thus, if you gain a +1 affinity bonus to Inquire (Interview) tests from your Business skill, you also gain a +2 bonus from this edge. Similarly, when making Inquire tests among the chosen group to gather information, you gain a +2 bonus to your roll, even if your character lacks an Enterprise skill. This edge does not affect interaction stances in social tests, nor does it modify other skill tests.

UPGRADE: YOU can upgrade this edge to increase the bonus by +2 or add a new group. When increasing the bonus to represent your increased influence or reach, you may not upgrade this edge more than twice (for a total +6 bonus). For example, you may not upgrade contacts within a single group to more than Contacts 3 (Starfleet Command; Administration). There is no limit to the number of different contacts you can establish.

These upgrades can be mixed and matched. For example, after four picks, a character may have Contacts 2 (Orion Syndicate; Streetwise) and Contacts 2 (Starfleet Command; Adminstration).

Coordinator

You have a natural ability to organize groups of people and motivate them toward a particular goal.

EFFECTS: YOU gain twice the normal bonus for additional participants when leading a combined test (+2 instead of the normal +1).

Courageous

You are no stranger to bravery. You often leap in where others fear to tread.

EFFECTS: YOU may spend up to 6 Courage in a single round instead of the usual 4.

Cultural Flexibility

In a universe of a million worlds, you feel right at home. You not only accept divergent cultural practices, you are fascinated by them.

EFFECTS: YOU gain a +2 to social tests involving species different from your own.

Curious

When you see a locked box, you want to know what's inside.

PREREQUISITE: Intellect 6+

EFFECTS: When you spend 1 Courage during an academic test, you gain +5 to your test result rather than the standard +3.

Dead Aim

Steadiness and concentration are the name of the game. You rarely miss when you take your time.

EFFECTS: When taking an aim action (see page 248) during combat, you make attacks at twice the normal benefit (+2 for close combat and +6 for ranged combat, rather than the standard +1 and +3).

Defensive Attack

You are able to fight defensively.

EFFECTS: YOU may add up to +3 to an Armed or Unarmed combat test made to Parry/Block (see page 249). Your next Armed or Unarmed Combat test made to attack suffers a -3 penalty (thus making your next attack more difficult).

Deliberate Attack

You can alter your attack style to cause additional damage to your opponent.

EFFECTS: For each Armed or Unarmed Combat skill test made you can impose up to a -3 penalty (thus making it harder to hit your opponent) while applying an equal bonus to the damage you cause.



Dodge

You have a knack for getting out of the way of danger.

PREREQUISITE: Agility 9+

EFFECTS: You gain a +3 bonus to Quickness reactions made when taking dodge actions.

Eidetic Memory

You have a photographic memory for everything you see or hear in your direct experience. Information read from a PADD counts for most academic skills.

EFFECTS: Simple (TN 5) academic tests are automatically successful. In academic tests with a TN greater than 5, you gain a +2 bonus to your roll. This includes academic skills used as physical tests, and physical skills used as academic tests. For example, used to recall basic facts in a Life Science skill test (TN 5), a character with this edge is automatically successful. When making a TN 1 5 test to recall an obscure fact, or using Life Science to perform an experiment (a physical test) the character gains +2.

Everyman

You have a "plain" appearance, making you more difficult to recognize (even if you are famous).

EFFECTS: Increase the difficulty of all recognition tests directed at you by +5 TN.

Excellent Metabolism

Your heightened immune system, healthy constitution, or unique body chemistry allow you to resist attacks to your metabolism better than others.

EFFECTS: YOU gain a +4 bonus to Stamina reactions made to resist the effects of disease and poison.

Exceptional Concentration

You have the ability to "tune out the world" when you concentrate. You can simply brush off and ignore distractions that would hamper a normal person.

EFFECTS: YOU may ignore the normal penalties imposed on you by outside distractions (see Table 6.5, page 102).

Exceptional Fortitude

You have great endurance and become fatigued less easily than most people.

PREREQUISITE: Vitality 6+

EFFECTS: YOU suffer fatigue-related test penalties as if you were one fatigue level lower than you actually are.

Fame

Your reputation precedes you, and most people respect and admire your particular qualities. You are well known for one or more specific attributes.

PREREQUISITE: Renown 9+

EFFECTS: Choose a specific aspect for your Fame. Sample aspects include skill, aggression, discipline, daring, and openness. When an opponent makes a recognition test to recognize you, chances are he will recognize you for one of your Fame aspects (you can choose which one, if you have upgraded this trait and possess two or more). Favorable aspects will normally improve a stranger's stance toward you by one interaction stance category (see "Social Test Modifiers," page 102).

UPGRADE: Each time you take this edge you may add another aspect to your Fame.

Famous Event

You played a crucial or central role in an extremely important event. Examples might include winning a critical battle during the Dominion War, making an important scientific breakthrough, negotiating an important interstellar treaty, or committing a rather heinous crime. Record the event—when you are recognized in the future, people may react to you according to your participation in the event.

EFFECTS: You gain +1 to your Renown.

UPGRADE: Each time you take this trait, add another +1 to your Renown and record a new event.

Fit

You are in great shape and are thus more adept at physical actions than most people.

PREREQUISITE: Strength 6+

EFFECTS: YOU gain a +1 bonus to all physical tests.

Friendly

You have an easy way about you. You can influence people more easily than normal.

PREREQUISITE: Presence 6+

EFFECTS: YOU gain a +1 bonus to all social tests.

Great Stamina

You are able to push yourself much harder than normal and can endure great strain.

PREREQUISITE: Vitality 6+

EFFECTS: YOU gain a +4 bonus to all Stamina tests made to resist fatigue.

Great Vitality

You have an unusually hearty constitution.

PREREQUISITE: Vitality 6+

EFFECTS: Reduce the difficulty of tests made to stabilize you by -5 TN. In addition, you gain a +4 bonus to your rolls when making weekly or twice-weekly Stamina tests to regain lost wound points (see "Natural Healing," page 252, and the First Aid and Medicine skill descriptions).

Healthy

Your immune system is stronger than that of others of your species.

EFFECTS: You gain a + 2 bonus to all Stamina reaction tests.

High Pain Threshold

You can tolerate more pain than the average Human. For Cardassians and Klingons, this is a normal physiological state; many Vulcans and some Bajorans receive ascetic training or possess mental disciplines that can divert pain.

PREREQUISITE: Vitality 6+

EFFECTS: Reduce the injury penalty by 2. For example, if you are Injured, you would make tests at -1 rather than the standard -3.

Increased Range

Your exceptional mental focus and acuity allow you to use your powers at greater distances than other psions.

PREREQUISITE: Psionic 2

EFFECTS: Choose a psionic skill. Increase range increments related to the skill by +50% (round up).

UPGRADE: YOU can upgrade this edge to choose a new psionic skill. You may not choose the same psionic skill twice.

Innovative

You approach problems from a different perspective, devising innovative solutions for problems as diverse as settling a shipboard dispute or cold-restarting the warp field coils.



EFFECTS: YOU may purchase a profession ability from a basic profession other than your own. You must meet any prerequisites for the ability.

UPGRADE: YOU may purchase this trait multiple times. Each additional purchase "buys you the right" to purchase another profession ability from a basic profession other than your own. If you wish to purchase Tier 2 or 3 abilities, you will have to take this trait multiple times in order to purchase the appropriate prerequisites for the ability you want.

Iron Willed

Something about your neurological makeup makes you more resistant to psionic abilities.

EFFECTS: YOU gain a +4 bonus to Willpower reactions made to resist psionic attacks or effects.

Lightning Reflexes

You have developed finely honed combat reflexes.

PREREQUISITE: Agility 6+

EFFECTS: YOU may take reload and recover actions in combat as free actions.

Likeable

People naturally gravitate toward you.

EFFECTS: In social tests, adjust any modifiers resulting from interaction stance by +3.

Martial Artist

Your advanced physical training allows you to attack more quickly than normal during a fight.

PREREQUISITE: Agility 6+

EFFECTS: When making an unarmed combat attack as an additional action beyond your basic allotment, you make the attack at a -2 instead of the usual -5. This trait confers no additional bonuses on actions beyond your first "extra" action.

Meticulous

You are very exacting and take a methodical approach to any ongoing or extended task.

EFFECTS: YOU gain a +1 cumulative bonus per round in extended tests.

Multitasking

You can accomplish multiple tasks rapidly.

PREREQUISITE: Intellect 6+

EFFECTS: YOU can treat a full-round action as two actions, and you may take additional actions at the standard penalty (see page 245). For example, administering First Aid counts as two actions toward your action allowance, allowing you to fire your phaser (an attack action) at the standard -5 penalty. Off-hand penalties still apply.

TABLE 7.2: PROMOTION

PROMOTION	BONUS	STARFLEET	DIPLOMAT	MERCHANT	BAJORAN MYSTIC	SOLDIER
1	+1	Lieutenant (Junior Grade)	Legate	Steward	*Rrnijen*	1st Lieutenant
2	+1	Lieutenant	Vice-Envoy	••MMMMSBH Associate	*Prylar*	Captain
3	+2	Lieutenant Commander	Envoy	Buyer	*Vedek*	Major
4	+2	Commander	Envoy-General	Factor	***Kai***	Lieutenant Colonel
5	+3	Captain	Ambassador	Partner	Emissary	Colonel

The Narrator may add further ranks (Commodore, Admiral, etc.) as required.

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NIGHT VISION

You have exceptionally good night vision, allowing you to distinguish shapes and movement in all but complete darkness.

EFFECTS: You can see in dim lighting conditions (see Table 6.3: Physical Test Modifiers), and reduce penalties for darkness by 2.

PROMOTION

This edge represents formal rank in a hierarchical organization (military, religious, commercial, etc.) above the "starting" rank—Ensign for Starfleet officers, monk for mystics, second legate for diplomats, second lieutenant for soldiers, etc.

PREREQUISITE: None, although most characters with this edge should be a member of the organization in question. However, just as Captain Sisko became Emissary of the Prophets without ever being a member of the Bajoran religious establishment, story events may drive this edge rather than the other way around. Captain Sisko notwithstanding, for each organization in which the character possesses a rank, he should "start over" at Promotion 1 and work up. A Bajoran Resistance infantry captain (Promotion 3) who joins Starfleet needs to take Promotion 1 again to become a Lieutenant (j.g.), rather than getting to pick only one more level of Promotion to become a Commander.

This edge does not directly correlate to power or responsibility—for that, see the Command edge (page 131)—but the assumption remains that a higher-ranking character is at least potentially capable of greater levels of both. Note that religious/mystical ranks may seem somewhat "compressed" compared to, say, Starfleet ranks; Promotion 5 makes one the near-deified Emissary of the Prophets in Bajoran mystical rank, but a "mere" Captain in Starfleet. Narrators of series set entirely within mystically driven cultures may therefore wish to adjust these values.

EFFECTS: YOU gain a +1 bonus for every odd-numbered edge level to all social tests made against those under your command (for example, Promotion 3 confers a +2 bonus). This does not generally affect direct orders issued to subordinates (which they should follow anyway). This bonus is cumulative with other similar modifiers.

UPGRADE: Table 7.2: Promotion gives the ranks equivalent to levels of this edge for "standard" organizations in the *Star Trek* universe. This should also provide guidelines for other organizations that may not follow these specific rank structures, such as pirate ships or criminal enterprises. Some merchant ships use naval-style ranks akin to Starfleet; others have no formal rank structure besides the captain and the various department heads.

PSIONIC

You have the capacity to tap and use psionic power; this edge serves as the essential prerequisite for any of the psionic skills on pages 126-127. Though universal among Betazoids and Vulcans, even normally non-psionic species sometimes produce psionically capable individuals such as Gary Mitchell. In such cases, their psionic abilities usually lie dormant until triggered by some overwhelming stimulus. Intensive psionic training from infancy by an advanced race such as the Thasians has occasionally granted normal Humans psionic powers. Your Narrator may disallow this edge if you are a member of a non-psionic species without a sufficient "origin story" to explain your gifts.

PREREQUISITE: A character may not be a Ferengi or a member of any other psionically "mute" species.

EFFECTS: When you select this edge, you create a new attribute for your character—Psi—from which you derive your character's Psi modifier (see Table 4.1: Attribute Modifiers). Your starting level in this attribute is 4. You must have the Psionic edge to select Psionic skills, such as Empathy and Mind Control.

SPECIAL: YOU can advance your Psi attribute as a favored attribute (see *Chapter 9: Advancement).*

PSIONIC COVERAGE

You possess a powerful mind and are able to affect multiple target minds more easily than most psions.

PREREQUISITE: Psionic 2+

EFFECTS: Choose a psionic skill affected by this edge. When targeting more than one mind, you gain a +5 bonus to your related psionic skill test.

UPGRADE: YOU can upgrade this edge by choosing a new psionic skill.

Psionic Focus

You possess an incredibly focused mind, allowing you to shrug off interference and distractions that would affect most psions.

PREREQUISITE: Psionic 1+

EFFECTS: YOU can ignore the first 5 points of environmental interference modifiers when making a psionic test. For example, a psionic character trying to use the Telepathy skill through a dampening field (+4 TN) amid a great deal of psychic "noise" (+4 TN) would make his skill test at a cumulative +3 TN (+8 TN - 5 points).

UPGRADE: Choose a different psionic skill affected by this edge.

Quick Draw

Your finely honed combat reflexes allow you to draw weapons with alarming speed.

PREREQUISITE: Combat skill rank 1+ in any weapon. This need not be selected for each weapon.

EFFECTS: YOU can draw a handgun, phaser or disruptor pistol, dagger, or other short, one-handed, personal weapon as a free action. Larger weapons, such as *bat'leths* and *lirpa* are not drawn, and so do not apply. If you are engaged in a showdown (such as the classic Western gunfight) with another character with Quick Draw, the combatant with more picks in Quick Draw has his weapon ready first. If you both have the same level of Quick Draw, make an opposed Quickness reaction test to determine who goes first.

UPGRADE: Additional picks only improve your Quick Draw against other fast guns.

Quick Shot

You shoot from the hip, reacting more quickly than normal in the heat of battle.

PREREQUISITE: Agility 6+

EFFECTS: When making a ranged attack as an additional action beyond your basic allotment (see page 244), you make the attack at a -3 instead of the usual -5 penalty. This trait confers no additional bonuses on actions beyond your first "extra" action.

Rapid Healing

Your metabolism allows you to heal faster than the average humanoid. Rapid Healing differs from High Pain Threshold (page 135). A character with High Pain Threshold can withstand the physical and psychological effects of pain, but doesn't heal any faster than normal; a character with Rapid Healing isn't any more resilient than normal, but recovers from physical damage more quickly.

PREREQUISITE: Vitality 9+

EFFECTS: YOU heal in half the time, recovering 2 wound points per day of natural healing rather than the standard 1.

Resolute

You don't know the meaning of the word "surrender." Once you decide on a course of action, you stand your ground.

EFFECTS: When you spend 1 Courage in a Willpower reaction test, you gain +5 to your test result rather than the standard +3.

Sense of Direction

You have an innate sense of direction, instinctively knowing which way to travel.

EFFECTS: Use this edge to intuitively know the right way to the bridge on an alien ship, the direction of the nearest settlement from a landing zone, or which way is north. This ability functions automatically, and requires no tests. This edge does not apply to space travel or uses of the Space Science (Astrogation) skill.

Sense of Time

You have an innate sense of time. For example, if you are knocked out, you know how long you were unconscious; you always know just how long the ship has until the warp core breach without an annoying computer countdown to remind you.

EFFECTS: YOU always remain aware of the time (though it is not always to precise, the margin of error is +/-10%). This ability functions automatically and requires no tests.

Sherpa

You are able to carry much heavier loads than normal.

PREREQUISITE: Strength 6+

EFFECTS: For the purposes of calculating encumbrance and carrying capacity, your normal load is up to Strength x 8 or less in kg. Your heavy load is Strength x (8 to 13) kg and your very heavy load is Strength x 13 kg or more.

Shrewd

You are clever and perceptive, able to discern inconsistencies in someone's tall tale or see through a web of deceit.

EFFECTS: When you spend 1 Courage in a Savvy reaction test, you gain +5 to your test result, rather than the standard +3.

Skill Focus

You have a particular aptitude, or have received specialized training, in one or more skills and specialties.

EFFECTS: This trait gives you bonuses in specific skills tests or pairs of skills tests. The tests chosen should make sense in light of your character's profession or concept. You may want to give your skill focus its own name—almost like a subtrait—to make it more descriptive and give it some narrative color. Table 7.3 provides some sample skill combinations and names.

TABLE 7.3 SKILL FOCUS

Name	Bonus	Skills
3D Thinking	+2 each	Space Science (Astrogofion) and System Operation (Flight Control)
Compassionate	+1 each	First Aid and Medicine
Craftsman	+1 each	Construct and Repair
Diplomatic	+4	Negotiate {Mediate)
Eloquent	+2 each	Negotiate (Entreat) ant) Persuade (Oratory)
Furtive	+2 each	Stealth (Hide) and Conceal (Cache)
Keen Hearing	+4	Observe (Listen)
Keen Sight	+2 each	Observe (Spot) and Investigate (Inspect)
Persuasive	+2 each	Inquire (Interrogate) and Influence (Fast Talk)
Seductive	+2 each	Influence (Charm) and Influence (Seduce)

Use the following guidelines to determine bonuses: 1 skill with specialty (+4), 2 skills with specialties(+2 each), 1 skill without specialty (+2), 2 skills without specialties (+1 each). Refer to the accompanying table for examples.

Species Friend

For some reason, whether past action, family history, or brilliant propaganda campaign, you have become widely known as a friend and ally to a given species. This edge should not be abused to "call in favors" from your friendly species; that's what the Ally edge is for.

EFFECTS: Choose a species as the subject of this edge. With a successful recognition test (see page 148), you gain a +3 bonus to social tests made to influence or sway members of your friendly species (Influence, Negotiate, and Persuade, but not Gaming, Impersonate, and the like). This is in addition to modifiers resulting from successful recognition tests.

Speed

You are quick on your feet and able to move further than normal each round.

PREREQUISITE: Agility 6+

EFFECTS: YOU may move an additional 2m per round on the tactical scale while walking, 4m while jogging, 8m while running, and 12m while sprinting.

Suit Trained

You have spent a great deal of time working in environment or space suits and have learned to adapt.

EFFECTS: YOU have been trained to work well in an environment suit and therefore suffer no penalties for working in one (see page 101).

Thick Skull

You are better able to resist stun effects than most people.

EFFECTS: When attempting to resist stun effects, you make your Stamina reaction test at a +5 bonus.

Thinker

You are adept at problem solving and critical thinking.

PREREQUISITE: Intellect 6+

EFFECTS: YOU gain a +1 bonus to academic tests.

Throw Weapon

You can throw a melee weapon that cannot normally be thrown in combat.

PREREQUISITE: Skill level 3+ in specific weapon.

EFFECTS: Choose a weapon. You can accurately throw your chosen weapon up to 5 meters, but suffer a -2 to your attack when doing so.

UPGRADE: Each upgrade allows you to add an additional weapon.

Trait Upgrade

You are really good at what you do. If you're Resolute, you stand especially firm in the face of adversity. If you have Excellent Metabolism, you are particularly healthy.

PREREQUISITE: Particularedge

EFFECTS: YOU can upgrade one edge that cannot normally be upgraded, for a cumulative effect, but only once. Edges affecting Courage use cannot be upgraded.

Two-handed Fighting

You can fight with a weapon in both hands, and can make one additional attack each round with the extra weapon.

PREREQUISITE: Agility 6+

EFFECTS: YOU gain an extra combat action when attacking with your off-hand without suffering the standard penalty for multiple actions. You still suffer the -8 TN penalty for attacking with your off-hand, however.

Unyielding

You have a stronger than average willpower.

EFFECTS: You gain a +2 test result bonus to Willpower reaction tests.

Wealth

You are rich and have plenty of money to buy whatever you want, within reason. This edge means little in postmonetary societies such as the Federation, where money isn't in common use. Starfleet officers seldom, if ever, possess any personal monetary wealth. However, wealth can be extremely important on the frontier or in other societies where wealth plays a major role, such as that of the Ferengi.

EFFECTS: Your "liquid assets" roughly equate to 200 bars of gold-pressed latinum, or 20,000 Federation credits.

UPGRADE: Upgrades of this edge grant additional levels of Wealth; the Narrator may treat in-game advancements in Wealth as inheritances, investment maturity, "ships coming in," war booty, or some other windfall. Your Narrator may also refuse to grant upgrades to this edge without some story justification.

Wealth 5: Up to 400 bars of gold-pressed latinum, or 40,000 Federation credits.

Wealth 3: Up to 800 bars of gold-pressed latinum, or 80,000 Federation credits.

Wealth *A*: Up to 1600 bars of gold-pressed latinum, or 160,000 Federation credits.

Wealth 5: Up to 32,000 bars of gold-pressed latinum, or 320,000 Federation credits.

Weapon Mastery

You have an innate understanding of a particular weapon from extensive training.

PREREQUISITE: Skill level 1+ in specific weapon.

EFFECTS: Choose a specific weapon, defined by your skill selection, such as Energy Weapon (Phaser), *Bat'leth,* or Projectile Weapon (Handgun). You gain a +3 bonus to your test result when using that weapon.

UPGRADE: Each upgrade allows you to add an additional weapon.

Zero-G Trained

You have received extensive training in microgravity environments and have learned to adapt. This edge is not the same as the Suit Trained edge, nor does it convey any specific spacegoing skill.

EFFECTS: YOU suffer no penalties from working in zero-gravity.

FLAWS

Flaws represent some penalty you take on to realize a corresponding benefit. Like edges, some flaws modify test results or reactions. Others alter the rules in some way, such as preventing you from using Courage in certain kinds of tests or increasing the modifier as a result of being wounded. Finally, some flaws introduce a story effect for you to confront, such as a rival.

When you create your character, you have the opportunity to choose one flaw for an additional edge (see *Chapter 5: Development).* Later on, as your series progresses, your Narrator may assign additional flaws as a result of something that occurs in the game. Watching one of your comrades perish during a Klingon attack might give you a new Enemy, while contracting a strange alien disease might result in the acquisition of the Sickly flaw.

Keep in mind that your Narrator will expect you to realistically play these traits as flaws; she may use them to drive the story, to hamper your actions, or to otherwise add drama to the episode.

Addiction

You are addicted to a particular drug or substance, such as the Jem'Hadar dependence on ketracel-white, Damar's "fondness" for *kanar,* and Garak's addiction to his cranial implant. This flaw is rare in the Federation thanks to advanced medicine and cultural optimism, and equally unknown in the Klingon Empire due to their "warrior purity" ethos.

EFFECTS: Choose something to which your character is addicted, such as alcohol, Venus drug, or ketracel-white. You must consume this substance once every other day, or suffer -1 Presence or Intellect. When both attributes reach 1, the "shakes" set in—reduce your Agility or Vitality by - 1 . You cannot recover lost attribute levels resulting from your addiction during this period. When all four attributes reach 1, the addict is at rock bottom and stays there for one week. Attributes then begin to recover normally at a rate of one point per day. At the Narrator's option, you may be cured of your addiction.

UPGRADE: Choose this flaw again to either add a second substance or increase your need for a substance to which your character is already addicted.

ADDICTION 2: You must consume the substance once per day.

ADDICTION 3: You must consume the substance twice per day.

Arrogant

You're a little too confident in yourself, your social group, or your whole culture. This can come off as grating and unpleasant unless you take extra effort to mollify your inferiors.

EFFECTS: Because of your arrogance, you cannot spend Courage on social tests.

Bloodlust

Whenever you fight, you cannot stop. Many Klingons possess this flaw, although they don't see it as a failing. Federation psychological screening prevents people who suffer from this flaw from serving in Starfleet; you may not be in any Federation service with this flaw.

EFFECTS: In any combat encounter, while both you and your adversaries remain standing, you must spend 1 Courage to voluntarily stop fighting, no matter how wounded you are. Influence skill tests to convince you to stop attacking receive a -3 modifier; Negotiate and Persuade automatically fail.

UPGRADE: Choose this flaw again to increase the intensity of your rage.

BLOODLUST S: YOU must spend 1 Courage to refrain from killing injured or unconscious opponents. This includes setting energy weapons to stun. Influence skill tests to convince you to stop attacking receive a -6 modifier; Negotiate and Persuade automatically fail.

BLOODLUST 3: You are a full-on berserker. You must spend 1 Courage to avoid attacking your allies, if there are no opponents left to fight. Influence skill tests to convince you to stop attacking receive a -9 modifier; Negotiate and Persuade automatically fail.

Coward

You don't possess the "heart of a hero." After all, bravery and foolishness are simply two sides of the same coin. You'd rather stand back and consider your options before rushing headlong into a tense situation.

EFFECTS: YOU may only spend 2 Courage in a single round instead of the usual 4.

Dark Secret

Something about you, or something you know, is so horrible that no one must find out the secret. This can range from things which are simply embarrassing (having an adulterous affair, for example) to things which are blatantly illegal. The severity and nature of your secret may vary with your culture and species.

EFFECTS: YOU and your Narrator should work together to come up with the specifics, adjusted for the character's personality, culture, and history. If your Dark Secret is revealed, whenever you interact with members of your species or profession, modify their interaction stance, thus making someone friendly toward you unfriendly (see page 102). For example, a Klingon who behaved dishonorably at the Battle of *Klacht'del Bracht* would be treated as unfriendly among normally friendly Klingons if his secret were revealed.

UPGRADE: If your character does something else horrible during the series, the Narrator may assign you another Dark Secret flaw, but should never grant you any kind of "compensatory" edge to make up for it.

Devotion

You are related to someone—a child, spouse, lover, or relative—who frequently becomes endangered. The gamma rays from a supernova affect your daughter, the Cardassians kidnap your lover while on an away mission, the plasma storm on the planet below jeopardizes your wife.

EFFECTS: Choose the object of your devotion and their relationship to you. You and your Narrator should work out the specifics—a lover in Stellar Cartography, a child accompanying you on your starship, an old flame who shows up periodically. The devotee should be present "front and center" in the series action—on board your starship, a fellow merchant working the same territory, and so on.

At the beginning of each episode, the Narrator secretly rolls 1d6. On a 1, the object of your devotion is jeopardized in some way. For example, if the episode involves surveying a dying sun, a weird energy burst might penetrate your quarters and affect your child. You cannot abandon your charge and must make every effort to protect and provide for those you care about. Should the object of your devotion suffer as a result of your actions—neglecting to obtain the vaccine because you can't be bothered, or neglecting to save your son from the Jem'Hadar because it interferes with your plans—the Narrator can impose a penalty to your experience point award for the adventure.

Supporting cast characters have their own motivations and are under the Narrator's control. She may decide your character's son happens to be in Main Engineering just as the warp core races out of control, or that your wife commandeers a shuttlecraft to explore the strange energy cloud because she's the best astrophysicist on the ship. Accepting a relationship with a supporting cast character of this magnitude means you accept an added complication to your character's life—one you are willing to roleplay. Similarly, relying on the object of your devotion to solve problems on your behalf reduces your experience point award.

UPGRADE: Choose this flaw multiple times to either add a new Devotion or increase the chances of an existing charge being endangered by 1 (a 1 or 2 on 1 d6, for example).

Dim-Witted

You're a bit slower off the mark than the average person.

EFFECTS: YOU suffer a -1 penalty to academic tests.

Dullard

Academic disciplines don't concern you. You may hail from a primitive civilization or a culture that doesn't value education, or you may come from a failed colony.

EFFECTS: You may not use Courage in academic tests.

Easily Distracted

You have a difficult time maintaining your concentration. You can't seem to shake off even the slightest distraction.

EFFECTS: Whenever you encounter outside distractions (see Table 6.5, page 102), you suffer an additional -3 penalty to your test result.

Easily Winded

Endurance tests aren't your forte, and long marches tire you easily.

EFFECTS: YOU make Stamina tests to resist fatigue at a -5 penalty.

Enemy

You've made an enemy of someone with the resources, information, influence, or power to kill you, or they've made an enemy of you.

EFFECTS: Choose an enemy. This person holds great authority over others of his kind, such as a Starfleet captain, a Klingon High Council member, or a Bajoran *Vedek.* The enemy's actual rank is equal to Promotion 3 (see the Promotion edge, page 136). When you select this flaw, you and your Narrator should work out this supporting cast character's identity and the nature of his antagonism.

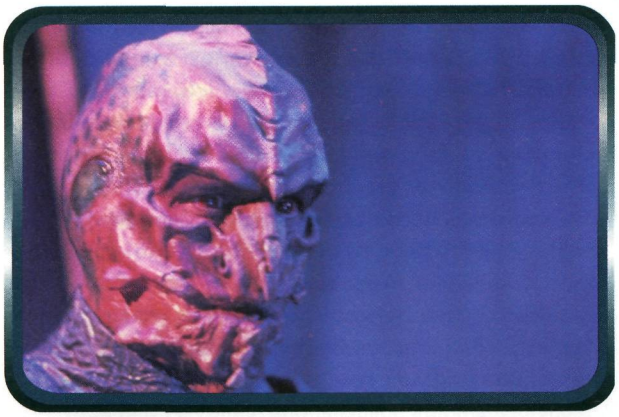
With an enemy, it's always personal. Your enemy has the resources and influence to complicate matters and threaten your life—access to a starship, powerful connections throughout the sector or quadrant, or powerful friends. At the beginning of each episode, prior to play, the Narrator secretly rolls 1 d6. On a result of 1, your enemy makes an appearance to jeopardize your life. He either sides with your opponents or appears as a major subplot in the story, or he appears as the major antagonist for the episode. In the case of the latter, the Narrator may want to roll for enemy appearance when designing the episode (see *Chapter 4: Episode Building* in the *Star Trek Narrator's Guide).*

The threat posed by the enemy is real and immediate. He or his associates want to end your life. This typically manifests itself as a combat encounter, though it could include something as complex as an intricate plan implicating you in a crime resulting in a court martial (or worse). The Narrator determines when and how your enemy appears in the episode. He may do so either directly—appearing during negotiations with the Legarans—or indirectly through associates or proxies—fellow Orion pirates. You simply cannot ignore your enemy when the dice decree his appearance.

Should your enemy cease to be a threat—through death or imprisonment, for example—another enemy rises to take his place. The Narrator determines the circumstances surrounding this new enemy. For example, he may be the sister of your original enemy, bent on revenge.

UPGRADE: This flaw can be taken multiple times to either increase the Promotion level of your enemy, add a new enemy, or increase your current enemy's chances of appearing (on a 1 or 2 on 1d6, for example). In general, the Narrator should not grant player characters a new Enemy to reflect specific supporting cast harassed during play. Picking fights with otherwise inoffensive NPCs should not result in a new Enemy flaw; if the Crew angers a Romulan senator, the characters should not receive the benefits of appropriate levels of Enemy to reflect these story events. On the other hand, should the Crew wish to develop this antagonism to the level of Enemy, the Narrator should grant the player an extra edge.





Familiar Face

You have a "familiar mug," making you more easy to recognize.

EFFECTS: Opponents make all recognition tests directed at you at a -5 TN.

Flat-Footed

You react poorly to sudden changes in your environment.

EFFECTS: YOU suffer a -3 Quickness reaction penalty during dodge actions.

Gullible

You are easily fooled by Ferengi merchants, believe it when someone tells you tribbles make great pets, and accept the tailor's story that he's not a spy.

EFFECTS: YOU suffer a -2 Savvy reaction penalty.

Infamy

Your reputation precedes you, and most people fear or revile you for one or more of your particular qualities. Your actions have made you infamous for one or more specific attributes.

PREREQUISITE: Renown 3+

EFFECTS: Choose a specific aspect for your Infamy. Sample aspects include hostility, immorality, treachery, crime, cruelty, and prejudice. When an opponent makes a recognition test to recognize you, chances are he will recognize you for one of your Infamy aspects (you can choose which one if you have upgraded this trait and possess two or more). Unfavorable aspects will normally make a stranger's stance toward you worse by one interaction stance category (see "Social Tests," page 101).

UPGRADE: Each time you take this trait you may add another aspect to your Infamy.

Intolerant

You do not like a particular group of people, possibly a small subset (cyberneticists) or an entire culture (Klingons). Whenever you speak about them, you have nothing kind to say; they, conversely, can contribute nothing useful to any discussion.

EFFECT The object of your intolerance is a small, uncommonly encountered group, such as smugglers or Bolian scientists (chosen at the time of selection). When interacting with the subject of your ire, you cannot hide your dislike. You must spend 1 Courage, with no benefit, to engage in social skill tests involving the target group.

UPGRADE: YOU can upgrade this flaw to increase the size and frequency of the target group or add a new group.

INTOLERANT 2: A medium group, such as Vulcans or Bolians

INTOLERANT 3: A large, frequently encountered group, such as Klingons or Cardassians

Low Energy Level

You possess less overall energy than normal, becoming tired faster than the average person does.

EFFECTS: YOU make Stamina tests resulting from fatigue in half the base time listed on Table A.9: Fatigue Rates (see page 246). For example, actions requiring extreme activity, such as running, tire you out after 5 minutes (rather than the standard 10 minutes).

Low Pain Threshold

You don't tolerate pain well.

EFFECTS: Increase the injury penalty by 2. For example, if you are Injured, you would make tests at a -5 rather than the standard -3.

Night Blind

You have a difficult time seeing in the dark.

EFFECTS: YOU suffer double the normal penalties from low light conditions.

Pacifist

You are opposed to violence. You can fight but cannot kill or abandon someone to die (even an enemy).

EFFECTS: YOU may not use Courage in combat skill tests to attack (dodge and parry/block actions remain unaffected).

UPGRADE: YOU may upgrade this flaw to reflect even more pacifistic beliefs.

PACIFIST 2: You will fight only to defend yourself or those under your personal care. You may not use Courage in combat skill tests to attack, dodge-related Quickness tests or initiative.

PACIFIST 3: You will not fight, period. You must spend 1 Courage to engage in combat, even if attacked. Surak of Vulcan believed in such a code of total nonviolence.

Proud

Your considerable pride will be your downfall. It often prevents you from giving others an even shake.

EFFECTS: YOU suffer a -1 penalty to social tests.

Reckless

You often rush into problems headlong, without formulating a plan or concentrating on what you're doing.

EFFECTS: YOU suffer a -1 penalty to physical tests.

Rival

Someone competes with you, either a classmate from school, a fellow shipmate, or a rival suitor. Whenever he can, your rival tries to show you up.

EFFECTS: Choose a rival. This person holds the same relative power as you, such as a Starfleet lieutenant, a Klingon warrior, or a Bajoran *Prylar.* The rival's actual rank is equal to Promotion 1 (see the Promotion edge, page 136). You and your Narrator should work out this person's identity and what inspires your competition.

Your rival complicates your life by making skill tests more difficult and influencing supporting cast characters. With similar resources, your rival should be close at hand—a fellow crewmate, a resident on your starbase, a frequent visitor to your ship. At the beginning of each episode, prior to play, the Narrator secretly rolls 1 d6. On a result of 1, your rival makes an appearance to complicate the episode.

How your rival affects the adventure depends on the Narrator. Rivals don't need to make a direct appearance to make their presence felt. Sometimes, their meddling manifests as a modifier to a skill test, such as affecting your interaction stance by smearing your reputation. Similarly, he might spoil your experiment by falsifying data or contaminating samples, making your skill tests more difficult. Generally, this should result in up to a -5 penalty to a single, critical skill test (including extended tests). Alternatively, the Narrator may decide to involve your rival more directly—showing up to bid against you or to steal a vital component of your invention.

Unlike Enemy, this flaw differs in both extent and nature. An enemy wants you dead. A rival wants to set you up to fail, show you up, or make your life miserable. In addition, a rival can be a friend or coworker, making him closer at hand. Should your rival cease to be a threat—you both bury the act through good roleplaying, for example—another rival rises to take his place. The Narrator determines the circumstances surrounding this new rival.

UPGRADE: This flaw can be taken multiple times to either increase the Promotion level of your rival, add a new rival, or increase your current rival's chances of appearing (on a 1 or 2 on 1d6, for example). Starting feuds with otherwise inoffensive NPCs should not result in a new Rival flaw; if the Crew angers a fellow shipmate, the characters should not receive the benefits of appropriate levels of Rival to reflect these story events. On the other hand, should the Crew wish to develop this to the level of Rival, the Narrator should grant the player an extra edge.

Shaky

You've always been slightly unsure of yourself in combat. Now, if the darn targets would just hold still...

EFFECTS: If you do not take an aim action (see page 248) when making a ranged attack, you make the attack at a -5 test penalty. Taking an aim action allows you to make the attack normally (without the aim bonus).

Sickly

Your immune system isn't as strong as that of others of your species.

EFFECTS: YOU suffer a -2 penalty to Stamina reaction tests.

Slow

You possess slower than normal reflexes.

EFFECTS: YOU suffer a -2 penalty to Quickness reaction tests.

Slow Healing

Your sluggish metabolism, debilitated constitution, or body chemistry cause you to heal more slowly than the average humanoid.

EFFECTS: YOU take twice the time to heal, recovering 1 wound point every two days through natural healing (rather than the standard 1 per day). Wound point recovery rates for First Aid and Medicine skill tests are unaffected.

Species Enmity

For some reason, whether past action, family history, or misconception, you have become widely known as an enemy of a given species. Individual members can be won over through your deeds (if your reputation is unfounded), however.

EFFECTS: Choose a species as the subject of this flaw. With a successful recognition test (see page 148), you gain a -4 penalty to social tests made to influence or sway members of your hostile species (Influence, Negotiate, and Persuade, but not Gaming, Impersonate, and the like). This is in addition to modifiers resulting from successful recognition tests.

Thin-Blooded

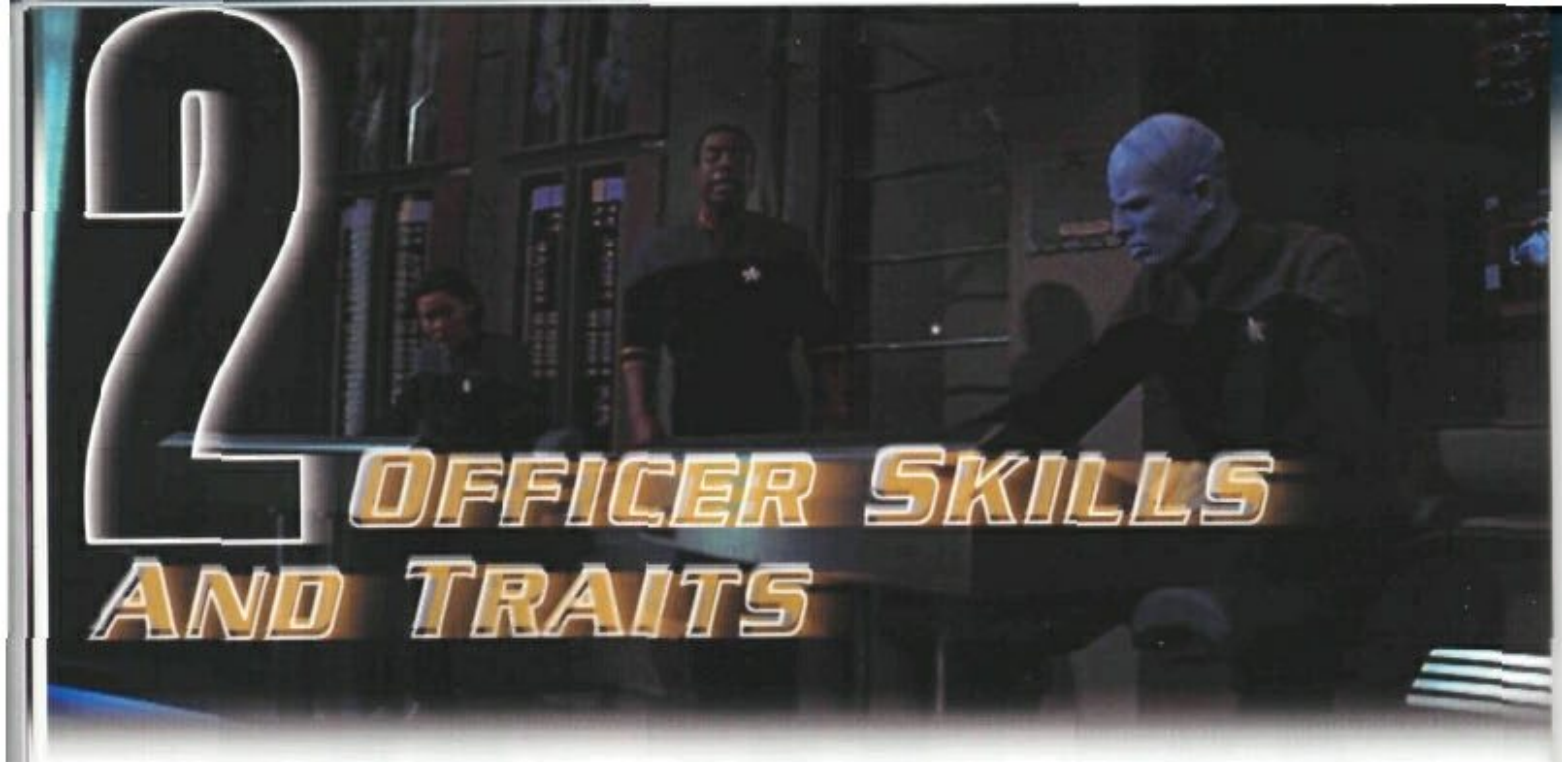
You are more susceptible to extreme hot or cold temperatures. When taking this trait, choose whether your character is more susceptible to heat or cold.

EFFECTS: YOU suffer a -5 penalty to Stamina reaction tests to resist the effects of extreme heat or cold.

Weak Willed

You are easy to manipulate.

EFFECTS: YOU suffer a -2 penalty to Willpower reaction tests.



2 Officer Skills and Traits

The key to Starfleet's stellar record of success, peace, and exploration is its officers. However, what makes a Starfleet officer the best in the galaxy is his skills—the intensive training and innate talents that can mean the difference between life and death for entire planets. Every Starfleet officer uses her skills to the utmost, getting every edge and every advantage possible out of her already comprehensive battery of talents.

Skills Revisited

This chapter gives more specific uses, additional sample specialties, and fuller calibration for some of the core skills from the *Star Trek RPG Player's Guide*, as well as some key traits tied to skill levels that can add new capabilities for those who master the required disciplines.

Administration

Command officers, and department heads in all branches, use Administration to manage their responsibilities and to operate within the larger bureaucracy of Starfleet. The larger the effect or influence of the test, the more difficult it is to manage without deadlock, misunderstanding, or inefficiency.

Simple (TN 5): Administering the crew of a small ship or a small team (under 20 individuals).

Routine (TN 10): Administering the crew of a medium ship, or a department on a larger ship (20-300 individuals).

Challenging (TN 15): Administering a capital ship, flagship, or starbase (301-5,000 individuals).

Difficult (TN 20): Administering a fleet or major Starfleet office (5,001-20,000 individuals).

Virtually Impossible (TN 25): Administering Starfleet or any interplanetary or planetary bureaucracy. Almost all such tasks become extended tests, almost by default.

Additional Modifiers: Efficient Starfleet computer systems make administering a starship or starbase easier. Administration skill tests dealing with a starship or starbase take –1 to the TN for every class level of the operations system (see *Star Trek RPG Narrator's Guide* page 138) of that ship or base; for example, a Starfleet captain using a Class 4 operations system to run her ship makes her Administration tests for shipboard matters at –4 to TN. Administration skill tests gain the same bonuses from the Promotion edge as social skill tests.

Affinities: Gains a +1 affinity bonus from Law skills with the same or similar specialties: For example, Administration (Starship) gains the bonus from Law (Starfleet) when used on Starfleet vessels. Operations managers also administrate shipboard issues as a matter of course; Administration gains a +1 affinity bonus from System Operation (Mission Ops).

Bureaucratic Pressure: Often, members of a bureaucracy exert pressure through the system to achieve their ends—a more glamorous assignment, a coveted fleet promotion, the right to divert from a mission for a sudden emergency, the exposure of a conspiracy or the defeat of a dangerous scheme. Such pressure is often opposed by the current holder of the assignment, rival for promotion, some narrow-minded under-secretary, and so forth, who applies his own pressure to resist your aims. This can be resolved as an opposed Administration test against your opponent. For tests against nothing but the inertia of an established bureaucracy, use the TNs above based on the size of the impact you are trying to achieve: if you are trying to divert one medium ship, the TN for such a test is 10; if you are trying to change Starfleet policy for all ships, the TN is 25.

Armed Combat

You may pick one of the fairly broad individual skills in this skill group given on page 109 of the *Star Trek RPG Player's Guide* (Simple, Traditional Klingon Weapons, etc.) or a skill representing a specific school of armed combat. Many specific school skills allow access to "key traits," which are special traits keyed to specific skill levels as a prerequisite. Some key traits require the prior selection of other key traits. Unless specifically noted, you may not use two key traits for the same attack test. Key traits cost two advancement picks each, just like regular traits.

Each specific school grants basic familiarity with at least one broad class of weapon; a character with Fencing can pick up and use any sword, from a Scottish claymore to a Klingon *mek'leth*. However, only the specialty weapon or weapons of the school (marked with an asterisk) can be used with its key traits. Thus, a character with three skill levels of *Anbo-jytsu* would write Anbo-jytsu (Staff) +3 on his character sheet, and would gain the specialty bonus using a staff. He would have the same effective skill rank with any club as a character with Simple Armed Combat +3.

Anbo-jytsu

The blind Centauran gymnast Kathar Eltrin invented this specialized school of staff-fighting in 2168. It remains more popular on Alpha Centauri as a performance art rather than a martial art, but Centaurans in Starfleet have returned it to its efficient roots. *Anbo-jytsu* stresses kinesthetics, balance, and keen senses. **Weapons:** *Staff, club, lirpa, mace, stunrod.

Jytsu Sense

You channel the input of your senses more fully into your strikes, and act fluidly upon the many subtle cues of sound and motion you receives.

Prerequisite: *Anbo-jytsu* +2

Effects: Your *Anbo-jytsu* skill gains a +1 affinity bonus from your Observe (Listen) skill. This key trait may be used with other *Anbo-jytsu* tests.

Upgrade: You may substitute your Observe (Listen) skill level for your Quickness reaction level in tests to determine initiative or surprise.

Anbo Dur

The most common move in *Anbo-jytsu*, a sweeping blow brought between the attacker's legs for maximum interference with movement.

Prerequisite: *Anbo-jytsu* +4

Effects: A successful staff blow does damage as normal, then throws your attacker to the ground. He suffers all penalties for being prone until he uses one action to get up.

Upgrade: In addition to the above, a successful staff blow numbs your opponent's leg; he may not add his Agility bonus, if any, to any combat test until healed.

Pranha Jytsu

You hear your opponent's moves and subconsciously translate the audible signal into reflexive muscle action.

Prerequisite: *Jytsu Sense*, *Anbo-jytsu* +6

Effects: You may substitute your Observe (Listen) skill level for your Agility bonus in determining your Defense rating.

Anbo Chohr

By listening to your opponent's breathing, you can find his most vulnerable spot for a debilitating blow.

Prerequisite: *Jytsu Sense*, +8

Effects: Double your damage from a successful staff blow.

Chaka Hramdal

The bloody, direct art of fighting with the massive Andorian dagger, the *chaka* (see box), has over 800 different substyles. Most Andorian duels are resolved by *chaka hramdal* contests; thanks to this art's emphasis on deadly strikes, duels to first blood often turn out to be duels to the death. **Weapons:** **Chaka, d'k tahg*, knife.

CHAKA

SPECIFICATIONS: 35 cm long, 75 cm from side to side, 1.8 kg

DESCRIPTION: The "Andorian fighting dagger" (more of a shortsword by weight and size) resembles three Earth bowie knives joined in an upside-down "T" or an oversized Klingon *d'k tahg*. One blade projects forward from the fist, with two more protruding from the ends of the haft on either side. *Chakani* come in many different versions; some have longer central blades, basket-hilts on the hafts, or spikier side blades.

PARRY MODIFIER: +1

DAMAGE: 1d6+4

Jenac

This is a rapid, deep thrust with the forward blade intended to end the combat in a hurry.

Prerequisite: *Chaka Hramdal* +2

Effects: A successful *jenac* thrust does +1 to +6 damage, but lowers your Defense by the same amount for the next round.

Ashrand

The "eyeblink counter strike" uses your opponent's own strike as the springboard for a sudden *jenac* strike.

Prerequisite: *Chaka Hramdal* +4, *Jenac*

Effects: After successfully parrying an opponent's strike, you may immediately make a *jenac* strike of your own at a +1 bonus to skill. This will cost 1 action from your next round.

Upgrade: This strike now costs no actions.

Keltrath

This is a direct, stabbing blow downward with one of the *chaka* side blades. Difficult to execute, it is even more difficult to block.

Prerequisite: *Chaka Hramdal* +4

Effects: By taking a penalty between –1 and –3 to your attack skill test, you can force your opponent to take a –2 to –6 penalty, respectively, to his attempt to block, parry, or dodge the *keltrath* attack. For example, if you take a –2 attack test penalty, your opponent must take a –4 penalty to his dodge attempt.

Upgrade: A successful *keltrath* attack does +2 damage.

Shestaal

This "sunrise slash" is intended to cut your foe with all three blades of the *chaka* in a sweep.

Prerequisite: *Chaka Hramdal* +6

Effects: After a successful attack test, roll again for the second blade. If successful, make a third attack test for the final blade. A successful dodge ends the *shestaal*, but *not* a successful parry—an opponent can parry the first blade and be hit by the next two. If the third blade hits, it only does half damage. Using the *shestaal* takes only one action, regardless of how many blows hit.

Upgrade: Three upgrades are possible; in order. Upgrade 1: A successful dodge no longer ends the shestaal attack; Upgrade 2: the third blade does full damage if it hits; Upgrade 3: You may strike more than one opponent with a single shestaal attack.

Shes Kolnat

A brutal move practiced primarily by members of Keth P'trell, the Andorian medical clan, it is considered a "mercy strike" in traditionalist Andorian circles.

Prerequisite: *Chaka Hramdal* +8, Medicine +3 or First Aid +5. A specialty in Andorian medicine or Andorian anatomy lowers the needed skill levels to Medicine +1 or First Aid +3.

Effects: A successful attack does half damage, but severs your opponent's arm (or other striker) tendon, rendering the limb useless (unable to hold a weapon, much less strike with one) until healed.



Fencing

A martial art that emerged in Earth's European continent during the 15th century, fencing encompassed many different styles of swords and swordplay. After 1800 primarily a sport complete with masks, safety uniforms, and blunt weapons, the Klingon crises of the mid-23rd century caused a renewed vogue for serious combat fencing among Starfleet officers. **Weapons:** *Sword, *mek'leth*. (Some Narrators may wish to create individual sword specialties and statistics; combat fencing weapons include the rapier, epee, and saber.)

Lunge

Stepping forward, you thrust the point of your weapon into your opponent.

Prerequisite: Fencing +2

Effects: You may lunge from between 1 and 3 meters away. A successful lunge does +3 damage; you can neither dodge nor parry as your next action.

Upgrade: The "flying lunge" or "ballestra" allows you to add a +1 affinity bonus to lunges from Athletics (Jump).

Feint

A feint, or faked attack, ideally fools your opponent into defending against a nonexistent blow, thus opening him up to your real attack.

Prerequisite: Fencing +4

Effects: Roll 1d6 and subtract your opponent's Perception modifier. Subtract the result from your opponent's Defense during your next attack test. A feint, like a real attack, takes 1 combat action.

Upgrade: Your feint result has a minimum of 1; even if your opponent's Perception modifier is +6 or higher. For each further upgrade, your minimum feint result increases by 1. You may upgrade Feint up to three times.

Corps-à-Corps

By binding your opponent's blade, you keep your opponent in close (point-blank) combat range yet unable to use his weapon.

Prerequisite: Fencing +4

Effects: A successful corps-à-corps attack penalizes your opponent's parry test (if any) by the amount of your Agility bonus. For example, if Louis (+3 Agility modifier) succeeds in a corps-à-corps against Kang,

Kang's attempt to parry that corps-à-corps is at –3. (If Kang attempted to dodge, he would have no penalty.) An unsuccessful parry (or no defensive response whatsoever) binds your opponent's blade. Once bound, your opponent can only free his weapon by succeeding in a Strength attribute test (which takes 1 action) opposed by your initial corps-à-corps attack test result. You may free his (and hence your) weapon at any time.

Upgrade: You may disarm your opponent by defeating him in an opposed Strength attribute test. Every failed attempt by your opponent to free his weapon adds a +1 bonus to your test result to disarm.

Riposte

You turn your parry into an opening to strike at your opponent.

Prerequisite: Fencing +6

Effects: After successfully parrying your opponent's blow, your next attack gains a +2 bonus to your Fencing skill test; also, if you do not already have the initiative, you gain it for the next round.

Upgrade: Your riposte bonus increases to +4.

Sentiment de Fer

You leave your blade constantly in contact with your opponent's weapon, in order to "feel" his moves and intentions ahead of time.

Prerequisite: Fencing +8

Effects: Following a successful attack or parry, you have a +2 test result bonus to all further attacks or parries against that opponent with this weapon, including the use of other key traits. This lasts until the end of the combat, until you retreat or dodge, or until he successfully dodges your attack.

Upgrade: Your bonus from sentiment de fer increases to +4.

Athletics

In addition to Climb, Jump, Ride, and Swim, there are two other specialties of the Athletics skill that may come in handy.

Escape Artist

This specialty covers pulling or wriggling loose from ropes, vines, large manacles, etc. Picking an archaic lock, such as those on 20th-century police handcuffs, is a Sleight of Hand (Lockpicking) skill test. This specialty is based on Agility, rather than Strength, unless the Narrator rules that a brute force "pulling apart" is the only way to loosen a given set of bonds. Make Athletics (Escape Artist) skill tests against a TN dependent on the material.

Simple (TN 5): Vines or other loose, wet strands.

Routine (TN 10): Belts, curtain sashes, or other ad hoc bonds.

Challenging (TN 15): Ropes, tentacles.

Difficult (TN 20): Thick cables or chains; large manacles.

Virtually Impossible (TN 25): Wire, shrunken rawhide, formed plastic "cuffs."

Additional Modifiers: Covertly attempting an Athletics (Escape Artist) skill test while being watched by guards adds at least +5, and possibly the guard's Perception modifier as well, to the TN.

Affinities: Escape Artist attempts against large, whole-body bonds gain a +1 affinity bonus from Gymnastics. Attempts to untie only wrists or hands gain a +1 affinity bonus from Sleight of Hand.

Action Time: Variable minutes to hours, averaging around TNx5 minutes.

Extended Test: Yes, at the Narrator's discretion.

Throw

This specialty of Athletics covers throwing for accuracy, speed, and distance. You may substitute Athletics (Throw) for Archaic Ranged Weapons tests to throw large or easily-thrown weapons such as spears and boomerangs. Specialized throwing weapons such as daggers, tomahawks, kligats, and so forth still require Archaic Ranged Weapons, although that skill will take a +1 affinity bonus from Athletics (Throw). Athletics (Throw) tests also govern throwing items such as overloading phasers, photon grenades (see page 73), or flasks of explosive. The Athletics (Throw) test TN is usually set by the range. Thrown weapons will have established range increments; the distances given here are for a roughly streamlined non-weapon object about the size and mass of a football. The Narrator may vary these numbers depending on the object to be thrown.

Simple (TN 5): Point blank. Within 10 meters.

Routine (TN 10): Short range. Within 30 meters.

Challenging (TN 15): Medium range. Within 60 meters.

Difficult (TN 20): Long range. Within 100 meters.

Virtually Impossible (TN 25): Extended range. Over 100 meters.

Range increments increase by +1 for every +1 to the thrower's Str modifier. Throwing a weapon at a person, however, remains a test against the target's Defense, modified by range as normal.



Additional Modifiers: Pinpoint targeting (hitting a target less than one-tenth the size of the range to target) will add at least +5 to TN. For example, tossing a plasma bottle 60 meters to strike a 6-meter wide evil computer is a normal, Challenging (TN 15) test. If the computer is only 3 meters wide, the TN becomes 20; if the computer is only 1 meter wide, the TN becomes 25. If you are throwing an item to be caught, you may treat the Athletics (Throw) as a combined test with the catcher's Athletics (Jump) skill. Catching a thrown item not intended for you is an Athletics (Jump) test.

Affinities: Athletics (Throw) tests take a +2 affinity bonus (double the normal bonus) from applicable Sport specialties such as Baseball, Cricket, and so forth.

Engineering

This clarifies and spells out the meanings of the test modifiers on page 101 of the *Star Trek RPG Player's Guide* for Engineering (and Repair) physical skill tests. "Adequately equipped" (+0 TN) means the tools and equipment onboard a starship. The docking ports of any starbase, or the civilian orbital facilities around a world with the same Tech Level as the starship, are "well equipped" (–5 TN). Only Spacedock-type full bays (such as those in service hub space stations), and Starfleet orbital or space facilities count as "equipped with advanced/precision tools" (–10 TN) for the purposes of making Engineering (or Repair) tests on a Starfleet vessel. The Tech Level of the equipment available also affects the TN of the task: "superior tools" (–5 TN) is generally one TL ahead: the equivalent of a 23rd-century engineer using 24th-century tools to repair his ship. (More than one TL ahead usually causes too many problems with basic conceptual familiarity to gain any advantage, and a system too advanced may actually make things harder again.) Tools one TL more primitive than the engineer is used to (or than the starship needs) count as "inferior tools" (+5 TN); 2 TLs more primitive becomes "makeshift tools" (–10 TN). An officer attempting to transform a TL 8 tricorder into a temporal viewing device using 1930s (TL 5) technology might as well be "totally unequipped" (+15 TN), or using stone knives and bearskins.

Inquire

Often, investigators need to follow a suspected pirate, smuggler, or spy from place to place or even from planet to planet without actually being able to physically shadow him with the Stealth (Shadow) specialty. This is where the Trail specialty of Inquire comes in. Inquire (Trail) allows you to follow a subject's trail from place to place by picking up rumors, checking spaceports or orbital logs, and so forth. You can make Inquire (Trail) an opposed test against the subject's Streetwise, Specific World, or Impersonate skill depending on which tactic he is using to evade you. (Trailing a subject across an uninhabited world or through a wilderness area is an Observe (Track) test.) The Narrator may wish to focus on a given element of the trail, requiring other Inquire, Investigate, or Spot tests rather than subsuming everything into a single Inquire (Trail) test. Alternately, you can use the TNs below:

Simple (TN 5): Trailing an obvious or oblivious target such as an absent-minded astrophysicist or a Klingon on Ferenginar.

Routine (TN 10): Trailing a low-ranking criminal or a government official such as a diplomat.

Challenging (TN 15): Trailing an obscure individual, or a military or Starfleet officer aware of followers.

Difficult (TN 20): Trailing a dangerous wanted criminal or smuggler.

Virtually Impossible (TN 25): Trailing a secret agent or spy.

Additional Modifiers: In general, trailing a subject between planets adds +5 TN per planet. Also, the size of the subject's lead will affect the difficulty; a week's lead is +5 TN, a month's lead is +10 TN, and a year's lead is +15 TN.

Affinities: Inquire (Trail) tests can get a +1 affinity from the Investigate (Deduce) skill, and from Streetwise and Specific World skills where relevant.

Action Time: Making an Inquire (Trail) test usually takes at least a day.

Extended Test: Yes

Medicine

Although Medicine is an academic skill, it (like First Aid) is also affected by the equipment modifiers on on page 101 of the *Star Trek RPG Player's Guide*. Field medicine with a complete medikit available is "adequately equipped" (+0 TN). Surgery in a starship sickbay is "well equipped" (–5 TN), and surgery in a major hospital ship, medical starbase, or research hospital on a technically advanced planet is the equivalent of "advanced or precision tools" (–10 TN). Medical Tech Level also affects skill tests: "superior tools" (–5 TN) is generally one TL ahead: the equivalent of a 23rd-cen-



tury doctor using 24th-century instruments to diagnose, treat, or operate on a patient. (More than one TL ahead usually causes too many problems with basic conceptual familiarity to gain any advantage, and a system too advanced may actually make things harder again.) Medical technology one TL more primitive than the doctor is used to counts as "inferior tools" (+5 TN); 2–3 TLs more primitive becomes "makeshift tools" (+10 TN); 4 or more TLs behind and the medical instruments are valueless, leaving the surgeon "totally unequipped" (+15 TN).

Physical Science

Physical Science (Mathematics) is the key discipline of cryptography, the field of making and breaking codes. This differs from encrypting or decrypting computer records specifically, which is a Computer Use (Encryption) test. Most encrypted communications in Starfleet pass through the computer system, where extremely secure programs do the actual encrypting or decrypting before passing the clear text on to the communications officer. Using these programs can be a System Operation (Communications), Computer Use (Encryption), or Physical Science (Mathematics) test. However, many Priority One messages must be decoded by the communications officer or command staff without using the ship's dedicated computer system, for additional security. Other times, existing Starfleet computer protocols are useless, such as when decrypting Romulan coded messages, or encoding covert radio transmissions on a primitive planet. For such tasks, use a difficulty based on the code's sophistication and mathematical complexity, as follows:

Simple (TN 5): Standard substitution ciphers (Morse code), well-known "book codes." These codes generally appear at Tech Level 2.

Routine (TN 10): Complex substitution ciphers, detailed telegraphic and book codes. These codes generally appear at Tech Level 3.

Challenging (TN 15): Computationally-created codes, such as the 20th-century Enigma and Ultra codes; basic one-time pad systems. These codes generally appear by Tech Level 5.

Difficult (TN 20): Complex multivariable codes, advanced one-time pad systems. These codes generally appear by Tech Level 6; most standard Federation, Klingon, and Ferengi traffic appears in these codes.

Virtually Impossible (TN 25): Massively multilayer codes, linguistic-bank-driven one-time pad systems. These codes appear by Tech Level 8. Military transmissions, Starfleet defense signals, and most Romulan and Cardassian traffic, use these codes.

Additional Modifiers: The longer the text sent in a single code, the easier it is to break. A single message might add +3 to +5 to the TN; reams of logistical data would lower the TN by up to –6. If the decoder knows the subject matter (if, for instance, it refers to specific ships or star names known to the decoder), this also lowers the TN by –1 for every solidly known reference.



Affinities: Skill in the original language of the clear text (Romulan language skill for a Romulan code, for example) and Computer Use (Encryption) both add +1 affinities to Physical Science (Mathematics) rolls to decode a message.

Action Time: Variable hours for a single message; TL 5 or higher codes may require weeks or months with equivalent-level computers to break. However, computers from a higher TL than the code can usually break them in minutes with a Computer Use (Encryption) test at – 5 TN per TL level difference.

Extended Test: Yes

Ranged Combat

Energy Weapons

The following key traits are tied to the Energy Weapons skill in the Ranged Combat skill group. At the Narrator's discretion, all of them can apply to the Projectile Weapons skill in that skill group as well; however, they must be taken separately. In other words, a security officer with the Get the Drop key trait for her Energy Weapons skill would have to pick it again if she wanted to be able to use her antique .45 caliber pistol to Get the Drop on an alien low-life.

Covering Fire

Covering fire is a pattern of weapons fire intended to keep enemies out of a given area, or to prevent enemies from emerging from cover.

Prerequisite: Energy Weapons +3

Effects: You define an empty cone (a doorway, the open air above an enemy position, the clear space between you, etc.) with a 30 degree arc and fire into it repeatedly, against a TN of 10 plus or minus any range or other applicable modifiers. Empty space gets no "cover" modifier, of course, even if you are using covering fire to prevent an enemy from leaving cover.

For each 10 degrees of arc covered, you must fire once every round and expend the needed charges; a 30-degree cone of Light Stun covering fire expends 3 charges per round, for example, while a 60-degree cone of Heavy Stun covering fire expends 18 charges per round. If you succeed in your Energy Weapons test to establish the covering fire cone, any enemy entering that cone (including partially leaving cover to fire) will be hit by one shot, and sustain damage as normal. You may maintain covering fire without making further combat tests as long as you have sufficient charges left in your weapon. Opponents can dodge covering fire at –5 to their Quickness test (–10 if the covering fire test was an extraordinary success).

Upgrade: For each level of upgrade, you may expand the degree of arc of a Covering Fire cone by 15 more degrees, to a maximum of 90.

Double Fire

The trigger mechanisms of phasers and other energy weapons generally require firm pressure to activate; skilled phaser users, however, have learned how to "double tap" the trigger to fire two shots in the time one would normally take, at the cost of some accuracy.

Prerequisite: Energy Weapons +5

Effects: You can use a single Energy Weapons test to fire two shots in one combat action with any weapon in which you have a specialty. You make that test at +3 TN, and both shots must be fired at the same target. Double fire can only be used with the standard beam setting.

Upgrade: You may use double fire on two targets within 3 meters of each other.

Get the Drop

Starfleet officers are trained in nonviolent conflict resolution. Often, the easiest way to get an enemy talking, however, is to hold a phaser on him.

Prerequisite: Energy Weapons +3 or Quick Draw.

Effects: You draw and level your weapon at your opponent (taking 1 action, unless you possess the Quick Draw edge), and without firing make an immediate Energy Weapon combat test (a free action) as if you were shooting him. If your test succeeds, you have the drop on your target, who will likely realize the situation, and hopefully react reasonably. You keep the drop on him until you either fire for real, make another attack, dodge, or otherwise divert your attention. (Walking a few paces, pulling out a communicator, etc. are allowable actions while keeping the drop on someone.) If you keep the drop on a target for 1 round, you can then fire at him at any time as a free action, using the result of your Energy Weapon test. If you are distracted briefly (a loud noise, a flashing light), your opponent may attempt to dodge out of the drop, but must subtract your Perception modifier from his dodge test result.

Snap Shot

A snap shot is a sudden shot from behind cover without exposing yourself to enemy fire. Only veterans of long training or combat can easily summon the fluid grace, quick reflexes, and calm needed for even partially accurate snap shooting.

Prerequisite: Energy Weapons +4

Effects: You may fire from behind total cover without exposing yourself long enough for an enemy to fire at you. This is a normal Energy Weapon test at +5 TN, and takes only 1 combat action. You cannot combine aiming with a snap shot. Making a snap shot into covering fire is at +8 TN.

To hit an enemy who is using snap shots, you must spend 1 round aiming at where the snap shooter is likely to pop up. Unlike normal aiming, this aim period does not lower the TN of the shot. Then, you must defeat the snap shooter in an opposed Quickness reaction test to successfully target and fire at him, otherwise, you waste a shot into his cover.

Upgrade: Snap shots are now made at +3 TN, and snap shots into covering fire are at +5 TN.

Heavy Weapons

This skill in the Ranged Combat skill group covers the use of artillery from photon mortars to computer-controlled phaser howitzers. Most Starfleet heavy weapons deployed onto planets have conventional shipboard-style control screens, allowing them to be fired with a System Operation (Weapons) or (Tactical) skill test with at most a +5 TN modifier for unfamiliarity; Starfleet has many more tactical officers than artillerists on any given ship. However, specific Heavy Weapons skills have proven useful from brushfire combats against Nausicaan pirates to the Dominion War, and some weapons officers cross-train in them against just such eventualities. **Sample Specialties:** Photon Mortar, Phaser Cannon, Ballistic Missile Launcher.

Space Science

Space Science (Astrogation) is the specialty that covers plotting a course through interstellar space. This differs from System Operation (Flight Control), which involves steering the ship, taking evasive action, and so forth, although flight control officers can use automated systems in the conn (or helm) to plot a course if need be (at difficulty levels +5 TN higher than using Space Science (Astrogation)). Thanks to Starfleet's excellent system of star charts, inertial navigation beacons and buoys, chronometric relays and subspace radio transmitters, using the flight control station for astrogation is fairly simple. However, there's often no substitute for doing it yourself. The difficulty depends on the availability and type of "landmarks" in detection range:

Simple (TN 5): Full array of Starfleet markers and buoys; "normal space." Laying in almost any course inside Federation space requires only a simple test.

Routine (TN 10): Bright stars in known space (Rigel, Archanis, Canopus) detectable. This is the general situation in the rimward halves of the Alpha and Beta Quadrants, although the far edges of both might be considered "unmapped" as below.

Challenging (TN 15): An unmapped stretch of space; within an obscuring nebula, dark-matter region, or plasma field. (This is separate from any actual sensor degradation; see Ship Hazards on pages 230–233 of the *Star Trek RPG Narrator's Guide*).

Difficult (TN 20): Tholian interphase, folded subspace, wormhole space.

Virtually Impossible (TN 25): Outside the Galaxy, chaotic space, fluidic space, in another dimension entirely.

This is the difficulty to find your current location; to plot a course between points, you use the more difficult end of the journey as the TN. Plotting a course from Earth to the Tholian interphase is a TN 20 task; so is plotting a course from the Tholian interphase to Earth.

Affinities: System Operation (Flight Control) and Space Science (Stellar Cartography) provide a +1 affinity bonus to Space Science (Astrogation) tests.

Action Time: Variable minutes

Extended Tests: Yes

Survival

This skill includes land or water navigation such as orienteering, compass-and-map course plotting, and navigating by the stars. The difficulty of a Survival test for navigation depends on the amount of distance to cover:

Simple (TN 5): 10 kilometers or less.

Routine (TN 10): 11–100 kilometers.

Challenging (TN 15): 101–1,000 kilometers.

Difficult (TN 20): 1,000–10,000 kilometers.

Virtually Impossible (TN 25): Planetary circumnavigations; 10,001 kilometers or more.

Additional Modifiers: Basic, standard-issue tricorders add +5 to Survival skill tests for navigation; tricorders pre-programmed with a complete planetary database for the world on which you are navigating add +10 to Survival skill. A compass and sextant count as "adequate" tools (+0 TN); Survival skill includes means of manufacturing or jury-rigging these tools. Weather and visibility may affect navigation tests.

Affinity: Space Science (Astrogation or Stellar Cartography) grants a +1 affinity to Survival tests to navigate by the stars.

Action Time: Ideally, you correct course every night; shooting the stars takes variable minutes depending on weather and light conditions.

Extended Test: Yes

System Operation

This skill is perhaps the single most important skill for any Starfleet officer. With it, every system on a starship is open to you; without it, you might as well be flying an old-style atomic DY-100 sleeper ship. The many specialties of the System Operation skill allow officers to perform a lot of different tasks.

Many System Operations specialties overlap each others' functions. Determining which specialty is the precisely correct one for a given task is up to your Narrator. However, given the reality both of redundant systems design and rigorous cross-training, the difference between System Operation (Tactical) and System Operation (Weapons) should not be too great, especially since the presence or absence of any given specialty is only a matter of +2 to a skill to begin with. Closely allied specialties such as Mission Ops and Operations Manager, Deflector (which covers both the tactical and navigational deflectors) and Shields (which only covers the tactical deflector), Tactical and Weapons, Environmental Control and Life Support, and so forth should all be considered to grant affinities or to be performed at +1 rather than no bonus. For example, running an internal security scan is a System Operation (Security) test, but a tactical officer with System Operation (Tactical) should be able to take a +1 to skill.

System Operation (Communications)

This specialty allows triangulation of incoming messages to determine the distance and direction of the sender; the difficulty depends on the clarity and strength of the message.

Simple (TN 5): Pulsar or navigational beacon.

Routine (TN 10): Standard clear communication, "mayday" signal.

Challenging (TN 15): Coded or scrambled transmission.

Difficult (TN 20): Tight-beam or burst transmission.

Virtually Impossible (TN 25): Pinpoint transmission bounced off redirecting object.

This test is also possible with System Operation (Sensors) at +5 TN, using the electromagnetic sensors to detect the incoming signal. Picking a given signal out of heavy background noise will add to the TN; a world's worth of communications interference adds +3 to the TN; clusters, ion storms, and nebulae affect triangulation tests as they do other Sensors tests (see *Ship Hazards* in the *Star Trek RPG Narrator's Guide*, on pages 230–233).

System Operation (Flight Control)

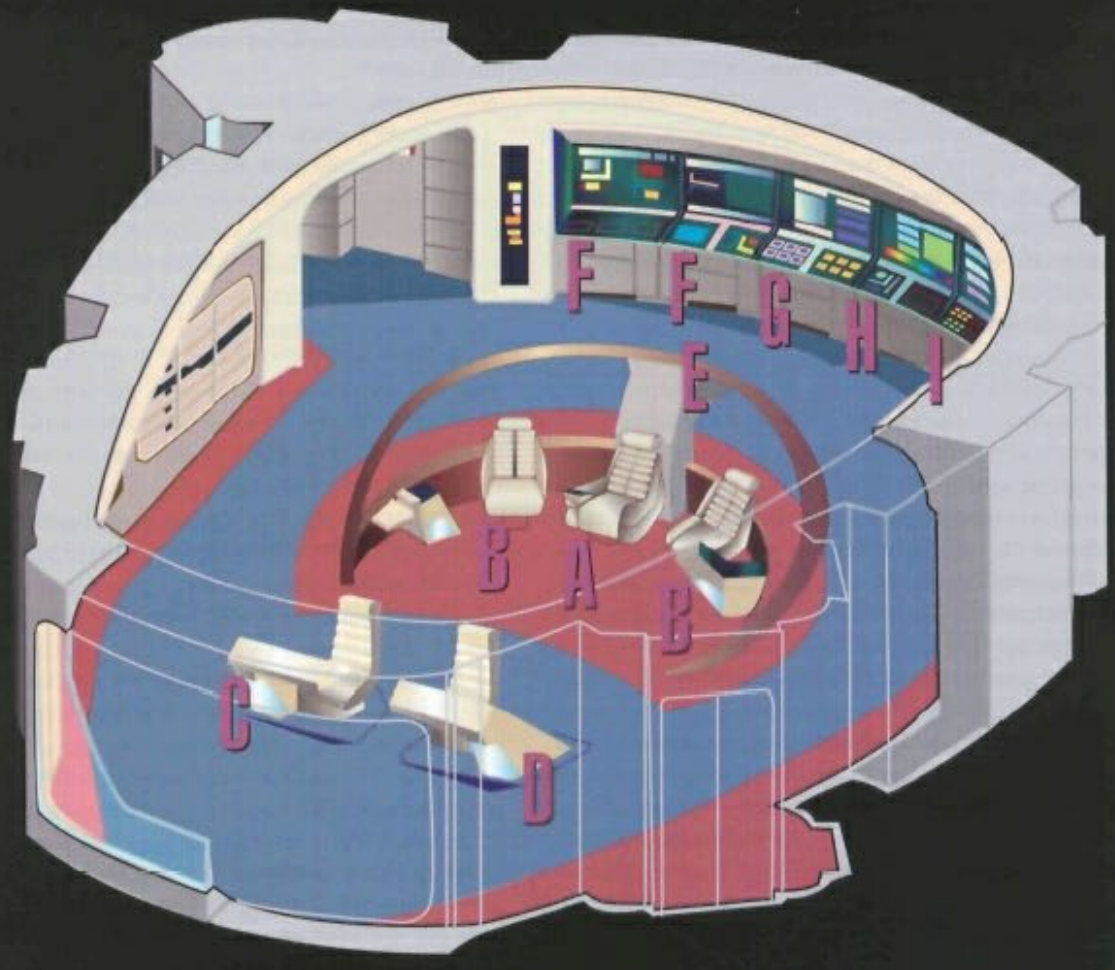
This specialty (or, in the 23rd century, System Operation (Helm)) is used to pilot all small modern vehicles from shuttlecraft to ground-cars. (For premod-

BRIDGE CREW AND LAYOUT

▷ CAPTAIN'S CHAIR
▷ EXECUTIVE OFFICERS
▷ COMM
▷ OPS

BRIDGE CREW AND LAYOUT

For a sense of which bridge stations correspond to which System Operation tests (and thus which Crew members), the following diagram indicates the standard setup on the Galaxy-class explorer. This can also be assumed to be the general pattern on any mid-24th century ship design, where needed. After the introduction of ODN control panels in the early 24th century, any ship panel can be reconfigured to serve as any other ship panel, with a System Operation test at TN 5. System architecture on 23rd-century starships is less flexible, but surprisingly redundant. Accessing a different system through a dedicated interface (running engineering from the science station, for example) gives a +5 TN modifier to the System Operation test. Both tests gain a +1 affinity bonus from Computer Use.



SUMMARY • 102269

A: CAPTAIN'S CHAIR

Contains simplified Ops (mission ops and operations manager) and Conn controls in the arm rests (+5 TN to System Operation to use those specialties from the captain's chair).

B: EXECUTIVE OFFICERS

On many ships, the first officer and the science officer, or the first officer and the ship's counselor, occupy these two seats. The panels below them are fully configurable, but usually only hold library-computer interfaces.

C: CONN

The main station for navigation (setting the course) and flight control (steering the ship); Space Science (Astrogation) and System Operation (Flight Control) tests are usually made here.

D: OPS

The station for the operations manager, who directs and allocates ship resources. System Operation (Operations Manager) and System Operation (Mission Ops) are both default applications of this station. From this station, an engineer can transfer power (see page 99 of the Star Trek RPG Narrator's Guide), or an operations manager can do so at +5 TN with a System Operation (Operations Manager) or (Mission Ops) test. Ships that combine operations manager and science officer usually dual-purpose this station as the basic science station. Operations managers usually serve as communications officers on 24th-century ships; Systems Operation (Communications) tests can be made at this station in default mode, too.

E: TACTICAL

This station contains simplified panels along the outer edges for other shipboard functions, but the center panels support System Operation tests for the Tactical, Deflector, Weapons, and Security specialties. Some bridges maintain a separate Security panel in the aft section, and place a Communications station here.

F: SCIENCE I AND II

The two stations at aft starboard from the tactical station normally hold the main science displays. All Space Science and System Operation (Sensors) tests can be made from these stations, and they normally support the most sophisticated computer interface on the ship, as they sit right over the main bridge node for the ODN system. Computer Use tests made at these stations are at +1 to skill.

G: MISSION OPS

Located almost directly aft of the main tactical station, Mission Ops serves as a coordination station for specific mission requirements. Usual configurations support System Operation tests for Operations Manager, Communications, and Sensors in addition to the Mission Ops specialty. Tests to control any other station from the Mission Ops board are only made at +3 to TN rather than +5, and do not require reconfiguration.

H: ENVIRONMENT

This station is seldom manned, except on multispecies ships or ships with very specific life support or internal environment needs. If the ship supports an environmental systems officer, this is her station; it remains configured for System Operation (Environmental Control) or (Life Support) tests.

I: ENGINEERING

This station serves as a "mirror" station to the chief engineer's post in the engineering section of the ship. Engineers based here can perform any System Engineering test at no penalties, and most Propulsion Engineering tests including transferring power or pushing the engines (both on page 99 of the Star Trek RPG Narrator's Guide). Repairs must usually take place in engineering, however; individual ships sometimes require an engineer (occasionally even the chief engineer) to man the engineering station on the bridge during red alert situations.



ern vehicles, see the Operate Vehicle skill group, on page 32 below.) ODN controls are fully standardized throughout the Federation, and any culture with industrial replicators finds itself similarly standardizing its own control systems, for efficiency's sake. Difficulty depends on the complexity of the vehicle.

Simple (TN 5): Rail-mounted vehicle.

Routine (TN 10): Hovercraft, gravcar, or water vehicle.

Challenging (TN 15): Submersible, groundcar, aircraft, or shuttlecraft.

Difficult (TN 20): High-performance fighter craft.

Virtually Impossible (TN 25): Experimental, computer-trimmed, multi-vector craft.

Additional Modifiers: See the writeup under Operate Vehicle, page 32 below. Bad, unfamiliar, or balky design can also affect difficulty. As a general rule of thumb, add another +3 to the TN for every "extra" maneuver besides traveling in a straight line: speeding up and pulling into a loop would be +6 to the TN, for example. Without such maneuverings, tests are only necessary when starting the vehicle; landing an air vehicle also requires a test.

Action Time: Full-round while vehicle is in motion, unless computer autopilot system (present on most modern vehicles) is engaged

Extended Test: Not usually

Modifiers: Starship systems can be controlled by voice, and voice-controlled systems can be operated subvocally by trained personnel. Subvocal operation of ships' systems is at +2 TN with earpiece transceivers or other subvocal equipment; +5 TN using only the control panel's directional pickups.

Unarmed Combat

Within this skill group, you may pick skills representing individual styles of combat. Most of these styles allow access to key traits, similar to those for Armed Combat schools (see page 19). Some key traits require the prior selection of other key traits. Unless specifically noted, you may not use two key traits for the same attack test. Key traits cost two advancement picks each, just like regular traits.

It is important to remember that without use of a key trait, no attack made with a given unarmed combat style has a different *rules* effect; a karate chop and a right cross both do 1d3 points plus the attacker's Str modifier of damage, although they look very different.

Aikijutsu

The combat form of the sport art aikido, aikijutsu (like aikido) was invented in the 1920s by Morihei Uyeshiba in the country of Japan on Earth. Its emphasis on balance, calm, and the redirection of opponents' force has made it popular with many Starfleet officers, especially Betazoids, Centaurans, and Grazerites.

Nikyo

The "wrist turn" lets you parry your enemy's strike by pivoting on his wrist, moving him completely out of line to attack you.

Prerequisite: Aikijutsu +3

Effects: After a successful block test against a punch, you may add half your margin of success (rounded up) to your Defense against that same enemy's next attack.

Upgrade: You may add the other half of your margin of success to your next attack against that same enemy.

Yonkyo

The "wrist pin" lets you immobilize an enemy's wrist and, if need be, break it.

Prerequisite: Aikijutsu +4, Nikyo

Effects: After a successful block test against a punch, you may immobilize your enemy's limb as in a grapple (box, below). His attempt to free himself is at –3 to the test result, as are all his other attacks.

Upgrade: You may use an opponent's attempts to free himself from the wrist pin to cause him damage; if you choose, he takes half his escape roll in damage (rounded down) from a broken wrist. For example, if Lieutenant Barad has wrist-pinned Gul Ekar, and Gul

GRAPPLE

This attack action can be attempted by any character in close combat; it is an action, not a key trait or skill. Carry out the Unarmed Combat attack as normal; if successful, you have grabbed your opponent. To move or attack, he must first defeat you in an opposed Strength attribute test; although this is a free action, it can only be attempted once per round. Once grappled, you may then attempt to slam your opponent into something; this requires 1 action and success at an opposed Agility test. If successful, your opponent takes 1d3 damage (plus any additional damage from being slammed into spikes or glowing coals, etc.). To move or attack otherwise, you must first let your opponent go. Grapple attacks can be dodged or parried.

Ekar rolls a 9 (a 7 on 2d6 and Ekar's +2 Str modifier) on his opposed Strength test to escape the pin, Lieutenant Barad can choose to cause 4 points of damage (half of 9 rounded down) to Gul Ekar regardless of whether Gul Ekar escapes or not. (And remember, Gul Ekar's final Strength test result is a 6, since his attempts to free himself are at –3 to the test result.)

Aiki Otoshi

The "reverse hip throw" essentially rolls your opponent past you and onto the ground, using his attack as momentum and your hip as the fulcrum.

Prerequisite: Aikijutsu +5

Effects: After a successful dodge or block, you can immediately attempt a grapple (box, page 28) against that opponent as a free action. If successful, you can throw him to the ground, doing 1d6+1 points of damage (1d6+3 on a superior success and 1d6+5 on an extraordinary success) and leaving him supine.

Upgrade: Your grapple attempt for an aiki otoshi throw is at +3 to skill.

Maai

A concept translated as the "combat interval," knowledge of maai gives you precise judgement of an enemy's location and hence, his potential for harm.

Prerequisite: Aikijutsu +8

Effects: You may add your Perception modifier to your Defense when dodging.

Upgrade: You may add double your Perception modifier to your Defense when dodging.

Boxing

The "sweet science" of pugilism goes back to ancient Roman times on Earth, but only attained formalized status in the middle of the 19th century. It combines footwork and tactical movement with punishing punches to the head and body. Earth boxing has many similarities with Andorian *kharakom* and Klingon *qEl'qrA* (or "smash-fist"). Boxing is based on Strength, not Agility.

Cross

A punch across your opponent's body; it interferes with his aim if done properly and forces him out of position.

Prerequisite: Boxing +2

Effects: A successful punch does +1 damage and adds +1 to your next block attempt against this opponent.

Upgrade: A successful punch does +2 damage and adds +2 to your next block attempt against this opponent.

Jab

A short, fast punch intended to set an opponent up for a followup blow.

Prerequisite: Boxing +3

Effects: A successful punch does half damage, but you may add +3 to Boxing skill on your next attack against this opponent.

Upgrade: You may make two jabs (making two Boxing tests) in only 1 combat action. If both hit, they add a cumulative +6 to Boxing skill on your next attack.

Hook

An arcing punch ideally made from outside the opponent's peripheral vision.

Prerequisite: Boxing +4

Effects: A hook attempt made after a successful dodge test is at +3 to skill. Any successful hook adds +2 to damage.

Upgrade: Add +1 to both bonuses above. You may select this upgrade twice.

Uppercut

A powerful, savage punch into the jaw or body of an opponent.

Prerequisite: Boxing +5

Effects: A successful uppercut does +2 damage and forces an opponent to make a Stamina reaction test against Light Stun (TN 9; see Table A.14 on page 251 of the *Star Trek RPG Player's Guide*) or be stunned for a number of rounds equal to your Strength modifier +1.

Upgrade: A successful uppercut does +3 damage and forces a test against Medium Stun (TN 12); a further upgrade increases the damage bonus to +4 and the stun difficulty to Heavy Stun (TN 15).

Brawling

A loose style of fighting evolved from decades of barroom brawls in space stations across the quadrant, it was an unofficial form of martial art in Starfleet through the early 24th century. Easier to practice without holographic sparring rooms or specialized trainers, the rough-and-tumble Starfleet of the 22nd and 23rd centuries depended on it. Brawling is based on Strength, not Agility.



Roundhouse Punch

You swing your entire body into a big, slow, devastating punch.

Prerequisite: Brawling +2

Effects: A roundhouse punch, if successful, does double damage. However, you lose the initiative for this round and the next round (if you have it), and opponents are at +2 to skill in block or dodge tests against the roundhouse punch.

Upgrade: Following a successful roundhouse punch, your opponent suffers a skill test penalty one Wound Level lower than his actual Wound Level for the next 1d3 rounds; a Dazed opponent gets penalized as if he were Injured, etc.

Hammer Blow

You lace your fingers together to form one large "fist" and use it to smash or strike your opponent. Amazingly, your fingers remain unbroken.

Prerequisite: Brawling +3

Effects: A successful hammer blow adds a +2 bonus to damage.

Upgrade: Each upgrade adds a further +1 to damage; you may upgrade this trait three times.

Flying Tackle

You leap onto your opponent, bearing him down to the ground with a resounding crash.

Prerequisite: Brawling +4, Agility 5+

Effects: The flying tackle is the equivalent of a charge (see *Star Trek RPG Player's Guide* page 248), but may be made from 2 to 5 meters away. Additionally, the TN for your enemy to resist being knocked to the ground is your Strength +4.

Upgrade: The flying tackle does not lower your Defense, and only takes 1 combat action.

Hatchet Chop

You strike your opponent from behind in the neck area with the edge of your flattened palm.

Prerequisite: Brawling +6

Effects: You do damage as normal, and force your opponent to make a Stamina reaction test against Light Stun (TN 9; see Table A.14 on page 251 of the *Star Trek RPG Player's Guide*) or be stunned for a number of rounds equal to your Strength modifier +1.



Upgrade: Successive upgrades force tests against Medium and Heavy Stun (as described in Table A.14 on page 251 of the *Star Trek RPG Player's Guide*).

Flying Smash

You leap into your opponent, striking him with your legs or hips and knocking him to the ground.

Prerequisite: Brawling +8, Agility 5+

Effects: A successful flying smash does 1d6 plus your Strength modifier damage and knocks your opponent to the ground. You also fall to the ground unless you succeed at a Gymnastics (Tumble) test against TN 12.

Upgrade: Your flying smash does 2d3 +Str modifier damage.

Ponn-ifla

The Vulcan warrior-poet Ladok created this "eye of the storm" style in the 1600s. Its central tenet is resistance and moderation; the goal of a *ponn-ifla* master is to "transform a fight into a poem, and a poem into a meditation." Offensive moves in ponn-ifla should be "mere flickers." *Ponn-ifla* is the most popular Vulcan martial art, and modern schools borrow some moves from other Vulcan arts.

Kroika

This "stop block" is the central technique of *ponn-ifla*. You deflect an opponent's fist downward and put him off balance.

Prerequisite: *Ponn-ifla* +2

Effects: Make a block test as normal. You may subtract your Agility modifier from the damage even if your block test fails. If your block test succeeds, you gain the initiative next round, and your opponent is at –3 to skill on his next attack.

Upgrade: Your opponent is at –5 to skill on his next attack after your successful block.

Taroon

This technique uses your opponent's attack to create an opening for the nerve pinch.

Prerequisite: *Ponn-ifla* +4, Nerve Pinch ability

Effects: Following a successful block test, you may choose to take the damage from your opponent's attack anyway. If so, you may make an immediate nerve pinch attack (see page 49 of the *Star Trek RPG Player's Guide*) as a free action and at the standard –5 nerve pinch skill test penalty.

Upgrade: As above, but you may make an immediate nerve pinch attack with no skill test penalty.

Ponn-k'sin

This leg sweep is borrowed from the "harder" Vulcan martial art of *kareel-ifla*, but has been modified by *ponn-ifla* masters over the years into its present form.

Prerequisite: *Ponn-ifla* +6

Effects: A successful attack does 1d3+Str modifier damage, and allows an immediate takedown attempt as a free action; your opponent must make a Quickness reaction test (TN = your Agility +2) or fall

prone to the ground. A *ponn-k'sin* test may only be attempted on a moving opponent.

Upgrade: The takedown is automatic. With a second upgrade, you may use your leg on your opponent's limb or spine to immobilize him on the ground as with a grapple (box, page 28).

Narilk

Many *narilk* techniques exist, but they all depend on joint locks and counterpressure.

Prerequisite: *Ponn-ifla* +8

Effects: After a successful block test against any unarmed attack, you may immobilize your enemy's limb as in a grapple (box, page 28). You may make one immediate attack on him as a free action, at a +3 bonus to skill.

Upgrade: You may do 1d6+Str modifier damage and break your opponent's limb by succeeding in an opposed Strength attribute test against him the next round after grappling him. This is a free action, but can only be attempted once per round.

Starfleet Self-Defense

This is the official martial art taught in unarmed combat class at Starfleet Academy, based loosely on old Earth karate and jujitsu with additional moves from other species' striking arts. Many cadets learn it, but wind up adapting its moves to their own favored martial art or into old-school spacer brawling. It is undeniably effective, but the generic nature of an art drawn from tens of worlds means that other, more glamorous, styles remain popular on starships across the Federation.

Point Strike

This carefully-calibrated blow aims at vulnerable spots for maximum effect. Starfleet teaches hand, foot, elbow, knee, thumb, and palm point strikes.

Prerequisite: Starfleet Self-Defense +2

Effects: This strike can only be made after an aim action. It is made at +2 to skill (rather than the normal +1 from an aim action), and does 4+Str modifier damage (with a further +2 on a superior success and +4 on an extraordinary success).

Upgrade: The strike is made at a further +1 to skill. This upgrade can be taken three times.

Throw

This is the basic Earth judo throw, slightly modified.

Prerequisite: Starfleet Self-Defense +3

Effects: With a successful attack test, you may throw your enemy to the ground, doing normal unarmed combat damage.

Upgrade: You gain a +2 bonus to skill if performing this test immediately after a successful block or dodge against the same opponent.

Disarm

Starfleet self-defense attaches great importance to successfully disarming an opponent, and calibrates many blows and holds to that end.



Prerequisite: Starfleet Self-Defense +5

Effects: After you succeed in any attack test (punch, kick, grapple, throw, etc.) against an armed opponent, he must make a Strength attribute test (TN = your Starfleet Self-Defense result) or drop his weapon.

Upgrade: The TN of your opponent's Strength attribute test is increased by +2. You may take this upgrade three times.

Choke Hold

Even if you're not a Vulcan, you may still want a way to silently reduce enemies to unconsciousness.

Prerequisite: Starfleet Self-Defense +6

Effects: Immediately after a successful grapple attack (box, page 28), your opponent must make a Stamina reaction test (TN = your Strength) or go unconscious. He must succeed in this test before attempting to break the grapple. At the beginning of each round that he stays grappled, the TN increases by 3, and he must repeat the Stamina test. This lasts until you break the hold, he breaks the grapple, or he goes unconscious. While holding your opponent, you can perform no other actions except speaking. If you make a choke hold attack from any angle other than from behind, your initial grapple test is at +5 to TN.

Upgrade: Each round, the TN increases by 3 + your Strength modifier.

NEW SKILL GROUP

The following skill group is a new addition to the skills list in the *Star Trek RPG Player's Guide*. At the Narrator's discretion, characters who grew up on either lower-tech worlds (below Tech Level 7) or on worlds with a strong tradition of primitive or archaic vehicle use may take skills from this group during the Personal Development phase.

OPERATE VEHICLE (INT)

Physical; Trained

While deployed on alien worlds, it is not always possible to keep your own shuttlecraft handy, or to depend on your ship to beam you from place to place. Quite often, you need to hitch a ride on—or occasionally unofficially borrow—a local vehicle to break up that Romulan spy ring or bring the vaccine to the remote island on time. Skills within this group represent your ability to operate, pilot, and use the instruments (if any) of a vehicle that does not make use of standard Starfleet technology. Other vehicles fall under other skill areas. For 23rd- and 24th-century vehicles, see System Operation (Flight Control), above. Non-powered, individual vehicles (gliders, kayaks, bicycles) fall under the Athletics skill as the appropriate specialty (Gliding, Kayaking, Bicycling). Only the Envoy and Explorer may take Operate Vehicle skills as professional skills at character creation.

OPERATE VEHICLE SKILLS

ARCHAIC AIRCRAFT: You can pilot motorized aircraft of any sort up to the atomic turbine-powered aircraft of Tech Level 6 (roughly mid-21st century on Earth). Officers with the Flight Control Officer professional ability Atmospheric Craft may use this skill untrained at no penalty; each upgrade grants +2 skill levels in this skill. **Sample Specialties:** Propeller Planes, Ornithopters, Dirigibles, Fighter Jets, Jet Airliners, Rocket-Planes, Helicopters.

ARCHAIC MOTORCRAFT: You can drive or pilot motorized planetary-surface craft of any sort up to the nuclear submarines and fuel-cell hovertanks of Tech Level 6. This skill covers both powered groundcraft and powered watercraft. **Sample Specialties:** Racing Groundcars, Steam Locomotives, Paddleboats, Tanks, Hydrofoils, Motorcycles.

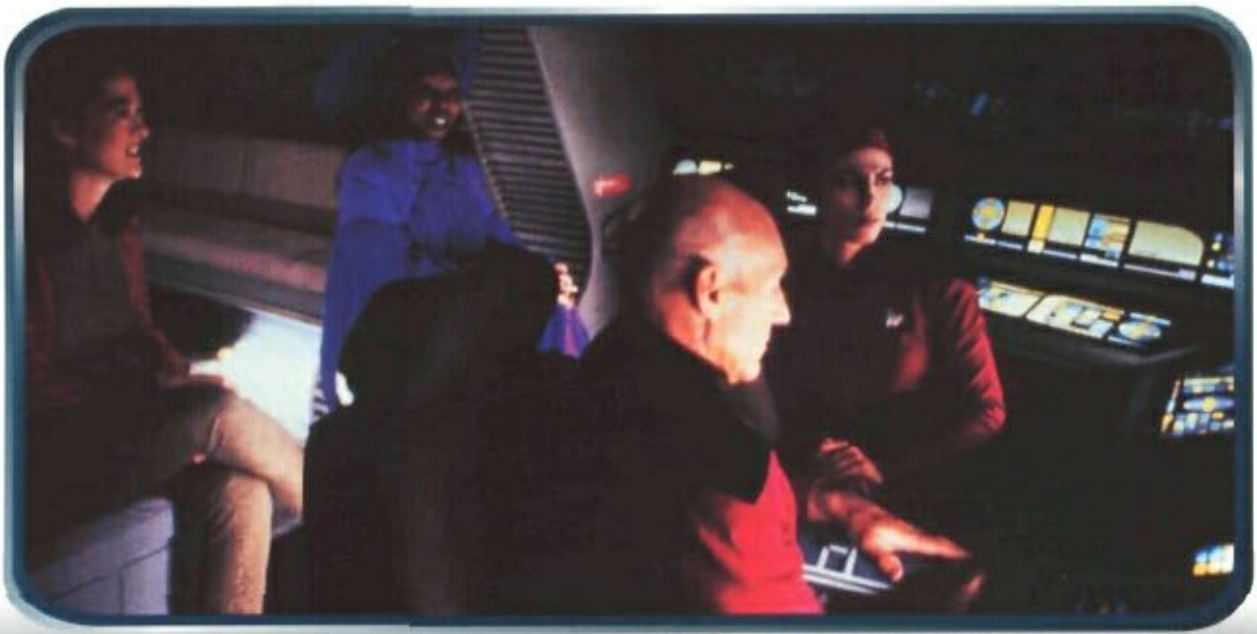
SAILCRAFT: You can pilot any craft driven by wind up to the solar-sail ships or computer-trimmed yachts of Tech Level 6. **Sample Specialties:** Lateen Craft, Multi-Masted Sailing Ships, Catamarans, Balloons, Iceboats, Vulcan Sandsails.

TEAMSTER: You can drive any animal-drawn vehicle. **Sample Specialties:** Berengarian Dragon-flyer, Chariot, Horse-drawn Carriage, Oxcart, Zaldan Sealsled.

OTHER SKILLS: Incredibly complex vehicles, modern vehicles without modern control systems, and other special cases become individual skills under the Operate Vehicle skill group.

TEST: To take off or land in an aircraft, make an Archaic Aircraft test. With all other vehicles, a single test is needed to get where you are trying to go, assuming the vehicle's range and speed permit it. For particularly long or hazardous voyages (such as a lengthy sailing trip, or a global circumnavigation in a propeller craft), the Narrator may require an extended test instead. Vehicle chases can be handled as a series of opposed tests.

The base difficulty of an Operate Vehicle test depends on the complexity of the vehicle involved. Very complex vehicles, such as 20th-century Earth jetliners or Berengarian dragon-flyers, require high levels of skill for competent handling.



Simple (TN 5): Computer-assisted 21st-century Earth groundcars; well-trained horse and cart; ballooning in the direction of the wind.

Routine (TN 10): Dirigibles; steam locomotives; single-masted sailing ships; late 20th-century Earth groundcars; most powered watercraft; most vehicles drawn by well-trained animals.

Challenging (TN 15): Hydrofoils; propeller aircraft; early 20th-century Earth groundcars; chariots; multi-masted sailing ships; flight vests.

Difficult (TN 20): Helicopters; solar-sail spacecraft; computer-assisted 21st-century Earth jet aircraft; rocket boots.

Virtually Impossible (TN 25): 20th-century Earth jet aircraft; Berengarian dragon-flyers; Vulcan sandsails.

Additional Modifiers: Be sure to take into account the physical test TN modifiers for unfamiliar tools. As a rule of thumb, a vehicle 2–3 TLs away from your home era (or your specialty, whichever is closer) adds +5 TN, one 4 or more TLs away adds +10. "Pushing" your vehicle's capacity also adds difficulty; a light canvas propeller plane will be harder to push into a high-speed Immelmann turn than a titanium-alloy fighter jet. Many vehicles suffer environmental degradation in rain, high wind, storms, etc.; the physical test modifiers for visibility, lighting, and temperature may well come into play.

Affinity: Vehicle Operation adds a +1 affinity to Repair, Construct, or Engineering tests concerning the relevant vehicle. Piloting an aircraft or watercraft gains a +1 affinity from Survival in the relevant environment.

Action Time: Variable, depending on vehicle speed and other considerations.

Extended Test: Potentially, but not as the default assumption

TRAITS

The following two edges may be bought only during character creation.

Famous Ship

In your previous career, you have served on a famous ship such as the *U.S.S. Enterprise*. (The fleet data section of the ship writeups provide some famous ships as examples.) Some of that ship's fame has "rubbed off" on you.

Effects: You gain +1 to your Renown. Those who have an unfavorable view of your prior ship (Federation diplomats, Klingon admirals, etc.) may react negatively toward you, of course.

Upgrade: You may not upgrade this edge for your former ship, but you may upgrade your current ship's fame. See "Famous Ships In Play" (box, this page).



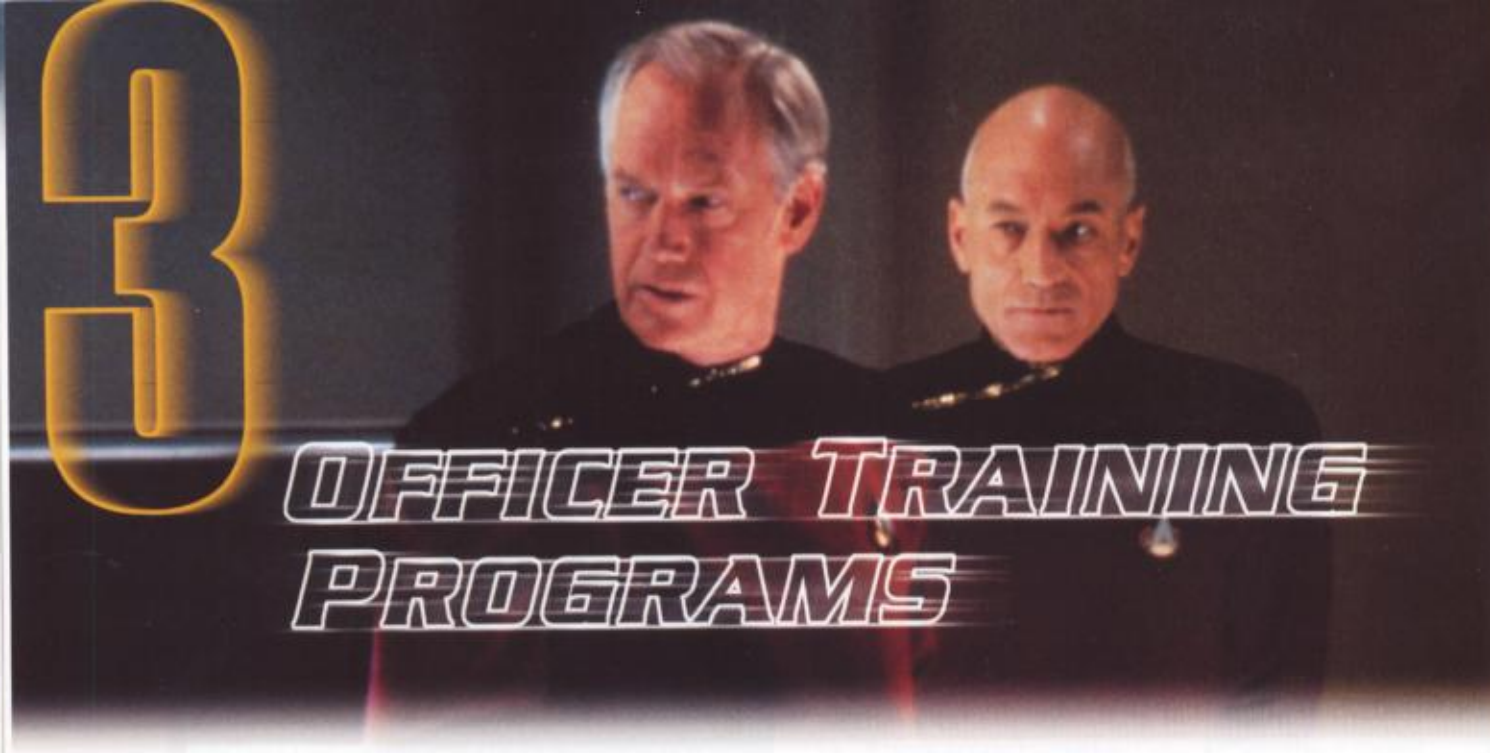
FAMOUS SHIPS IN PLAY

Any player can assign her character's Renown award, or the purchase of a Famous Event edge or Renown advancement, to her ship instead of herself. In series where the ship possesses Renown, the Narrator may also assign Renown awards to the ship in general rather than any specific Crew member. An officer can then use the ship's Renown instead of her own in social tests involving the ship (Influence (Intimidate) tests against Nausicaan pirates, Negotiate (Mediate) tests against interplanetary rivals, Persuade (Oratory) tests to convince a suspicious Romulan captain to aid in a rescue mission). At the Narrator's discretion, the officer might be able to add her own Renown modifier to the ship's, where the two synergize each other ("This is Captain Kirk, commanding the *Starship Enterprise* . . ."). For example, if Commander Solek (Renown 7) is trying to get a vital spare part for the U.S.S. *Appalachia* (Renown 12) from a Ferengi shipyard, he could add his own Renown modifier (+1) to the *Appalachia's* (+2) for the Ferengi's Intellect (or Business (Starship Repair)) test. If the Crew leaves the ship for another base, they may each take a Renown bonus equal to the ship's Renown modifier or, if the Narrator prefers to minimize their connection, may simply each take the Famous Ship edge (again, if need be).

Famous Fleet

You served with a famous fleet during a major fleet action of some sort, such as the successful evacuation of a planet or a decisive battle of the Dominion War.

Effects: You gain +1 to your Renown in general, and a further +2 bonus to any Renown tests against members of that same fleet. Fleets are too large and amorphous for individual actions to affect their overall Renown, so Crew members may continue to serve in famous fleets during the series with no further effect on their Renown. In such series, those players who do not purchase this edge should assume their characters "missed the action" for some reason.



3 OFFICER TRAINING PROGRAMS

A Starfleet officer never stops improving himself, honing his abilities for the good of his ship and his service. This section adds more variety to the professional abilities already available to starship officers, adds some tailored advancement packages, and provides optional rules governing promotion and advancement in rank.

ADDITIONAL PROFESSIONAL ABILITIES

The professional abilities given in the *Star Trek RPG Player's Guide* are only some of the many and varied ways in which Starfleet officers work to fulfill their potential. Others follow here. At the Narrator's discretion, some of these professional abilities may apply to starship officers of other nations such as the Romulan Star Navy, the Klingon Defense Force, etc.

STARSHIP OFFICER

Any Starfleet officer may select these professional abilities, provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

▷ **FAMILIAR SYSTEMS:** After spending long enough working on Starfleet computers, their idiosyncrasies become second nature. A Starfleet officer can perform a Computer Use test on a Starfleet computer in half the base action time.

▷ **GET YOUR HANDS DIRTY:** Even non-engineers often know their way around a blown circuit panel or a decoupled phase inverter. When making a Repair test on any piece of equipment on their own starship, a Starfleet officer can add +2 to the test result.

▷ **NOT SO STRANGE:** Starfleet officers have studied a lot of worlds at the Academy, or visited them on cruises before. When making a Specific World test for any world, the Starfleet officer gains an affinity bonus equal to half his Planetary Science skill level, rounding up.

▷ **SPIRIT OF THE FLEET:** Starfleet officers have the never-say-die tradition of Pike, Kirk, and Garrett behind them. (Or, in some 23rd-century series, ahead of them.) Once per game session, a Starfleet officer can reroll one Willpower reaction test, and use the better of the two results.

Tier 2 Professional Abilities

▷ **INFINITE DIVERSITY:** Starfleet is the most multi-cultural environment in the known galaxy, and Starfleet officers have met still more species on missions of diplomacy and exploration,

and learned about still others at the Academy. They may use half their Intellect modifier as an additional bonus for any social test dealing with members of another species. **Prerequisite:** History 6+, Presence 6+, or Rounded.

▷ **We Come In Peace:** Starfleet officers are trained in non-violent conflict resolution, and firmly believe in giving peace a chance. This sincerity impresses others. In Influence, Negotiate, and Persuade tests, Starfleet officers can reduce interaction stance penalties by half (rounding down); for example swaying a hostile/violent crowd would thus only be at –5 to TN. **Prerequisite:** Presence 6+.

▷ **Well-Briefed:** Starfleet officers get full and complete downloads about any planet they visit in the course of a mission. After any mission on a planet lasting four days (or one episode, whichever is shorter), a Starfleet officer gains an additional specialty in that planet for the skill Specific World. **Prerequisite:** Infinite Diversity or Not So Strange.

▷ **Will to Survive:** Starfleet officers don't believe in hostile planets, only unprepared away teams. Thus, they stay fit with exercises, workouts, and holo-drills. When a Starfleet officer makes a Survival skill test on a planetary surface, she gains an affinity bonus equal to half her Athletics skill, rounded down. **Prerequisite:** Vitality 6+ or Spirit of the Fleet.

Starfleet Command Officer

Tier 1 Professional Abilities

▷ **Fighting Captain:** If the command officer commands or is acting as first officer during ship combat, the ship receives a +2 to all command maneuvers. This ability applies even if the command officer does not actually command the ship; he need only be in command on the bridge during the battle.

▷ **Thinks Like A Romulan:** Command officers study variants of classic battles, enemy ship doctrine, and countless wargame scenarios. In any situation (including combat), the command officer ignores all academic test penalties (for noise, distraction, life-threatening emergencies, time constraints, etc.) to his Tactics (Romulan) roll. This ability can be taken multiple times for multiple species (Borg, Klingon, Breen, Cardassian, etc.).

Tier 2 Professional Abilities

▷ **Dogfighter:** As the Flight Control Officer Tier 1 professional ability, if the command officer commands, is first officer, or mans the flight control station during ship combat. **Prerequisite:** System Operation (Flight Control) 6+ or Fighting Captain.

▷ **Fire Control Officer:** As the Operations Officer Tier professional 1 ability, if the command officer commands, is first officer, or mans the weapons during ship combat. **Prerequisite:** System Operation (Tactical) or (Weapons) 6+ or Fighting Captain.

Tier 3 Professional Ability

▷ **Anticipate Opposition:** Command officers must also be diplomats, and occasionally even politicians. As the Diplomat Tier 2 ability. **Prerequisite:** Starship/Starbase Protocol and Infinite Diversity.

Starfleet Flight Control Officer

Tier 1 Professional Abilities

▷ **Dogfighter:** With the flight control officer at the conn (or helm) during ship combat, the ship receives a +2 to all helm manuevers.

▷ **Hide In Plain Space:** Starfleet officers are taught to think of space as "home turf." The flight control officer can use every fold in subspace or comet trail to mask the ship's emissions. With the flight control officer at the conn (or helm), opponents' tests to spot the ship on sensors are at +2 TN.

▷ **Hot Hands:** It's all in the reflexes. When making a Quickness reaction test, the flight control officer rolls an extra die (3d6), but keeps the highest two dice . The rule for rolling double sixes still applies.



▷ **Natural Navigator:** There's the Medusans, and then there's you. When the flight control officer makes a Space Science (Astrogation) skill test, add +4 to the test result.

Tier 2 Professional Abilities

▷ **Surfing Space-Time:** The technical calculations of warp travel often allow more than one "ideal course" to a destination. By intuition or the highest math, the best flight control officers can shave time off a trip by setting the perfect course. The flight control officer can attempt a Space Science (Astrogation) test at TN 10+ the ship's maximum speed. (For example, for a ship with a maximum speed 8, the flight control officer makes the test at TN 18.) On a success, the ship arrives as if it had traveled at that maximum speed for the entire journey despite never passing sustainable warp. (This ability allows the flight control officer to mimic the effect of "pushing the engines" from page 99 of the *Star Trek RPG Narrator's Guide*, without actually pushing the engines.) **Prerequisite:** Space Science (Astrogation) 6+ or Natural Navigator.

▷ **You Call That A Storm?:** After ion storms, plasma flares, and subspace shockwaves, a little force 5 hurricane is nothing. When the flight control officer makes any skill test to operate a vehicle in atmosphere, ignore all penalties for weather or visibility. **Prerequisite:** Archaic Aircraft 3+, Hot Hands, or Atmospheric Craft.

Tier 3 Professional Ability

▷ **Wheelman:** A vehicle is a vehicle; the details are irrelevant. When the flight control officer makes any Operate Vehicle test, he gains an affinity bonus equal to half of his System Operation (Flight Control) skill level, rounding up. **Prerequisite:** Atmospheric Craft and System Engineering 6+.

Starfleet Engineer

Tier 1 Professional Abilities

▷ **Fix-it:** Engineers are always eager to tear apart anything remotely technological. Often, this teaches them how to put it back together. When acquiring Repair, the engineer learns all skill specialties.



▷ **24/7:** Starfleet engineers never let up in a crisis—a warp core breach doesn't take coffee breaks. Starfleet engineers gain a +5 bonus when making fatigue tests.

▷ **Pure Theory:** Engineers must learn the scientific basis of the technologies they design. They automatically gain one specialty of their choice upon acquiring the Physical Science skill. When performing any Physical Science skill test, they gain a +2 bonus to their dice roll.

Tier 2 Professional Abilities

▷ **Double Your Estimate:** Every once in a while, you need warp speed in three minutes or you're all dead. You can complete any Repair test in half the base action time. This includes extended tests, and the ship-system repairs on pages 122–123 of the *Star Trek RPG Narrator's Guide*. **Prerequisite:** Fix-it or Miracle Worker.

▷ **Solid Workmanship:** Measure twice, laser once. An engineer's repairs stay repaired, and patches stay patched. The reliability test for any emergency system repair is made at –5 TN. For example, a "patch" (from Table 7.14 on page 123 of the *Star Trek RPG Narrator's Guide*) has a TN 15 to stay fixed (as if it were a "bypass") rather than the given TN 20. **Prerequisite:** Fix-it, Repair 6+, or System Engineering 6+.

▷ **Theoretical Application:** Starfleet engineering school stresses practical applications of theoretical knowledge. Whenever the engineer makes a Repair skill test on a given system, technology, or unit, she gains an affinity bonus equal to half her Engineering skill on the same system, technology, or unit. **Prerequisite:** Engineering Certification.

Tier 3 Professional Ability

▷ **A Wee Bit More:** Starfleet engineers can overstrain themselves and their engines, running both off pure personal guts. When spending Courage to enhance an Engineering or Repair test, they receive a +5 bonus instead of the normal +3. **Prerequisite:** Theoretical Application and Spirit of the Fleet.

Starfleet Operations Officer

Tier 1 Professional Abilities

▷ **Fire Control Officer:** If the operations officer controls the ship's weapons during ship combat, the ship receives a +2 to all tactical maneuvers.

▷ **Ops Manager:** Operations managers allocate the ship's power, data, and other resources to keep everything flowing on an even keel. At the beginning of the game session, the operations officer may declare one System Operation specialty "mission-critical". All shipboard System Operation tests made by any Crew member on her ship against that mission-critical specialty receive a +1 bonus.

▷ **Subvocalizer:** Operations officers soon learn to keep their systems running and make status checks and adjustments as unobtrusively as possible. The operations officer can subvocalize commands to ship's systems without paying the normal TN penalty (see page 63).

Tier 2 Professional Abilities

▷ **Cross-Trained:** Operations officers are often the most flexible of Starfleet officers, going from post to post in the course of a career. When performing the professional skill of another Starfleet officer elite profession, the operations officer may add his Intellect modifier. (For Intellect-based skills, this equates to doubling the modifier.) **Prerequisite:** System Proficiency or Rounded.

▷ **Eyes on the Board:** A trained operations officer continuously looks and listens for anomalies and patterns in the information flow in front of her. When making a System Operation test, the operations officer adds her Perception modifier. **Prerequisite:** Subvocalizer or System Operation 6+.

▷ **Personal Backup:** A skilled operations manager has contingency backup plans ready for almost any crisis with the ship's systems. While serving as operations manager or "mission ops" on the bridge, the operations officer may re-roll any reliability check for ship systems (including the engineer's skill tests for transferring power) as a System Operation (Mission Ops) or (Operations Manager) test at +5 to the original TN. The Crew may select the better of the two results as the test result. Prerequisite: Ops Manager.

Tier 3 Professional Ability

▷ **Exemplary Support:** Operations officers are trained to work with other bridge crew seamlessly in crisis conditions. An operations officer may treat any Computer Use, System Operation, or Tactics test involving the bridge crew of his ship as a combined test, whether or not it would ordinarily be one, rolling the same test at TN –5 and providing the "leader" a +1 bonus for a marginal success, +2 for a complete success, and +3 for an extraordinary success. This ability may only be used once per game session. **Prerequisite:** Level-headed, Ops Manager, or Tactics 6+.

Starfleet Security Officer

Tier 1 Professional Abilities

▷ **Subdue:** Starfleet security officers value sentient life, and do not take it needlessly. A Starfleet security officer making any stunning or restraining Unarmed Combat test may add +3 to the result. This ability may be picked a second time for Energy Weapons (Hand Phaser) tests.

▷ **Favored Style:** The security officer is a pure devotee of one Unarmed Combat skill (aikido, brawling, etc.). When advancing this skill, she increases her skill level by +2 per pick, but suffers a –4 penalty to her Unarmed Combat skill when using other styles.

▷ **Fire Control Officer:** As the Operations Officer Tier 1 professional ability.

▷ **Weapons Specialist:** The weapons officer specializes in one set of ships' weapons (phasers, torpedoes, etc.). Choose which when picking this ability. When making any System Operation (Tactical) or (Weapons) skill test dealing with the chosen weapon, the weapons specialist can add +2 to the

test result. This ability can be chosen additional times for additional shipboard weapons.

Tier 2 Professional Abilities

▷ **Telling Detail:** The art of observation lies in knowing where to look. Whenever the security officer makes an Observe test, he gains an affinity bonus equal to half his Investigate skill level, rounded down. **Prerequisite:** Security Ops.

▷ **Thinks Like A Romulan:** As the Command Officer Tier 1 professional ability. **Prerequisite:** Intellect 6+ or Tactical Officer.

Tier 3 Professional Ability

▷ **Detection:** Whenever the security officer faces a criminal enigma (murder, theft, conspiracy, etc.) that entirely confounds the player, the character can make an Investigate (Deduce) skill test (TN 15) to formulate a hypothesis assisted by the Narrator. If the test is successful, the Narrator gives the player a hint based on the degree of success, with greater success warranting stronger leads. Although this ability exists to help players solve mysteries and drive the adventure forward, the Narrator should only guide the player: outright answers should only be given when the detecting challenge represents but a minor component in the Crew's grander mission objective. In such cases, the Narrator may wish to give the security officer sufficient information to help her surpass the puzzle, and get back on track. A Narrator may wish to provide two leads ("Either the Orion gem merchant or the Andorian duelist killed the Ferengi.") rather than give the whole game away. **Prerequisite:** Telling Detail.

Starfleet Counselor

Tier 1 Professional Abilities

▷ **Head Wounds:** Starfleet counselor medical training emphasizes head injuries, as common causes of mental trauma. When the counselor makes a First Aid skill test to heal a head wound (including sonic effects, stun effects, etc.), add +4 to the test result.

▷ **Professional Demeanor:** Starfleet counselors are trained to remain calm and not be surprised into revealing their own emotions. This comes in handy during most gambling contests; nobody bluffs like a psychiatrist. When the counselor



makes a Gaming test, he gains an affinity bonus equal to half his Medicine (Psychology) skill level, rounding down.

Tier 2 Professional Abilities

▷ **Verbal Economy:** Expert training in the "talking cure" makes Starfleet counselors masters of just the right word. When making a Persuade test, the counselor performs the task in half the base time. **Prerequisite:** Ship's Counselor or Language 6+.

▷ **Sense Motive:** As trained psychologists, Starfleet counselors can often tell what a speaker's motives are for his actions. During an Inquire (Interview) test, the counselor can also make a Medicine (Psychology) test to sense the speaker's motive. The Medicine (Psychology) test gets a +1 bonus to its result from a marginal success on the Inquire (Interview) test, a +2 for a complete success, and a +3 for an extraordinary success. It takes a –1 penalty for a complete failure on the Inquire (Interview) test, and a –2 penalty for a disastrous failure. Discerning a general, emotional motive (revenge, lust, pride) is a TN 15 task; discerning a specific motive (Senator Pardek's blackmail; Yeoman Barrows, a promotion) is a TN 20 task. **Prerequisite:** Pathos.

Tier 3 Professional Ability

▷ **Battlefield Comfort:** Starfleet counselors know better than most what kinds of stresses other Starfleet officers face in a crisis. Once per game session, the counselor can make an Influence test (TN 15) to restore a fellow officer's morale and urge her toward greatness. If successful, the subject may spend a "free" Courage point immediately afterward, even if she has no Courage left. "Free" Courage points do count against the 4 Courage spending maximum. On an extraordinary success, the subject may spend two "free"

Courage points. The Influence test takes two minutes. The characters must be in the same room, and the subject must be able to hear the counselor. **Prerequisite:** Therapy.

Starfleet Medical Officer

Tier 1 Professional Abilities

▷ **Emergency Response:** Starfleet medical officers know that time is of the essence in a crisis. When making a First Aid test, the medical officer performs the task in half the base time. This ability can be selected again for Medicine (Surgery).

▷ **Lab Work:** When time or quality is of the essence, Starfleet medical officers do much of their own lab work. When a medical officer makes a Physical Science (Chemistry) test, add +4 to the test result. This ability can be selected again for a similar bonus to Life Science (Microbiology), and for other similar professional laboratory Science skills with Narrator approval.

Tier 2 Professional Abilities

▷ **Ignore These Blasted Machines:** Starfleet medical officers know what their equipment *should* be telling them, and can interpret even the most anomalous readings through their trained eyes. Whenever the medical officer makes a System Operation (Medical) skill test, he gains an affinity bonus equal to half his Medicine skill, rounded down. **Prerequisite:** General Medicine or Perception 6+.



▷ **No Butchery:** Although trained with cutting-edge medical technology, Starfleet medical officers know that often their skills will be called upon in more primitive settings. When the medical officer makes a First Aid or Medicine skill test, ignore all penalties resulting from inadequate or antiquated equipment. **Prerequisite:** Field Medicine.

Tier 3 Professional Ability

▷ **One For The Textbooks:** Medical research is built on sharing information and the rapid propagation of new therapies. When rolling an extraordinary success during a Medicine skill test, or when successfully using the Immunization professional ability, the medical officer's Renown automatically increases by 1 at the end of the episode. This ability can only add 1 Renown point in a given episode. **Prerequisite:** Lab Work and General Medicine.

Science Officers

Tier 1 Professional Abilities

▷ **Fundamentals:** Study your math, it's the key to the universe. When the science officer makes a Physical Science (Mathematics) skill test, add +4 to the test result.

▷ **Working Model:** Starfleet scientific training gives a strong grounding in hands-on laboratory work. Mathematics are the key to design. These two factors synergize. When the science officer makes any Construct skill test, he gains an affinity bonus equal to half his Structural Engineering skill level, rounding up.

Tier 2 Professional Abilities

▷ **Practical Application:** Although specialized technicians and engineers make most repairs to starship consoles, the science officer possesses sufficient training to reconfigure his console, recalibrate equipment, and make minor repairs in emergency situations. When making Systems Engineering or Repair tests to repair his console or tricorder, the science officer gains an affinity bonus equal to half his Physical Science skill level, rounding up. **Prerequisite:** Working Model.

▷ **Subvocalizer:** As the Operations Officer Tier 1 professional ability. **Prerequisite:** Perception 6+ or Rounded.



Tier 3 Professional Ability

▷ **Intense Scan:** After enough work with a ship's sensors, a Starfleet science officer can pick patterns out of the data that exceed the system specifications; picking a single ion trail out from 20 light-years away, or finding a Horta floating in an asteroid belt. The science officer makes a System Operation (Sensors) at TN 15. With a successful test, the sensors' maximum range, sensitivity, reliability, or other parameter doubles during the next System Operation (Sensors) test the science officer performs. Consult the appropriate descriptions on pages 101–103 and 138–139 of the *Star Trek RPG Narrator's Guide* and pages 188–191 of the *Star Trek RPG Player's Guide*. **Prerequisite:** Science Tech.

ADDITIONAL PROFESSIONAL PACKAGES

The following professional development packages are equivalent to those on pages 93–96 of the *Star Trek RPG Player's Guide*. The individual package writeups specify the starship officer elite profession under which they belong.

A & A Officer

As anthropology and archaeology officer, you specialize in ancient, archaic, and primitive cultures. Since Hodgkins' Law predicts that many alien worlds will parallel each others' (and Earth's) development, your training comes in handy on exploratory missions. You are a science officer.

Skills: Computer Use (Retrieve) +2, Culture +1, History +3, Investigate (Research) +2, Religion +1, Social Science (Anthropology, Archaeology) +3, Specific World +2, Survival +2

Pick 5: +1 to any professional skill

Pick 1 Edge: Cultural Flexibility, Curious, Everyman, Excellent Metabolism, Likeable

Communications Officer

You are a dedicated specialist in communications, transmitting and receiving messages and maintaining message security. Although technically an operations officer, you substitute Physical Science (Mathematics) for First Aid as a professional skill.

Skills: Computer Use (Encryption) +2, Observe (Listen) +2, Physical Science (Mathematics) +1, Repair (Communications) +2, System Engineering (Communications) +3, System Operation (Communications) +4

Pick 5: +1 to any professional skill

Pick 1 Edge: Ambidextrous, Confident, Eidetic Memory, Exceptional Concentration, Skill Focus (Keen Hearing)

Phaser Control Officer

You control, maintain, and when need be operate the phaser battery on your starship. During major wars such as the war with the Klingons in the early 23rd century or the Dominion War in the late 24th century, you may have served planet-side. This is a command officer post in the 23rd century (replacing Inquire and Negotiate with Heavy Weapons and Systems Engineering as professional skills), and an operations officer post in the 24th century (replacing First Aid with Heavy Weapons as a professional skill).

Skills: Computer Use +1, Energy Weapons (Hand Phaser) +1, Heavy Weapons (Phaser Cannon) +1, Observe (Spot) +1, Repair (Phasers) +2, Systems Engineering (Phasers) +4, System Operation (Tactical, Weapons) +3

Pick 5: +1 to any professional skill

Pick 1 Edge: Alert, Coordinator, Dead Aim, Exceptional Fortitude, Sense of Direction

ADVANCEMENT PACKAGES

Rather than individually pick advancements to create advanced characters (see page 97 of the *Star Trek RPG Player's Guide*), some players may prefer to simply add a given number of advancement packages to *their character during character creation to model an* officer who has served some time. These writeups assume five picks per advancement "tour"; whether a "tour" is one year or five depends on the Narrator's sense of historical pacing and on the amount of excitement the player wants his character to have gone through. Some of these writeups include flaws; check with your Narrator to make sure that she will allow additional flaws at character creation. If not, remove an edge or otherwise lower the value of the package by two picks. Only starship officer professional skills (Athletics, Computer Use, Energy Weapons, Repair, and Survival) and System Operation (which is the professional skill common to all branches) are specifically priced at one pick per level; all others are priced at two picks per level. If one of the skills included here is already one of your professional skills, either double the levels in that skill given by that package, or pick another professional skill along with it.

Fleet Service

Each of these advancement packages is based on a tour of service in one of the various fleets detailed on page 77. These fleets were organized in 2350; individual capital ships that served similar roles in the 23rd century are indicated in parentheses after the description.

3rd Fleet

You served as part of the Solar System's final line of defense (*U.S.S. Republic*).

Professional Skill: Repair (Orbital Defenses) +1

Pick 1 Skill: Demolitions (Defuse Explosives) +1, Specific World (Earth) +1, Tactics (Space) +1

Pick 1 Edge: Contact OR Ally (Starfleet Command), Suit Trained, Zero-G Trained

5th Fleet

Stationed near Andoria, you worked closely with the capable and aggressive Andorian Defense Force (*U.S.S. Eagle*).

Pick 1 Professional Skill: Survival (Arctic) +1, System Operation (Tactical) +1

Pick 1 Skill: Chaka Hramdal +1, Language, Andorian +1, Specific World (Andoria) +1, Tactics (Anti-Piracy) +1

Pick 1 Edge: Bold, Contact OR Ally (Andorian Defense Forces)

7th Fleet

You may have been a veteran of Wolf 359, Tibor Nebula, or some other great battle; this is a legendary Fleet (*U.S.S. Constitution* or *U.S.S. Enterprise*; use Axanari OR Romulan OR Klingon as Tactics specialties; *Intolerant (Klingons or Romulans) as flaw*).

Professional Skill: Repair +1

Pick 2 Skills: First Aid +1, Systems Engineering (Weapons) +1, Tactics (Borg OR Breen OR Cardassian OR Dominion) +1

Pick 1 Edge: Famous Event, Famous Fleet, Famous Ship

Pick 1 Flaw: Intolerant (Founders), Intolerant (Obsidian Order), Pacifist

8th Fleet

You explored the deep reaches of the Alpha Quadrant (*U.S.S. Farragut*; use Language, Orion).

Pick 1 Professional Skill: Computer Use (Research) +1, Energy Weapons (Hand Phaser) +1, System Operation (Sensors) +1, Survival (any) +1

Pick 2 Skills: Archaic Weapons (Any) +1, Language, Ferengi +1, Social Science (Anthropology) +1, Space Science (Stellar Cartography) +1

16th Fleet

You served in a variety of key tasks and roles in the "flagship fleet" (*U.S.S. Endeavour*).

Professional Skill: System Operation +1

Pick 1 Skill: Administration (Starfleet) +1, Craft (any) +1, Entertain (any) +1, History (Earth) +1, Negotiate +1

Pick 1 Edge: Ally, Confident, Cultural Flexibility, Famous Fleet, Innovative

20th Fleet

You patrolled rimward space, on the Tholian and Klingon frontiers (*U.S.S. Yorktown*).

Pick 1 Skill: Observe (Spot) +1, Physical Science (Subspace Physics) +1, Space Science (Astrogation OR Stellar Cartography OR Astrophysics) +1, Tactics (Klingon OR Tholian) +1

Reaction: +1 Quickness (if Quickness is your favored reaction, add System Operation (Flight Control) +1).

22nd Fleet

You were on the front line against the Romulans and the Borg (*U.S.S. Lexington*).

Pick 1 Professional Skill: Computer Use (Invasion) +1, System Operation (Sensors) +1

Pick 1 Skill: Language, Romulan, Tactics (Borg OR Romulan) +1

Pick 1 Edge: Alert, Sense of Direction

Colonization Fleet

You aided the terraforming and settlement of new colonies (*U.S.S. Potemkin*).

Pick 1 Professional Skill: Repair (any) +1, Survival (any) +1

Pick 2 Skills: Administration (Logistics) +1, Construct (any) +1, Life Science (Botany OR Zoology) +1, Planetary Science (any) +1

Evacuation Fleet

You aided in emergency evacuation and resettlement procedures (*U.S.S. Kongo*).

Professional Skill: System Operation (Communications OR Flight Control) +1

Pick 1 Skill: Administration (Logistics) +1, Inquire +1, Medicine (Epidemiology) +1,

Pick 1 Edge: Ally, Contact, Meticulous, Species Friend

Rapid Response Fleet

Your fleet stayed ready for any emergency; it did everything first with the most, and didn't wait for red tape (*U.S.S. Enterprise* or *U.S.S. Exeter*).

Pick 3 Professional Skills: Select three professional skills of your branch or elite profession, and add +1 level in each. You may not select the same skill twice.

Pick 2 Edges: Ally (Admiral Fukazima), Competitive, Courageous, Famous Event, Great Stamina.

Pick 1 Flaw: Arrogant, Enemy, Familiar Face, Intolerant (diplomats), Proud, Reckless

Optional Promotion Rules

Among the factors that influence the feel of a series is the speed and nature of promotion. Many players enjoy rocketing up the ranks, of course, but this leaves some sticky questions—a Crew full of admirals will be hard-pressed to find any plausible adventures to go on! For whatever reason, your Narrator may not wish to run a game (and you may not wish to play in one) in which, after two or three episodes at average experience levels, everyone can potentially go up two ranks by picking two Promotion edge upgrades. The following suite of optional rules alters the circumstances, and the speed, of promotions to change the feel of a series.

TABLE 3.1: RENOWN-BASED PROMOTIONS

Rank	Renown Required
Lieutenant (j.g.)	4
Lieutenant	8
Lieutenant Commander	12
Commander	16
Captain	20
Each successive flag rank (see Table 6.1)	10

Optional Rule: Renown-Based Promotion

Some Narrators (and players) may prefer to base promotion solely on a character's actions during the series, rather than on advancement picks of the Promotion edge. They may use this optional rule instead.

The Promotion edge can no longer be picked after character creation ends. In other words, you can buy it during character creation (to start out as a lieutenant rather than an ensign, for example), but cannot buy it with advancement picks. Promotion now depends solely on Renown, which you may "trade in" during the advancement phase for an increase in rank, as given on Table 3.1.

After "trading in" Renown, you lose any Renown expended to purchase a new rank, and continue with the remainder, building it up to eventually trade in for the next rank, and so forth. This represents the trade-off inherent in going from "that lieutenant who saved the ship" to being just another lieutenant commander, who is expected to save the ship every now and again. For example: Lieutenant Washington has racked up 15 points of Renown saving the galaxy from giant space amoebas and phasering down Romulan infiltrators; he trades 12 of them in and gets a well-deserved promotion to lieutenant commander, leaving him with 3 Renown points, and a burning need to go scour the quadrant for more evil to thwart.

The Narrator may also require the candidate for promotion to pass a successful Renown recognition test (see pages 148–149 of the *Star Trek RPG Player's Guide*) with the Personnel Office at Starfleet Command (a TN 15 Renown check) to get a promotion approved. (The personnel office can be assumed to have an Intellect of 12 for this purpose, giving a +3 bonus on the attribute test.) If the recognition test fails, the player must wait until his next advancement period to try again. For our example: Lieutenant Washington's player tells the

Narrator that he wants to trade in 12 of his Renown points to increase in rank. Lieutenant Washington's captain (an NPC) approves, and submits his request to Personnel: Between Lieutenant Washington's Renown (15, for a +2 modifier) and the Personnel Office's brains (+3), the die roll takes a +5 modifier, with a further –1 to the TN since both Starfleet Personnel and Lieutenant Washington are in the same profession (starship officer). The dice come up 8, which is a 13 after the bonus—which doesn't quite make a TN 14 (15 minus 1). Lieutenant Washington has to wait a while longer for that promotion; hopefully he'll get some more Renown in the meantime. (Narrators may wish to substitute the officer's commanding officer, fleet admiral, or other significant NPC for an impersonal Personnel Office, adjusting the stats and the TN to match.) The Renown test requirement can be used with edge-based promotion as well, of course.

Optional Rule: Slower Promotion

Yes, it seems odd that anyone would want to advance more slowly than the current rules allow. However, players and Narrator may all "contract" together to spend more time exploring their current position in Starfleet's rank and file; this might be important in serial series that require a continuing (and fairly static) cast, or in episodic ones which are attempting to keep a coherent feel throughout. Of course, many players don't particularly care about getting promotions when they could be learning neat skills or garnering cool abilities—neither Chekov nor Kim ever seemed to suffer any real harm by being ensigns for an entire series, after all. In these circumstances, this optional rule will make sure that only players who *really* want promotions get them.

Each rank costs a number of upgrades equal to its current Promotion value. For example, going up to Lieutenant (j.g.) (Rank 1) still costs only one upgrade, but going from Lieutenant (j.g.) to Lieutenant (Rank 2) costs two upgrades, and going from Lieutenant to Lieutenant Commander costs three! Since you only get five picks with any advancement, and an edge is two picks, you will have to "bank" your promotion upgrades for more than one advancement to go up in rank. *For example:* Alicia wants her character, Lieutenant Commander Tandoz, to go up one rank to Commander. When her next advancement comes, she takes her five picks and buys two upgrades (at two picks each) to her current Promotion 3 edge. (With the leftover pick, she adds a specialty.) She must wait for her next advancement to buy two more upgrades, and thus allow Tandoz to become a full Commander at last.

Narrators can slow this process even further by increasing the upgrade cost per rank; similarly, they can slow down Renown-based Promotion by increasing the Renown cost per rank.





8 CHARACTERISTICS

You've chosen your character's attributes and profession and taken him through his background, so you have a fairly well developed PC. Now you're ready to add the finishing touches. This chapter details those touches and the accompanying rules to complete your character. It covers everything from physical and psychological descriptions to rules for reactions, Courage, and Renown.

PHYSICAL DESCRIPTION

Describe your character's general physical appearance. To a certain extent, allow your character's attributes and traits to guide you—don't describe him as "large and hulking" if he has a low Strength and the Sickly trait. But for the most part, this section covers general descriptors that don't affect game play (hair color, eye color, physique, and so forth). Mention any distinguishing marks or scars, or anything else that characterizes your PC or dovetails with your overall character concept or background.

PERSONALITY

Describe your character's demeanor, including any important personality traits. Does he speak with a lisp? Is he afraid of heights? Include anything that might add a bit of color to your character's personality, especially things that work well with his background or professional experience. Your character's lisp might be common to a particular region of his homeworld. His fear of heights might stem from his upbringing in an underground arcology. Be sure to incorporate any existing personality-oriented traits, such as Diplomatic, Shrewd, or Stubborn, into the description. Some other personality factors you should consider:

- Does your character have siblings? If so, how does he get a long with them (and his parents)?
- Is your charcter in love, perhaps even married?
- What biological or cultural traits common to his species might affect his personality?
- How well does your character interact with other people? Why?

AGING

Determine the starting age of your character and record it on your character sheet. Most characters begin play as adult members of their species (see Table 8.1 for age categories by species). In some special cases, your Narrator may allow you to go through a few advancements prior to play in order to begin the game with an older, more experienced character. See the *Advancement* and *Development* chapters for additional information. In the normal course of the game, however, all characters are assumed to begin play on equal footing, whether they are a 21-year-old Starfleet ensign or a 140-year-old Vulcan merchant.

TABLE 8.1: SPECIES AGES BY CATEGORY

Species	Child	Young	Adult	Old	Very Old
Bajoran	1–9	10–16	17–65	66–105	106+
Betazoid	1–11	12–18	19–80	81–120	121+
Cardassian	1–12	13–21	22–100	101–150	151+
Ferengi	1–8	9–15	16–60	61–100	101+
Human	1–10	11–17	18–70	71–110	111+
Klingon	1–10	11–14	15–120	121–170	171+
Ocampan*	1	2	3-7	8	9
	1-2	3-4	5-15	16-18	19+
Taloxian	1–9	10–16	17–65	66–105	106+
Trill	1–14	15–23	24–85	86–115	116+
Vulcan	1–14	15–24	25–140	141–190	191+

* After the death of the Caretaker, Ocampans begin to live approximately 20 years. The first row of numbers on the table represents their age categories during the time of the Caretaker, while the second row represents age categories after the death of the Caretaker.

EFFECTS OF AGE

While 23rd- and 24th-century medical sciences are extraordinarily sophisticated, able to prevent or cure many of the ills that ravage the health of 20th-century humanity, they cannot stave off the effects of age indefinitely. While it's not uncommon to find 75-year-old captains or 100-year-old admirals serving in Starfleet, none of them would argue that they possess the vigor, stamina, and sometimes even the mental acuity of younger members of Starfleet. Refer to Table 8.2 for specific aging effects by category. The effects listed in the table take effect as a character enters the new age category.

TABLE 8.2: AGING EFFECTS

Age Category	Effects
Child	–2 Strength, Vitality, Presence
	–1 Intellect, Agility, Perception
	–1 to all reactions
Young	–1 to all attributes
Adult	N/A
Old	–1 Strength, Vitality, Agility
	+1 Intellect, Presence, Perception
	–1 Stamina, Quickness
	+1 Savvy
Very Old	–2 Strength, Vitality, Agility
	+1 Presence, Perception
	–2 Stamina, Quickness

REACTIONS

Reaction scores affect your ability to avoid all kinds of damage, misfortune, and outside stimuli in general. They generally depend on you reacting to things, usually (but not limited to) another character's actions.



Surviving the night on a frigid planet is a Stamina reaction, because you're reacting to the cold. Pondering a Ferengi merchant's offer is a Savvy reaction, because you're reacting to his sly overture. For further details, see "Reaction Tests", page 146.

Some reaction scores may seem to overlap; it is up to your Narrator to determine which test is appropriate in a given situation. Resisting a Cardassian torturer could be either a test of Stamina or Willpower. If the torture involves the rack and pincers, it might be the former; if it involves psychological stress and isolation, the latter is more likely.

From your primary six attributes, you generate four reactions. Each reaction draws from one of two governing attributes. Choose the higher attribute modifier of these to determine the base level of your reactions (See *Chapter 4: Attributes).* For instance, Perception and Agility govern Quickness. If your character has a Perception 10 (for a +2 modifier) but only an Agility 6 (+0 modifier), you would select the higher +2 Perception modifier, to give him a starting Quickness of+2.

DEVELOPING REACTIONS

If your primary attributes change due to your species selection, recalculate your reaction modifier based on your adjusted attributes. But once your character starts playing his first adventure, reactions must be improved independently through advancement and upgrades (see *Advancement,* page 152, "Advancement Picks"). In other words, improving primary attributes has no effect on reactions once you have finished character creation.

TABLE 8.3: REACTIONS

REACTION SCORE	PICK BEST MODIFIER FROM
Quickness	Perception or Agility
Savvy	Presence or Perception
Stamina	Strength or Vitality
Willpower	Intellect or Vitality

QUICKNESS

Quickness measures your reaction time and reflexes. The higher of either your Perception or Agility modifiers determines your initial Quickness.

You use Quickness for the following reaction tests:

- Responding to threats, avoiding being surprised
- Drawing your weapon
- Catching a falling object, keeping your footing when an explosion rocks your starship, diving through a hatch before it closes

SAVVY

Savvy indicates your common sense, your ability to detect lies and subterfuge, and your ability to mask your intentions. The higher of your Presence or Perception modifiers determines your initial Savvy.

You use Savvy in the following reaction tests:

- Resisting social tests such as Inquire, Persuade, or Negotiate
- Detecting overt lies and sensing a person's motives
- Knowing when an offer is too good to be true

STAMINA

Stamina measures your toughness, your ability to "walk it off"—to ignore pain, weather stress, and cope with other debilitating, external conditions. The higher of either your Strength or Vitality modifiers sets your initial Stamina.

You use Stamina in the following reaction tests:

- Tolerating extreme heat or cold, fatigue, and pain
- Resisting the effects of narcotics, poison, radiation, and disease
- Resisting stun effects
- Healing tests

WILLPOWER

Willpower reflects your strength of will, sense of identity, powers of concentration, emotional control, and sheer guts. The higher of your Intellect or Vitality modifiers determines your initial Willpower score.

Willpower is used in the following reaction tests:

- Resisting social tests such as Influence (Charm and Intimidate) and Investigate (Interrogate)
- Resisting psionic powers, especially those that probe or control your mind
- Pushing yourself to the limit when fatigued, fighting when severely injured, staying awake during a double-shift, resisting fear, and keeping high morale

ASSIGNING REACTIONS

Steve sees that Vuleans automatically start the game with the Psionic edge, so thinking like a Vulcan he begins with Psi: Lovek's Intellect 10 gives him a +2 modifier, compared to the 0 modifier from Perception. He chooses Intellect as the governing attribute and begins with Psi 2. His Stamina receives no attribute modifier, since neither his Strength 6 nor Vitality 6 grant him one; he begins with a Stamina 0. The same holds true for his Quickness (neither Perception 7 nor Agility 5 give a bonus) and his Savvy. Therefore, Lovek begins with Quickness +0 and Savvy +0. His Willpower, however, boosted by a high Vulcan Intellect (instead of his average Vitality) starts at a respectable +2. After seeing how his reactions turn out, Steve has half a mind to go back and reapply his eight freebie levels, which is perfectly acceptable for him to do.

Meanwhile, Sheila runs through her reaction scores: Stamina +2 (Strength 11 gives a +2 bonus, better even than the bonus from Vitality 9), Quickness +3 (from that lucky Agility 12), Savvy +1 (Presence 8 grants a +1 bonus, whereas Perception 6 gives no modifier), and Willpower +1 (from Vitality 9 instead of nothing from Intellect 4).

REACTION TESTS

Reaction tests function as either standard or opposed attribute tests (see "Test Variants: Opposed Tests," page 105), except that the character substitutes his reaction level for his attribute modifier when determining the final test result.

DEFENSE

Defense represents your natural ability to avoid blows and weapon fire in combat. Your Defense rating equals 7 plus your Agility modifier.

HEALTH

Every character has a Health rating equal to his Vitality attribute plus his Strength modifier. Health represents the number of wound points a character can sustain before dropping to the next lower Wound Level. For example, Lieutenant Richards has Vitality 7 and a Strength modifier of +1, giving him a Health of 8. He can withstand 8 points of damage before he becomes

TABLE 8.4 SAMPLE REACTION TESTS

REACTION	TEST TYPE	REACTION	TN/OPPOSING TEST
Dodge melee attack	opposed	Quickness	Armed Attack
Dodge projectile	opposed	Quickness	Ranged Attack
Avoid injury while falling	standard	Quickness	variable by height
Resist charm, flattery	opposed	Savvy	Influence
Resist rhetoric, propaganda	opposed	Savvy	Persuade
Detect lie or bluff	opposed	Savvy	Persuade
Withstand extreme temperature	standard	Stamina	variable by degree
Resist poison	standard	Stamina	variable by potency
Avoid disease	standard	Stamina	variable by potency
Ignore fatigue	standard	Stamina	variable by degree
Overcome fear	standard	Willpower	varies by degree
Resist intimidation, interrogation	opposed	Willpower	Influence, Inquire
Resist mind control	opposed	Willpower	Psionic skill

Dazed, and another 8 points before dropping to Injured. Certain traits or species abilities modify Health, and your character can improve his Health over time through experience and advancement. Calculate your character's starting Health and record it on your character sheet.

Wound Level

As characters suffer damage, they progress through a number of wound levels describing their degree of injury. After Healthy (a character's normal state), the remaining wound levels are Dazed, Injured, Wounded, Incapacitated, and Near Death. Falling below Near Death indicates the character has died from sustained injuries.

Within each wound level, a character can withstand an amount of damage equal to his Health. Once a character has accumulated damage equal to his Health in his current wound level, he drops to the next wound level and begins accumulating damage in it. As a character drops from one wound level to the next, his injuries begin to impair his ability to perform actions, resulting in penalties that apply to all physical (and combat-related) dice tests, as well as most academic tests (see the *Appendix,* pages 242-252, and the *Star Trek RPC Narrator's Guide* for more information).

TABLE 8.5: EFFECTS OF INJURY

WOUND LEVEL	INJURY EFFECTS
Healthy	none
Dazed	Character performs tests* at -1
Injured	Character performs tests* at -3
Wounded	Character performs tests* at -5
Incapacitated	Character performs tests* at -7
Near Death	Character performs tests* at -9

* Injury penalties do not apply to Stamina reaction tests made to recover from injury. The severity of injury already factors into the TN of these reaction tests.

Recording Damage

As a character sustains damage, it is important to track it on the character sheet. The character sheet includes twenty circles beside the headings "Healthy", "Dazed," "Injured," "Incapacitated," and "Near Death." When creating your character you should cross off a number of these circles equal to 20 minus your Health statistic, counting in from right to left. Repeat this process for each wound level.

For example, if your character's Health is 6 cross off the fourteen rightmost circles of each wound level. This leaves six circles in each wound level corresponding to your Health. As your character takes damage, begin marking off boxes from left to right, starting at Healthy. Once your character has taken 6 points of damage, all circles in "Healthy" will be marked off and your character drops to the "Dazed" wound level. Upon becoming Dazed, your character immediately suffers the injury effects (penalties) associated with this wound level. See Table 8.5 for a summary of those effects.

COURAGE

Player characters in the *Star Trek Roleplaying Came* are typically shining examples of their chosen professions. Not only are they the heroes of the *Star Trek* universe, often an inspiration to many other people, but as the main characters of your series they are the most important characters. As such, they possess qualities of heroism and accomplishment that set them apart from most people—they're special. Courage represents this heroic quality.

Every player character begins the game with a pool of 3 Courage. (Some characters, by virtue of their species or professions begin with more.) During the course of the game, a character can use his Courage to help him accomplish his objectives and achieve the impossible.

Spending Courage

A character can use Courage to improve test results. Every point of Courage spent on a test provides a +3 bonus to the skill test. A character does not have to specify in advance that he intends to use Courage to improve a dice roll. Regardless of how much Courage he has, which way he uses it, or on what tests, he cannot spend more than 4 Courage in any one round.

Recovering Courage

A character "recovers" the Courage he uses during a game at the end of each episode. Certain efforts or events may allow him to recover Courage more quickly, and some professional abilities and traits may also affect Courage recovery. Your Narrator will tell you when to refresh your Courage.

If a character spends Courage in ways that improve the story or help move it along in fun and dramatic ways, or for heroic, noble, and self-sacrificing purposes appropriate to the character, he recovers the spent Courage at the end of the scene (or even, if the Narrator prefers, immediately after spending it). For example, a character who uses 2 Courage to successfully rescue a child from a burning building should recover that Courage quickly. Generally, this rule also applies if a character uses Courage to keep himself from looking foolish or unheroic. It's better to spend Courage than be victimized by a low roll that makes a character look bad (which often hinders the story).

On the other hand, if a character uses Courage to show off, for personal gain, or for other unheroic, ignoble, or selfish purposes, he does not recover it until the next episode, or for a long period in-game (days or weeks). Courage isn't intended to allow a character to seem tough and strong, but to ensure that he can perform heroic and dramatically appropriate actions.

Courage for Other Characters

Only the most important characters in your series should have Courage. Obviously this means the player characters, but it also includes important NPCs, such as major antagonists. On the other hand, the average NPC, including low-level opposition like Nausicaan thugs, usually has no Courage at all.

Renown

Characters in *Star Trek,* particularly "lead" characters like the player characters in your series, are often "larger than life," with qualities to match. Because of these qualities and the accomplishments they allow, characters often become well known, even famous, throughout the galaxy. The *Star Trek Roleplaying Came* reflects this notoriety with a characteristic called Renown. Generally speaking, a character with a high Renown score is better known and more recognizable than one with a lower score; NPCs are more likely to have heard of him and to know something about his reputation.

Earning Renown

Renown uses the same scale as a character's other attributes but carries no upper limit. Characters who enjoy truly galaxy-spanning fame can possess Renown levels as high as 20 or 30, although a level of 12 is very high for most characters. All characters start the game with Renown 0—they're just starting their career, so they're not really known for anything yet (unless a development package or something similar provides them with a Renown bonus). Characters develop their Renown through play; the Narrator may assign points as a result of specific actions, or the player may select additional Renown during advancements.

Characters normally earn Renown during game play. As the game progresses, the Narrator awards Renown to characters based on their actions and accomplishments, much as she awards experience points (but at a much lower rate). Characters who perform dramatic actions that change the course of an episode or series, and that attract attention, normally gain a point of Renown. Refer to the Star *Trek Narrator's Guide* for more information.

TABLE 8.6: RENOWN MODIFIERS

Renown	Modifier
1-5	+/-0•
6-10	+/-1•
11-15	+/-2•
16-20	+/-3•
21-25	+/-4•
26-30	+/-5•

• +/- indicates that the modifier is relative when used in social tests. For example, a Captain Kirk trying to charm Kor suffers for his fame (-) whereas he might receive a bonus (+) to intimidate him. See page 101 for more information.

Recognition

Renown has two uses in the game: determining whether one character knows another and modifying certain tests characters make.

The first, and most important, use of Renown is to make recognition tests to determine whether a character has heard of, or knows about, another character. A recognition test is usually an Intellect attribute test against a baseTN determined by the size of the region or society the two characters have in common (see Table 8.7). However, if a character has an appropriate Knowledge skill, the Narrator may allow him to use that skill for the test instead of just his Intellect. For example,

the Narrator might let a character with Specific World (Vulcan) or Culture (Vulcan) use one of those skills when making a recognition test to determine what he knows about a particular Vulcan. Similarly, a Narrator might allow two characters within the same profession, or with some other connection, to use an appropriate skill for recognition tests.

TABLE 8.7: BASE RECOGNITION TEST DIFFICULTY

Difficulty	Example	Region/Society
TN 5	Local	The same starship, the same city/region, the same class at the Academy.
TN 10	World	The same fleet or division, the same planet, the same branch of Starfleet.
TN 15	Star System/Sector	The same star system or local region, Starfleet.
TN 20	Neighboring Sectors	The same sector and neighboring sectors, the same multisystem government (e.g., the Federation).
TN 25	Quadrant	The same quadrant, two or more multisystem interstellar governments/powers.
TN 30+	Galaxy	Multiple quadrants, numerous multisystem governments/powers.

In either case, a character's Renown modifies recognition tests other characters make to know about him. Apply the character's Renown modifier (if any) to the other character's recognition test. If the test succeeds, the other character knows about the character; if it fails, he hasn't heard of the character. If an NPC does recognize the character, he probably knows his reputation based on specific traits the character possesses (Fame, Infamy, Species Friend, and so forth). The relationship between the characters will affect the NPC's attitude toward the character.

EXAMPLE: Lieutenant Pelek's Renown is 8, so he has a Renown modifier of +1 for Recognition tests made to recognize him. He encounters a Starfleet Admiral, who makes a Recognition test to find out if he's heard of Pelek. Ordinarily the Admiral would make an Intellect test, but in this case the Narrator allows him to use his Culture (Starfleet) +10. The Admiral rolls a 7, getting a base result of 10 +1 (Intellect modifier) + 7+1 (Pelek's Renown modifier) = 19. Since both characters are in the same branch of Starfleet, the base TN for the test is 10, meaning the admiral succeeded by 9! The Admiral has definitely heard of Pelek—specifically, that he's undisciplined and tends to be something of a maverick (based on Pelek's Reckless flaw). Since the Admiral's a by-the-book fellow, he doesn't react well to Pelek at all.

Other circumstances can also modify a Recognition test's difficulty (see Table 8.8).

TABLE 8.8: RECOGNITION TEST MODIFIERS

TN Modifier	Circumstance
+0	Target is of the same species
+1	Target is of different, but friendly/allied, species (Humans and Klingons in the late 24th century)
+3	Target is of different, hostile species (Humans and Klingons during most of the 23rd century)
+5	Target belongs to a species with which the character's species has no contact or relations
–1	Target is of same profession
–2	Target is of same elite profession

Renown and Social Tests

Renown can also act as a modifier for tests involving certain social skills. If a character is generally famous, or is known for possessing certain personality traits, he can use such facts to his advantage in some situations—even if he doesn't actually have those traits at all.

In appropriate circumstances, the target of a social skill test should make a recognition test to see if he knows about the character. If the target recognizes the character, the character may add his Renown modifier to any appropriate social skill tests for the remainder of the encounter. NPCs must recognize the character to allow these bonuses.

EXAMPLE: Captain Howard (12 Renown) wants to use his Influence (Intimidate) skill to get a Cardassian to back down from a confrontation. The Narrator makes a recognition test for the Cardassian and succeeds, indicating that the Cardassian is well aware of Howard's fearsome reputation. When Howard tries to intimidate him, the captain receives a +2 bonus to his roll (he is allowed to apply his Renown modifier to his social test).

Alternatively, Renown can impose penalties on some social skill tests, depending on the situation or the participants. For example, had Captain Howard tried to charm the Cardassian, the Narrator might apply a -2 penalty (see Table 8.6) to the test (along with other social test modifiers). The Narrator determines whether a bonus or penalty applies in a given circumstance.

Refer to the social test summary, page 100, to determine skills eligible to be affected by Renown. In some cases, Presence attribute tests may also be affected. Reaction tests are not generally affected. Narrators can adjudicate individual situations on a case-by-base basis.


PLAYER
RESOURCES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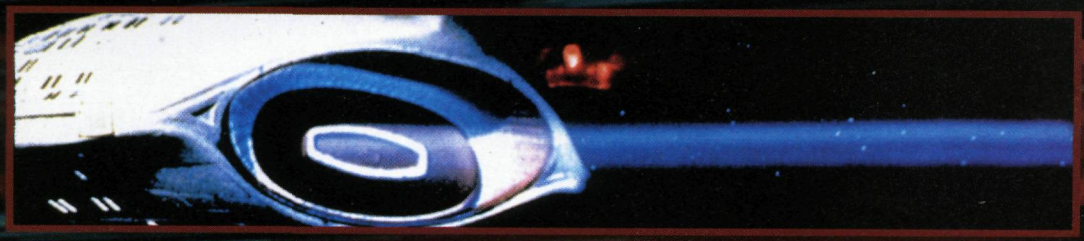


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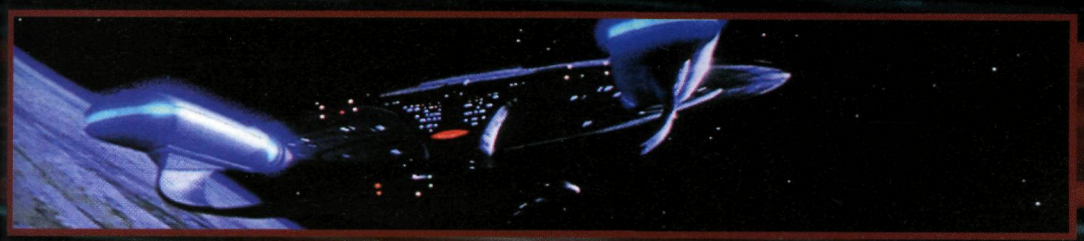




9 ADVANCEMENT

This chapter addresses how your character develops, grows, and improves after you begin play. It shows you where you can take your character and how advancement works. It also presents elite professions—professional specialty fields your character can explore once he has obtained the necessary experience to qualify for them.

ADVANCEMENT

Characters aren't static individuals who remain the same throughout their careers. Rather, they are dynamic people who learn and grow from their experiences, acquiring new skills and abilities and improving the skills they already know.

EXPERIENCE POINTS

After they complete a mission or adventure, characters earn *experience points.* The Narrator awards experience points based on how well characters conducted themselves during the mission, whether they succeeded or failed, the quality of roleplaying involved, and other factors.

For every *1,000* experience points your character earns, he undergoes one *advancement.* An advancement represents how he has grown and developed based on his experiences and performance during his recent missions.

ADVANCEMENT PICKS

Each time your character advances, you can make *five picks* from Table 9.1: Advancement Picks. You can use your character's picks to improve an attribute, upgrade a trait, or learn a new skill. Some abilities require more than one pick; for instance, a character must spend three picks to add a point to his pool of Courage. Refer to Table 9.1 and the individual heading descriptions on the following page for more information.

€XAMPL€: R'kroh, earns 1,000 experience points, enough to advance in her profession as a soldier. She wants to acquire the Tier 1 special ability Favored Weapon, which will affect how she advances her *bat'leth* skill. So she spends three of her five advancement picks to acquire Favored Weapon. The Favored Weapon ability lets her advance the named skill (Traditional Klingon Weapons) by +2 for every advancement she devotes to improving this skill, so she devotes her two remaining picks to improving Traditional Klingon Weapons, effectively raising her skill level by +4 (+2 per advancement, with advancements for a professional skill costing one pick each).

TABLE 9.1 ADVANCEMENT PICKS

Picks	Effect
1	+1 professional skill level (adds to professional skill)
1	Gain new specialty for existing skill
2	Gain new edge or upgrade existing edge
2	+1 nonprofessional skill level
2	+1 favored reaction (adds to reaction total)
2	+1 Renown
3	+1 nonfavored reaction
3	+1 Courage
3	Gain new professional ability or upgrade existing professional ability
4	+1 favored attribute
5	+1 nonfavored attribute
5	+1 Health

PROFESSIONAL SKILL LEVEL: Each pick expended on a professional skill increases it by +1. For example, a character with System Operation +2 as a professional skill uses two picks to increase his skill level by +2 (for a total of System Operation +4). Each time your character advances, you may use no more than two picks per professional skill.

GAIN NEW SPECIALTY: YOU may use an advancement pick to add a new specialty to an existing skill. For example, adding the (Transporter) specialty to **the** System Operation skill requires one pick. Each specialty provides a one-time +2 bonus to related skill tests.

GAIN OR UPGRADE EDGE: The new or improved edge takes effect for the next game session, though some Narrators may require a period of training to justify the new ability.

NONPROFESSIONAL SKILL LEVEL: For every two picks expended to improve a nonprofessional skill, increase the skill level by +1. **Each** time your character advances, you may use no more than one pick per nonprofessional skill.

FAVORED REACTION: For every two picks allocated to a favored reaction, add +1 to the total reaction modifier. For example, improving Quickness +2 to +3 expends two advancement picks. Each time your character advances, you may allocate no more than four picks per favored reaction.

RENOWN: Allocating two picks to your character's Renown improves his or her level by +1.

NONFAVORED REACTION: For every three picks used to improve a nonfavored reaction, add +1 to the total reaction modifier. Each time your character advances, you may allocate no more than two picks per nonfavored reaction.

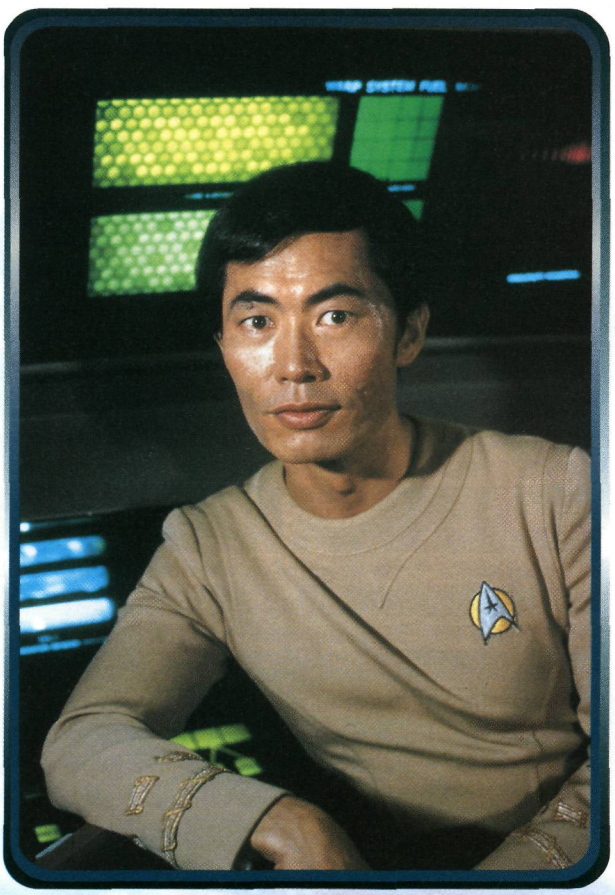
COURAGE: For every three picks allocated, increase Courage by +1. This affects the character's total Courage maximum, and Courage gained through advancement is available to characters during the next game session. For example, a character with a maximum of Courage 3 expends 1 Courage during the last game session (for a current total of Courage 2), but gains +1 Courage by allocating three picks. His current total is now Courage 3, with a Courage maximum of 4.

PROFESSIONAL ABILITY: YOU may gain a new professional ability, or upgrade an existing professional ability, for three advancement picks. The new or improved ability takes effect in the next game session, though some Narrators may require a period of training to justify the new ability.

FAVORED ATTRIBUTE: For four picks, you may improve one attribute by +1. For example, for four picks, you can improve your character's Vitality from 6 to 7. Recalculate attribute modifiers, if necessary. Improved attribute modifiers affect related skill tests; for example, increasing Intellect from 11 to 12 increases the Intellect modifier from +2 to +3, which affects all Int-related skill tests. Although reaction modifiers are initially derived from attribute modifiers, increases to attribute modifiers resulting from advancement do not affect reactions; for that, you must improve reactions separately.

NONFAVORED ATTRIBUTE: For five picks, you may improve one nonfavored attribute. The guidelines covering attribute modifiers and skill and reaction tests apply.

HEALTH: For five picks, increase your character's Health by +1. This increase affects the number of wound points your character has in each wound level.





ELITE PROFESSIONS

Player characters in the *Star Trek Roleplaying Came* tend to be unique individuals with unusual backgrounds and histories. This uniqueness extends to character development, as well—characters are among the most trained, skilled, and competent people in the universe, with a wide variety of experiences under their belts. As such, not every character rigidly follows a single profession throughout his entire career. Some switch career paths, for example, by going from one branch of Starfleet to another. Others choose to become specialists in their chosen career paths—a diplomat becomes an envoy or ambassador. Still others elect to move into entirely new professions, gaining additional abilities and skills—a rogue becomes a smuggler or mercenary. These advanced or specialized professions are referred to as e//te *professions.*

Some elite professions complement particular professions. They tend to draw their members almost entirely from one or two professions. Almost all mercenaries start out as soldiers, whereas characters tend to become inventors after first working as engineers or scientists. Elite professions further refine a profession's capabilities and perspective by adding complementary character elements. Even though some elite professions seem tailor-made for a specific profession, any character can take any elite profession; all your character has to do is meet the elite profession's prerequisites (see "Acquiring Elite Professions", page 155). Discuss the possibility of adopting an elite profession with your Narrator, and find a way to do it that makes sense in your series.

Elite professions are a way for characters to develop certain abilities barred by their current profession. This kind of creative mold-breaking can lead to interesting characters and stories. Why does your rogue become an envoy? Maybe he works for the Orion Syndicate, and they want him to serve as a representative to an economic conference. Maybe your merchant wants to invent a new technology that he can later market and chooses the inventor elite profession. In both cases, the character has a chance to develop new skills and abilities—the rogue gains access to Negotiate and social-oriented professional abilities, while the merchant develops Science skills and science-related abilities. Talk with your Narrator to see if you can come up with an interesting rationale, something that could propel your games in a new direction. And don't forget that various starship positions are available as elite professions, as well (see *Chapter 3: Professions).*

TABLE 9.2 ELITE PROFESSIONS

ADEPT ^^^^^^^	A master oi mental powers, whether originating through intense mental discipline, mystic traditions, or some supernatural ability.
AMBASSADOR	A master politician and negotiator who speaks on behalf of his people and represents his government on alien worlds.
ASSASSIN	A killer-for-hire. An assassin may serve an organization such as the *Tal Shim* or Orion Syndicate, or operate as a freelance hit man. ^^^^^^^

Belonging to an elite profession is not necessarily required to engage in a given type of activity. Anyone can attempt to smuggle goods across borders and call himself a smuggler, whether he belongs to the smuggler elite profession or not. A professional smuggler is simply better than those who do not fully exploit the entire range of skills and abilities available to the professional elite.

Acquiring Elite Professions

To enter an elite profession, a character must first satisfy all the stated prerequisites for that profession. Prerequisites include things such as minimum levels in certain attributes or skills. See the individual elite profession descriptions for details. Upon qualifying for the desired elite profession, you should inform your Narrator of your decision and use your advancement picks to obtain related skills and professional abilities.

When you enter an elite profession, you must spend all five of your advancement picks to enter the profession. In later advancements you can spend picks on related professional skills and abilities (see the individual elite professions). You may not use your advancement picks to improve or acquire other character elements, such as adding a new edge, improving a base professional skill, or increasing an attribute. Your character is now considered to have joined the elite profession. During subsequent advancements, you may allocate your advancement picks as normal.

EXAMPLE: Sechok begins his career as a starship science officer. Through the course of the series he decides to adopt the explorer elite profession and spends 5 picks from one advancement to enter the profession. In his next advancement he uses 1 advancement pick to improve his Investigate skill (Investigate is a skill Sechok already possesses; it's also a professional skill of the explorer elite profession), and 1 pick to acquire the Survival skill. He uses his 3 remaining picks to acquire the Planetary Surveyor professional ability. The next time Sechok advances, he can use his advancement picks as normal, to improve science officer and explorer skills and abilities, gain a new edge, increase an attribute or reaction, and so forth.

Restrictions on Multiple Professions

By joining (or switching to) an elite profession, a character gains access to many varied skills and professional abilities. Nevertheless, one restriction exists: regardless of how many professions (basic or elite) the character joins, he may make professional skill and ability picks from only *two* of them during an advancement. The character retains any skills or abilities acquired from his previous professions, of course, but for future advancements must restrict himself to two professions. A character must define which two professions he can make skill and ability picks from immediately upon entering a third profession, and every profession thereafter.

EXAMPLE: Sechok chooses to become an envoy, and must choose which two professions to advance (envoy and either science officer *or* explorer). Since Sechok wants to remain a science officer, he decides to forego advancement as an explorer (though he keeps any skills and abilities from that profession). He cannot use advancement picks on explorer professional abilities, and must advance explorer skills at the nonprofessional rate.

The next time Sechok advances, he could choose to re-enter the explorer elite profession by spending another five picks. After returning to the profession, he could resume development of explorer skills and abilities as professional advancements, but would have to forego advancement in either his science officer or envoy professions. If he later decides to adopt a fourth profession—spy—at that time he must again declare which two professions he will follow.

Elite Profession Descriptions

The bulk of this chapter explains each elite profession. Each entry is organized and presented in the following format:

INTRODUCTION: AS with the basic professions, this section portrays how a character from the *Star Trek* setting might describe himself.

MISSIONS: The kind of adventures a member of the profession might embark upon.

BACKGROUND: The professions likely to enter the elite profession. A rogue is most likely to become a smuggler, for example, while many adepts are drawn from the ranks of mystics.

ROLE: The role members of the elite profession play within the group, or the setting at large.

PREREQUISITES: In order to join an elite profession, the character must meet certain requirements.

PROFESSIONAL SKILLS: This entry tells you which skills are considered fundamental to the elite profession. You can choose skills from this list during advancement (see "Advancement Picks", page 152, and "Restrictions on Multiple Professions", this page). Characters do not gain new skills automatically for joining an elite profession, but must wait until their next advancement.

PROFESSIONAL ABILITIES: Elite professions confer special abilities that function as the special abilities of basic professions do: a character acquires one professional ability of his choice immediately upon joining the elite profession. If he wants to upgrade that ability or gain others, he must use future advancement picks to do so.



ADEPT

Though called by many different names throughout the galaxy—Vulcan master, Bajoran *ajhamor* or *ajhamu* ("holy man" or "holy woman"), Betazoid *heshalagar* ("mage")—adepts are masters of mental powers and mystic traditions. An adept possesses greater skill, discipline, and understanding of his powers, and their effect on the universe, than an ordinary mystic or psion. While their dress, behavior, thoughts, and beliefs may differ, devotion to the study and use of psychic abilities is the common thread that binds most adepts together. Some may believe their powers originate elsewhere—tapping some fifth element or drawing on the power of a greater being. Others may style this as a "religion of the mind," their mysticism unlocking doors to greater perception. And some cultures still view psionic ability superstitiously, with various shamans and alien warlocks claiming magical powers. Each adept has his own distinct traditions, cultivating disparate psychic powers through various practices.

MISSIONS: While many adepts remain in one place, cultivating their abilities or aiding a community, others strike out on their own, employing their powers as they see fit. Exploration missions interest adepts for the potential of discovery. More martial adepts may be drawn to conflict, employing their powers on behalf of chosen causes. They may find satisfaction in diplomatic missions, as they utilize their disciplines to aid an ambassador or settle a conflict on their own, or bridge a communication gap with a newly discovered species. On their own, adepts often undertake quests for knowledge or spiritual enlightenment, or use their heightened abilities to help those less fortunate, which embroils them in countless adventures.

BACKGROUND: Of all the professions, mystics are the most likely to become adepts. No matter their original profession, however, anyone who develops psionic potential later in life—naturally or through some transformative experience—may come to this elite profession. In some places and times, adepts have banded together to create more formal organizations to promote their profession and refine their abilities. The ostracism they sometimes experience from non-psions and secular professions often breeds a sense of community or brotherhood among them.

ROLE: Adepts frequently serve as teachers or guides for other characters, helping them complete personal quests such as the *Kolinahr* ritual. As the ultimate practitioners of psionic disciplines, they often fill roles relating to those powers—anything from a "telepathic interrogator" to an empathic intermediary to a mind-controlling bodyguard.

PREREQUISITES: Psionic edge, Intellect 8+, Mind Shield 4+, one additional psionic skill 3+, Religion 3+, Unarmed Combat 1+.

PROFESSIONAL SKILLS: Empathy, Mind Control, Mind Shield, Religion, Telepathy, Unarmed Combat skill group

Professional Abilities

The following abilities are characteristic of adepts. A character automatically gains one Tier 1 professional ability upon entering the adept profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- BAFFLING MYSTICISM: AS masters of philosophical debate and instructional techniques—everything from Zen koans to Vulcan logic puzzles to the Betazoid *aazhaja durosu* (literally, "parables of everlasting instruction")—adepts can argue more skillfully than most advocates, twisting an opponent's perceptions and arguments around until he finds himself agreeing with the adept whether he wants to or not. When the adept makes any Persuade or Negotiate skill test, he gains an affinity bonus equal to half his Religion skill level, rounded up.

- IMPENETRABLE MIND: Through intense mental conditioning the adept has developed his ability to barricade his mind against psionic intrusion. Whenever the character makes a Mind Shield skill test, he gains a +4 bonus to the test.

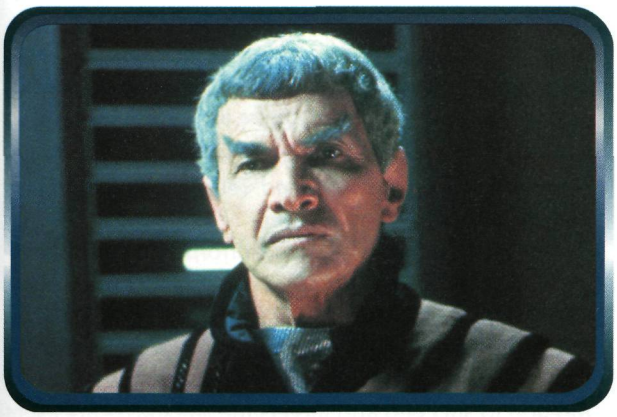
Tier 2 Professional Abilities

- MIND OVER BODY: "Pain is a thing of the mind; the mind can be controlled." An adept with this ability can use his mental skills and willpower to overcome the weaknesses of the flesh. If he succeeds with a Stamina reaction test at TN 10, he reduces all TN penalties due to injuries (see page 147) and fatigue (see page 246) by half (round up) for one hour. He may make additional tests to maintain the effect after the hour expires, but at a cumulative +5 TN penalty for each extra hour. UPGRADE: For every additional pick devoted to this ability, the character increases the base duration of Mind Over Body by one hour. PREREQUISITE: Intellect 8+

- POWERS OF THE MIND: The adept possesses unusual strength or discipline within one psionic skill of the player's choice. When the adept makes corresponding skill tests, ignore all psionic penalties. PREREQUISITE: Named psionic skill 3+

Tier 3 Professional Ability

- PROPHETIC SIGHT: Some adepts have developed their psionic abilities to the point where they occasionally have prophetic visions, flashes of insight, or glimpses of future events. Once per episode, an adept with this ability may seek a vision through meditation and contemplation. He makes an Intellect test at TN 15. If he succeeds, he receives a brief, instructive vision of events that may occur later in the episode. There's no guarantee those events will come to pass—just knowing of a potential future may lead the adept to take actions that irrevocably change that future—but an awareness of even a possible future can be quite helpful. PREREQUISITE: Powers of the Mind



AMBASSADOR

Those who would become ambassadors must master high-powered political affairs, the history and culture of many worlds, and the intricacies of interstellar diplomacy. As representatives of their worlds and spokesmen for their cultures and policies, ambassadors must be wily negotiators, confident leaders, and clever politicians. Whether stationed at an embassy on some far-flung world or traveling throughout the quadrant as an emissary, an ambassador must embody his people's noblest principles. He speaks for them, giving them a voice in the interstellar community. His words carry their ideals and beliefs to the stars.

MISSIONS: Typically posted to a specific world, an ambassador's missions usually involve difficulties on the planet on which he is stationed. The ambassador may become involved in political intrigue or espionage, have to aid fellow citizens being held or oppressed by a host government, or represent his world during delicate negotiations. Whatever may befall his second home affects him as well, allowing the ambassador to shine in his success or smolder in his failures. Occasionally an ambassador's superiors may send him from his host world to initiate negotiations, lead first contact missions, or supervise exploration in nearby systems or sectors. An ambassador can also get caught up in adventure en route to his next assignment.

BACKGROUND: Most ambassadors start out as diplomats, moving into ambassadorial pursuits after advancing sufficiently in their initial profession. In the Federation, where many Starfleet personnel develop diplomatic skills as well, it's not uncommon for high-ranking starship officers to become ambassadors after retiring from active duty. An ambassador does not have to represent a world; he might speak for an organization such as an Orion merchant guild or the Federation Science Council, and thus come from almost any profession—merchant, scientist, rogue or mystic.

ROLE: An ambassador lends his power and authority to almost any crew. As part of a series set in a particular location, the ambassador interacts with a broad cross-section of characters (the other PCs)—merchants seeking favors, starship officers assigned to the sector, local alien diplomats, military leaders and so on. The ambassador might serve as the focus for a series, with envoys, soldiers, rogues, and spies as part of the embassy staff. Even assigned to a starship, the ambassador carries the full force of his government or organization with him, lending his special touch to exploratory, diplomatic, and defense missions.

PREREQUISITES: Promotion edge, Presence 8+, Negotiate (Mediate) 4+, Law 3+, Persuade 2+, World Knowledge 1+

PROFESSIONAL SKILLS: Administration, Culture, Law, Negotiate, Persuade, World Knowledge

Professional Abilities

The following abilities are characteristic of ambassadors. A character automatically gains one Tier 1 professional ability upon entering the ambassador profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- ADAMANT RESOLVE: AS agents of their respective governments, ambassadors demonstrate amazing determination and resolve. When making Savvy reaction tests, the ambassador adds both his Savvy reaction and Presence modifier to the dice result.

- MAGNANIMOUS: An ambassador relies on his personality and bearing to put others at ease and make them comfortable at the negotiating table. As a full-round action, the ambassador can make an

Influence test to endear his negotiating partners and improve his reaction stance. The test difficulty depends on his partners' initial reaction stance: TN 5 Cooperative, TN 10 Indifferent, TN 15 Uncooperative, and TN 20 if Hostile. A successful test enables the ambassador to improve his stance by one full category (making an Indifferent opponent Cooperative) for the remainder of the game session, thereby gaining the benefits of the improved reaction stance for all social tests made against this person over that period of time.

Tier 2 Professional Abilities

- DIPLOMATIC IMMUNITY: The ambassador is protected by diplomatic immunity and cannot be arrested and tried in a court of law for violating local laws and customs. In order to avoid arrest or detention, the ambassador must make an opposed Law skill test against the opposing authority. If successful, the authority files a report with his governmental office but allows the ambassador to go on his own recognizance. The ambassador can falsely claim that diplomatic immunity extends to any number of his associates, but doing so confers a -1 test penalty per individual unless they can show proper credentials (real or forged). PREREQUISITE: Law 3 +

- MASTER NEGOTIATOR: Ambassadors are consummate negotiators. Once per game session the ambassador can reroll one Negotiate skill test and use the better of the two test results. PREREQUISITE: Magnanimous

Tier 3 Professional Ability

- EMBASSY: The Ambassador presides over an embassy outside of his government's sovereign territory. Small embassies exist as little more than secure office suites, housing the bare necessities for conducting governmental affairs abroad. Larger embassies can consume entire buildings, some with surrounding walls, which can remain self-sufficient for months without being restocked with new supplies. Inside the embassy, the ambassador presides over all affairs. He can keep things running smoothly by making a Routine Administration test (TN 10) once per month. In times of crisis (such as riotous protests) the ambassador can make a Challenging Administration test (TN 15) to keep embassy personnel calm and efficient. In times of severe crisis (such as open warfare), the ambassador needs to make a Difficult test (TN 20) to keep everyone calm and functioning. PREREQUISITE: Diplomatic Immunity



Assassin

Assassins are specifically trained to kill. They possess a wide variety of aptitudes, including weapons and demolitions training, poison craft, and sabotage. While uncommon within the Federation, other species—the Romulans and Cardassians, for example—regard assassination as a legitimate political tool. The Klingons, however, see assassination as dishonorable (though it is still practiced); it is a desperate warrior who resorts to a life of murder. Meanwhile, other species, like the Flaxians, have raised assassination to an art form. Those who choose to live a life of murder can expect to make many enemies—from law enforcement officers and disgruntled relatives to capricious employers and rival assassins.

MISSIONS: Most assassins perform only one mission: assassination. Because assassination often sows discord and foils the best laid plans, assassins may find themselves engaged in almost any kind of mission. Perhaps someone doesn't want a first contact mission to succeed and targets the starship officer sent to complete the task. Maybe a new technological advancement marks the scientist responsible for death. Or what if someone doesn't want a planned conference to conclude successfully and sends an assassin to murder delegates? To carry off an assassination, the assassin might have to locate and track his victim, infiltrate an organization or building, disguise himself and bide his time, conduct extensive surveillance, or obtain specialty equipment to perform the job. Any of these separate activities could entail an adventure in and of itself.

BACKGROUND: Assassins often start out as rogues or soldiers, because these professions teach the basic weapons training and ingrain the appropriate mindset. But since their missions often require them to remain inconspicuous until they strike, assassins often pose as someone else—the innocuous merchant, the diplomatic aid, the bumbling scientist—making any starting profession potentially useful.

ROLE: AS long as criminal organizations and intelligence agencies continue to procure their services,

hired killers enjoy a rather dubious perch atop the criminal food chain. While many prefer to work alone, assassins could join any adventuring crew (oftentimes unknown to the rest of the group). In a series focused outside the Federation, the assassin can be found in the company of a starship crew, perhaps as an Obsidian Order or *Tal Shiar* agent. Groups like the Orion Syndicate employ assassins to silence informants and intimidate rivals, making them potentially valuable in a non-Starfleet series. Fringe political movements and rebel groups make use of assassins to advance their agenda, and they can be found alongside soldiers, mercenaries, spies, and terrorists.

PREREQUISITES: Notoriety trait, Agility 8+, Stealth 4+, any Armed Combat or Ranged Combat skill (and one specialty) 3+, Physical Science (Chemistry) 1+, Impersonate 1+

PROFESSIONAL SKILLS: Armed Combat skill group, Conceal, Impersonate, Physical Science, Ranged Combat skill group, Stealth

Professional Abilities

The following abilities are characteristic of assassins. A character automatically gains one Tier 1 professional ability upon entering the assassin profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- ARMS PROFICIENCY: Assassins train in all manner of weapons and fighting styles. When acquiring an Armed Combat, Ranged Combat, or Unarmed Combat skill, the assassin automatically gains one specialty of his choice.

- STALKING: The assassin excels in stalking his victims, making the most of environmental conditions. When making any Stealth skill test, ignore any single environmental penalty or double any one environmental bonus.

Tier 2 Professional Abilities

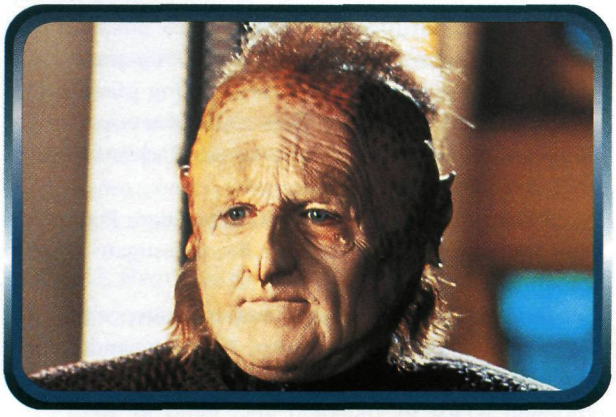
- ASSASSINATION: Once the assassin has targeted his victims, he strikes with deadly accuracy. Any time he makes an attack on a victim who is unaware of his presence, the assassin can reroll one Armed Combat, Ranged Combat, or Unarmed Combat test and use the better of the two test results. PREREQUISITE: Arms Proficiency

- MASTER OF DISGUISE: The assassin knows how to make the most of his disguises. Whenever the assassin makes an Impersonate skill test, he gains an affinity bonus equal to half his Stealth skill level, rounded down. In addition, when making a Conceal test to hide a weapon on his person, the assassin gains an affinity bonus equal to half his Impersonate skill level, rounding up. PREREQUISITE: Impersonate 3+

Tier 3 Professional Ability

- POISON USE: The assassin knows how to make and use poisons and other toxic chemicals without endangering himself. Provided the assassin has a suitable lab in which to work, he can make a variety of lethal poisons with a successful Physical Science (Chemistry) skill test. The test TN varies according to the design of the poison: TN 5 poison inflicts 2d6+6 damage, TN 10 poison inflicts 3d6+12 damage, TN 15 poison causes death in 1d6 rounds, TN 20 poison reduces a target attribute by 1d6 for 1 hour, TN 25 poison reduces key attribute by 2d6 for one hour. The poison can assume any form—liquid, solid, or powder—for various methods of deployment (in food or drink, by injection, by contact, etc.). Making completely odorless, colorless, and/or tasteless poisons increases the difficulty by +5 TN, as does creating an antidote for any variety of poison. PREREQUISITE: Assassination

RESTRICTIONS: Starship officers who currently serve in Starfleet cannot join this elite profession.



Envoy

Strange new worlds, alien civilizations, puzzling cultures—these things represent familiar and attractive challenges for the envoy. Envoys travel throughout the universe, introducing formerly isolated species to the greater interstellar community. They specialize in first contact protocols and integration, along with follow-up diplomatic missions and cultural exchanges. Because the nature of a first contact situation often requires them to study new worlds secretly while assessing their readiness for contact, envoys occasionally live and work undercover on an alien homeworld. As such they often develop skill with disguises, acting, and languages, in addition to training with various

forms of covert technology. Often the first off-worlder many species encounter, the envoy must therefore take special precautions to prevent culture shock.

MISSIONS: Envoys specialize in first contact missions and follow-up assignments. These often require tremendous time and effort on the envoy's part. The envoy might have to adopt a disguise and insinuate himself among the local population, live in a secluded, hidden base for months, and conduct extensive surveillance of the population, with any of these forming the crux of an adventure. Moreover, like the ambassador elite profession, the envoy is susceptible to whatever befalls the general populace—atmospheric dissipation, supernova, invasion by neural parasites, disease—putting him squarely in the middle of local adventure. As experts on alien cultures, envoys also find themselves as cultural or political advisors, counseling leaders on matters of policy.

BACKGROUND: AS with ambassadors, many envoys begin their careers as diplomats. Starship officers with diplomatic training can easily move into this elite profession, as well. Scientists and soldiers also make good envoys, although they tend to be more specialized in their interests and assignments.

ROLE: In the Federation, most envoys belong to Starfleet and hail from the Starfleet Diplomatic Corps. As the focus of a series, the envoy may be part of a larger first contact effort, joined by soldiers, scientists, and starship officers to survey an alien culture. This works best for a series set in a static location, with the Crew's adventures taking place on an alien world. In a non-Starfleet series, the envoy might join an alien starship crew as an "advance man" before forced colonization.

PREREQUISITES: Cultural Flexibility edge, Perception 8+, Social Science 4+, Culture 3+, Investigate 3+, and Stealth 1+

PROFESSIONAL SKILLS: Impersonate, Inquire, Knowledge skill group (esp. Culture and World Knowledge), Language, Social Science, Stealth

Professional Abilities

The following abilities are characteristic of envoys. A character automatically gains one Tier 1 professional ability upon entering the envoy profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- CULTURAL PROFICIENCY: The envoy spends a great deal of time studying a new culture before attempting contact. As a result, envoys demonstrate remarkable knowledge about various cultures, religions, political systems, and so on. Whenever the envoy uses a Knowledge skill which overlaps with another skill within the Knowledge skill group, the envoy gains a +3 affinity bonus instead of the usual +1. Envoys can also use all Knowledge skills untrained.

- DIPLOMATIC TACT: Envoys interact with many different cultures and species and know how to appear respectful and deferential. When making social tests to Influence, Persuade or Negotiate with representatives of an alien culture, the envoy ignores all penalties from different species and cultural norms.

Tier 2 Professional Abilities

- IMMUNIZATION: Because their roles expose them to a variety of unknown diseases, most envoys undergo an extensive program of inoculations to immunize them against known contagions. As a result, the envoy gains +1 Health. PREREQUISITE: One advancement as an envoy

- SOCIAL INFILTRATION: By studying a society from afar, the envoy has learned how to move about the native populace without arousing undue attention or suspicion. If appropriately disguised, the envoy can make a Stealth (Hide) test to circulate among the populace openly, without fear of being detected. Whenever the envoy makes a such a test, he gains an affinity bonus equal to half his Impersonate skill level, rounding up. PREREQUISITE: Cultural Proficiency

Tier 3 Professional Ability

- EXPLOITATION: Some envoys look for ways to exploit prewarp societies when making first contact. This type of envoy analyzes a society for social, political, economic, or military weaknesses, so his organization can leverage these faults in future encounters. After spending one week immersed within a society, the envoy may make a Social Science test (TN 15) to identify a particular strength or weakness. If successful the envoy can choose one test modifier to exploit during all future interactions with members of the society. During any test affected by the modifier in question, the envoy may elect to double it or ignore it completely. UPGRADE: The character may pick this ability multiple times. Each additional pick enables him to name one additional modifier each time he makes a successful Social Science test. PREREQUISITE: Social Infiltration



EXPLORER

Explorers are the scientific vagabonds of the universe, the future's answer to the bold sailors and explorers of Earth's 15th century. These daring individuals seek intellectual fulfillment among the stars, toting a tricorder at their hip instead of a phaser. Explorers hail from all scientific backgrounds and walks of life, from freelance exobiologists chasing their latest theories to Starfleet officers working under the auspices of either the Office of Planetary Science Operations or the Office of Exosocial Relations. Many eschew personal relationships in favor of a life consisting of one deep space tour after another. Most can barely tell you where their last meal came from, let alone consider laying down anything resembling "roots."

MISSIONS: Many explorers trailblaze the galaxy, taking a small ship and journeying into unknown regions to see what's there. Others study the minutiae of a given planet or ecosystem, delving into the wonders of cryptozoology and lost civilizations, covertly following Borg cubes, or finding out everything there is to know about Denebian slime devils. While their individual pursuits differ, explorers tend to operate on their own agendas, using government grants and private trusts to fund their expeditions and research.

BACKGROUND: Every major species in the galaxy produces explorers, although Humans seem unusually drawn to the stars. Ferengi explorers seek profit and wealth, while the Romulans and Cardassians scout for new worlds to conquer. Explorers from every species—whether bent on discovery, conquest, glory, or profit—carry their own dreams to the farthest reaches of the galaxy. Many starship officers choose this elite profession, as do a good number of scientists and soldiers. A merchant with his own ship might strike out for heretofore undiscovered markets, eventually developing into an explorer. No matter what their species or background, the explorers' curiosity and drive to discover the unknown unite them as a profession.

ROLE: The explorer makes an excellent addition to a starship-based series, particularly if the Crew commands a ship operating far from bureaucratic interference. In a series set in a stationary base or planetary setting, the explorer could join the group while studying a particular phenomenon—the life cycle of the *targ,* the effects of mutagenic radiation, Iconian ruins. Finally, explorers might feel at home among a ragtag group of intergalactic adventurers who often find themselves confronted by unusual circumstances.

PREREQUISITES: Curious edge, Vitality 8+, any one Science skill 4+, one additional Science skill 3+, Survival 3+, Investigate 1 +

PROFESSIONAL SKILLS: First Aid, Investigate, Observe, Repair, Science skill group, Survival

Professional Abilities

The following abilities are characteristic of explorers. A character automatically gains one Tier 1 professional ability upon entering the explorer profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- PLANETARY SURVEYOR: The explorer is adept at making his way around a planet and investigating its countless mysteries. When the explorer makes any Investigate skill test, he gains an affinity bonus equal to half of his Physical Science or Social Science skill level (whichever is more applicable to the subject of investigation), rounding up.

- PLANETSIDE SURVIVAL: Explorers are accustomed to trekking through hostile climes and uninhabitable environments. When making any Survival test, the explorer gains a +2 bonus to his dice roll.

Tier 2 Professional Abilities

- DISCOVERY: Explorers build reputations from their discoveries and scientific reports. If the explorer documents a new species, culture, religion, lifeform, or other new planetary or social phenomenon, he can make a Science skill test (using whichever skill is most appropriate) to determine whether his report earns him fame. The Science test isTN 15, but if the explorer scores an extraordinary success, he increases his renown by +1 at the end of the episode. PREREQUISITE: Planetary Surveyor

- TINKERING: Because explorers depend on their equipment for research and survival, they develop an uncanny ability to keep their equipment functioning and to convert it for unusual purposes. The explorer can make both Construct and Repair tests untrained. Once per game session, the explorer may reroll one Construct or Repair test and use the better of the two results. PREREQUISITE: Intellect 8+

Tier 3 Professional Ability

- EXPEDITION GRANT: By relying on his name and reputation, the explorer can obtain grants and other funding to finance his next expedition. To obtain funding, the explorer must make a successful Administration test (TN 5 + 1 per 3,000 credits granted). The explorer can spend the money to transport and outfit his team and need not repay any monies granted; however, most expedition contracts require explorers to turn over all scientific data, samples, and discoveries to the financing institution upon their return. Failure to do so enables the financier to make a recognition test (with a +5 TN bonus) to identify the explorer as a fraud. If so identified, the explorer's Administration testTN doubles for all future attempts to gain funding from that particular institution and its affiliates. PREREQUISITE: Discovery



Free Trader

While most galactic trade among "core world" regions involves large corporations, mercantile conglomerates, trading leagues, and other "big businesses," the free trader rejects that sort of lifestyle. Instead, most free traders prefer the liberty of being their own bosses and the opportunity to grow rich from their own courage, luck, and acumen. To guide his own starship full of cargo, to live by his wits and ingenuity, and to hold dear the dreams of private riches—these are the things that drive and motivate the free trader.

MISSIONS: A free trader commonly plies frontier regions, trading wares among colonies and other establishments far from the main trade routes. He earns a living by buying plentiful goods cheaply and transporting them to areas where scarcity and demand drive the price high. Traveling from place to place, a free trader can find himself caught in the middle of a war, confronted by a stellar anomaly, or pursued by hostile raiders. He might have to open a dialog with unusual aliens (potential suppliers and customers). His missions might involve transporting and selling dangerous cargoes. Free traders vie to establish networks of customers who count on them to deliver supplies and bring news of the latest developments in core world affairs.

BACKGROUND: Most free traders start their careers as merchants. Soldiers, rogues, and starship officers make good free traders because their experience traveling the cosmos enables them to identify regions where certain supplies are hard to come by and provides them with inroads to establishing a successful trade venture. A diplomat might also become a free trader, applying his negotiation skills and familiarity with alien societies towards more personal fulfillment.

ROLE: Free traders need starship officers (either retired officers or civilians with starship training) to help run their ships, including an engineer to keep the drives working, a pilot to fly the ship, and security to guard the cargo. Traders can also be found in the company of almost any other profession, providing transportation to mystics, rogues, and scientists. An explorer could hire a free trader for the use of his ship, while an inventor could use him as a source of supplies. Whether ferrying supplies to remote colonies, traveling from starbase to starbase hawking exotic wares, or offering passenger service to various resort worlds, a free trader's vessel makes an excellent base of operations for a non-Starfleet series. Alternately, the free trader might work for someone else (making him a tad less free)—an Orion shipping company or the Federation Merchant Marine, for example.

PREREQUISITES: Shrewd edge, Savvy reaction 2+, Business 4+, System Operation (Flight Control) 3+, Negotiate 3+, Appraise 1+.

PROFESSIONAL SKILLS: Administration, Appraise, Business, Influence, Negotiate, System Operation

Professional Abilities

The following abilities are characteristic of free traders. A character automatically gains one Tier 1 professional ability upon entering the free trader profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- BUSINESS SAVVY: The free trader excels in all manner of business transactions and knows how to extricate himself from a bad deal or situation that will lead to a financial loss. Once per game session the free trader can reroll one Business skill test and use the better of the two test results.

- STRANGLEHOLD: Because the free trader does business throughout the galaxy, he knows what prices his wares can fetch in various planetary markets. When making a Negotiate (Bargain) test with a buyer on a planet he is familiar with, the free trad-

er gains an affinity bonus equal to half his World Knowledge, rounding up. If the free trader scores an extraordinary success, he negotiates a price 10% higher than what he would normally charge.

Tier 2 Professional Abilities

- STARSHIP COMMAND: Because free trader starships carry minimal crew to maximize cargo space, the free trader who commands a starship must be something of a jack-of-all-trades with regard to System Operation and starship command. The free trader gains a +2 test bonus to any System Operation skill test made while manning a station aboard his ship. In addition, the free trader gains a +2 bonus to all Persuade attempts made to command his crew. PREREQUISITE: System Operation 3+

- TRADE PARTNER: Over time free traders tend to develop a network of reliable trading partners on the planets they serve. Any time the free trader completes a business transaction with a new business contact, he can make an Administration test (TN 10, social modifiers apply) to count this person among his trading partners. The degree of success determines the person's reaction stance for all future Negotiate tests: a marginal success yields an indifferent reaction stance, a complete success yields a cooperative stance, and an extraordinary success yields a loyal reaction stance. The social modifiers from this reaction stance apply to all future dealings, but the free trader can make a new Administration test after each transaction to improve his stance (an extraordinary success improves the reaction stance by one category, a disastrous failure reduces it by one category). PREREQUISITE: Business Savvy

Tier 3 Professional Ability

- STALWART REPUTATION: The experienced free trader makes a reputation for himself through his business dealings. If the free trader scores an extraordinary success during any Business or Negotiate skill test, his renown automatically increases by +1 at the end of the episode. PREREQUISITE: Trade Partner

RESTRICTIONS: Starship officers who currently serve Starfleet cannot join this elite profession.

Inventor

The desire to alter, improve, and invent new technology drives scientists and engineers of every species. The inventor specializes in analyzing and improving technological systems, as well as creating wondrous new devices from applied scientific theories and new materials. The stereotypical inventor operates alone, toiling away in his laboratory to create



the latest technological breakthrough. In some societies, such as the Ferengi Alliance, he does this in the hope of reaping great profit; in others, like the Federation, the inventor derives satisfaction from the accomplishment itself or from the good it does to his society. Some inventers prefer to work beyond the safe borders of their home civilizations, establishing labs and science outposts on the frontier where their work will go unnoticed or where they can study certain phenomena first-hand.

MISSIONS: Inventors embark on missions to obtain supplies and data they need for their inventions, and to field-test working prototypes.

BACKGROUND: Most inventors begin their careers as scientists or starship officers (usually science officers or engineers). But the allure of discovery can inspire many people to become inventors. A soldier may wish to apply his military expertise to weapons research, whereas a merchant might wish to market and distribute his new ideas for colonial survival gear.

ROLE: In their pursuits inventors fall in with all sorts of characters: Federation inventors routinely interact with starship officers; independent inventors unable to find legitimate funding and supplies may fall in with rogues; inventors specializing in weaponry may enlist soldiers. Once his design is ready for mass consumption, the inventor may need to partner with merchants or even diplomats if the invention raises legal, moral, or ethical issues.

PREREQUISITES: Inventor edge, Intellect 8+, Construct 4+, one Engineering skill 3+, Physical Science 3+, Repair 1+

PROFESSIONAL SKILLS: Administration, Computer Use, Construct, Engineering skill group, Repair, Science skill group

Professional Abilities

The following abilities are characteristic of inventors. A character automatically gains one Tier 1 professional ability upon entering the inventor profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- APPLIED ENGINEERING: The inventor can use all Engineering group skills untrained. When acquiring a new Engineering skill, the inventor automatically gains one skill specialty of his choice.

- TECHNOPHILE: The inventor knows how to make the most of his equipment, allowing him to make do with inadequate tools and systems. When making Construct, Engineering, or Repair skill tests, reduce any penalties resulting from equipment by as much as -3 and double any bonus modifiers conferred by equipment.

Tier 2 Professional Abilities

- MATERIAL ACQUISITION: Inventors often need to get their hands on rare, hazardous, and even illegal materials and supplies. The inventor can make an Administration skill test to procure the necessary materials, including common wares (TN 5), rare components (TN 10), hazardous materials (TN 15), and even illegal contraband (TN 20), and have them delivered on short notice. When making the Administration test the inventor can add half his renown modifier (rounding down) to the dice roll. The degree of success determines the arrival time: 3-5 days (marginal success), 1-3 days (complete success), 12—24 hours (extraordinary success). PREREQUISITE: Administration 3+

- TECHNICAL WIZARD: Because of his extensive tinkering, the inventor can design and assemble devices and equipment better and faster than normal technicians. When making Construct or Repair tests the inventor can either gain an affinity bonus equal to half his Physical Science skill level (rounding up) or perform the operation in half the base action time (extended tests included). The player must choose how to use the ability prior to making the related skill test. PREREQUISITE: Technophile

Tier 3 Professional Ability

- TECHNICAL CONVERSION: Inventors can redesign and convert a device or system to exceed its normal operational parameters and thereby maximize performance. To exceed a system's parameters, the inventor makes a multi-stage extended test: one Engineering, Construct, and Repair skill test, each at Challenging difficulty (TN 1 5). Upon completing the final stage, the inventor can increase one aspect of the device or system's operation (extend a tricorder's range, increase a weapon's stunning power) by 1.5. Consult the appropriate equipment descriptions in Chapters 10 and 11. PREREQUISITE: Technical Wizard



MERCENARY

The mercenary is a soldier of fortune, a warrior-for-hire—a person paid to fight other peoples' battles. He arms himself with state-of-the-art weaponry and the best gear he or his employer can afford. He knows how to organize and lead small units to accomplish tactical and strategic goals, how to keep his men safe and comfortable in the field, and perhaps even how to perform simple medical procedures in the field. Since so much of modern warfare depends on advanced technology, he may also possess rudimentary engineering skills, as well as knowledge of demolitions and sabotage.

MISSIONS: On the surface, the mercenary appears little more than a single-minded, well-armed ruffian, fighting for the highest bidder without any concern for the reasons or consequences surrounding his mission. While some mercenaries fit this profile, many are far more complex. To succeed as a mercenary, one needs to excel at more than fighting. The veteran mercenary is a skilled negotiator and businessman, for his career, and perhaps his survival, depends upon obtaining the best possible contract for himself and his men. In addition to purely battle-oriented duties, mercenaries can conduct patrols, perform guard duty, train militias and civil guard forces, stand "dress duty" to show off and scare away enemies, or conduct covert operations on their employer's behalf.

BACKGROUND: Renegade and expatriate soldiers gravitate toward this elite profession, as do starship officers and former resistance fighters who miss the excitement of combat. But mercenaries can also hail from nonmilitary backgrounds: Rogues who find they prefer the soldier's life, refugees who decide to take charge of their own destinies, heartbroken young men and fugitive criminals trying to escape their past or seeking fame and glory.

ROLE: While mercenaries keep a low profile in well governed regions such as the Federation or Romulan Star Empire, they market their services across the frontier, especially in war zones and in territories where revolution brews.

PREREQUISITES: Bold edge, Stamina 2+, one Ranged Combat skill 4+, one Armed or Unarmed Combat skill 3+, Athletics 3+, Observe 1+

PROFESSIONAL SKILLS: Armed Combat skill group, Athletics, Negotiate, Observe, Ranged Combat skill group, Unarmed Combat skill group

Professional Abilities

The following abilities are characteristic of mercenaries. A character automatically gains one Tier 1 professional ability upon entering the mercenary profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- RECON: Mercenaries train in observation techniques, allowing them to investigate their surroundings and search for environmental hazards, hidden assailants, terrain obstacles, and so forth. Whenever the mercenary makes an Investigate skill test he gains an affinity bonus equal to half his Observe skill, rounding up. With Recon, a mercenary can also make an Observe test (TN 10) as a full-round action to identify immediately all physical modifiers (visibility modifiers, terrain modifiers, cover modifiers) that apply to combat actions in the area, as well as the extent to which they modify related tests.

- TOUGH NEGOTIATOR: Mercenaries are tough negotiators; they put their lives on the line for their clients and have no problem telling a cheapskate where to stick it. When making a Negotiate (Bargain) skill test, the mercenary rolls an extra die (3d6) but keeps the highest two rolls. The rule for double 6's still applies.

Tier 2 Professional Abilities

- MISSION SPECIALIST: Many mercenaries excel in one particular skill and serve as the mission specialist responsible for performing related tasks. When choosing this ability, the mercenary selects one skill—Administration, Computer Use, Demolitions, First Aid, Inquire (Interrogation), Repair, Streetwise, or World Knowledge—and acquires that skill at level 1 with a specialty of his choice. The chosen skill counts as a professional skill for purposes of future specialty acquisition and skill advancement. The mercenary can upgrade this professional ability, naming a new skill each time the ability is selected. PREREQUISITE: Intellect 8+

- UNBREAKABLE: Mercenaries learn how to function while injured, stunned, or fatigued. It costs the mere one fewer pick to improve his Stamina reaction during advancement. In addition, the mere reduces any physical test penalties from injury, stun effects, or fatigue by 3. PREREQUISITE: Vitality 8+

Tier 3 Professional Ability

- VALOR: Experienced mercenaries demonstrate extreme courage and bravery in combat. The mercenary can reroll one Stamina reaction test and one Quickness reaction test per combat encounter, using the better of the two results. If he scores an extraordinary success on a rerolled test, he gains 1 Courage to spend during the battle. Unspent Courage gained by this ability vanishes at the end of the combat encounter. PREREQUISITE: Unbreakable

RESTRICTIONS: Starship officers who currently serve in Starfleet cannot join this elite profession.



Smuggler

The smuggler is an adventurous free trader who profits by transporting illegal goods past security and governmental authorities. A rebel and free agent at heart, the smuggler values two assets above all others: His starship, which he has modified with secret caches and hidden cargo bays, and a carefully maintained broad network of underworld contacts who solicit his services or furnish him with goods to deliver to their buyers' clients.

MISSIONS: Smugglers specialize in slipping past security patrols to sell illegal goods. Of course, these missions vary depending on where they occur, what cargo they involve, and what circumstances surround the purchase and delivery transactions required to complete the deal. During times of war or social revolution, smugglers may find themselves aiding one side or the other working as blockade runners, supplying resistance movements, or assisting with espionage missions.

BACKGROUND: Smugglers demonstrate a variety of backgrounds, including furtive merchants who crave quick, easy profits, daring rogues who find smuggling more palatable than other illicit pursuits, and free traders who are down on their luck. But other careerists also

come to the profession, such as veterans who no longer respect the laws of their governments, freedom fighters who desire to support a revolution, or sympathizers who wish to help political refugees flee persecution.

ROLE: TO one degree or another, smugglers defy every interstellar power. In societies with relatively little demand for illegal goods (such as the Federation), smuggling causes few problems. But for more restrictive societies, like the Cardassian Union or Romulan Star Empire, smuggling plays a major role in the economy and saps resources from security and military operations. Few smugglers operate large freighters or merchant convoys; instead, most move smaller cargoes consisting of highly profitable goods such as stolen gems and precious metals, medicines and narcotics, artwork and artifacts, illegal weapons and technologies, and passengers such as fugitives or slaves.

PREREQUISITES: Connections edge, Perception 8+, Conceal 4+, Streetwise 3+, Business 3+, Influence 1 +

PROFESSIONAL SKILLS: Business, Conceal, Forgery, Influence, Negotiate, Streetwise

Professional Abilities

The following abilities are characteristic of smugglers. A character automatically gains one Tier 1 professional ability upon entering the smuggler profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- FALSE CREDENTIALS: TO bypass authorities without excessive inspection, smugglers learn to pass off false credentials with absolute sincerity. When the smuggler makes an Influence (Fast Talk) skill test to employ fake identity documents, he gains an affinity bonus equal to half his Forgery skill level, rounding up.
- SMUGGLER'S TRADE: Smugglers stake their lives on their ability to conceal goods and transport them from place to place. When the smuggler makes any Conceal skill test, he gains a +4 bonus to the dice roll.

Tier 2 Professional Abilities

- Low PROFILE: Smugglers learn to keep a low profile to avoid authorities, creditors, and angry clients. Recognition tests made to identify the smuggler with Low Profile increase by +15 TN. When dissembling before security forces, police agents, or other legal authorities, the smuggler also gains a +2 bonus to his Influence (Fast Talk) test. PREREQUISITE: Streetwise 3+

- STARSHIP PILOTING: Because smuggler vessels carry minimal crew in order to maximize cargo space, the smuggler who commands a starship must be proficient in all areas of System Operation. Upon selecting this ability, the smuggler automatically gains System Operation (Flight Control) as a professional skill at level 1. When making any System Operation (Flight Control) test to pilot the ship away from pursuing vessels, the smuggler can reroll the dice and use the better of the two test results. PREREQUISITES: Smuggler's Trade

Tier 3 Professional Ability

- UNDERWORLD CONTACTS: Experienced smugglers cultivate a network of reliable contacts on the planets they routinely service. Any time the smuggler completes a business transaction with a new person, he can make an Influence test (TN 1 0, social modifiers apply), to count this person among his underworld contacts. The degree of success determines the person's reaction stance for all future social tests: a marginal success yields an Indifferent reaction stance, a complete success yields a Cooperative stance, and an extraordinary success yields a Loyal reaction stance. The social modifiers from this reaction stance apply to all future dealings, including Influence, Inquire, Persuade, Negotiate, and Streetwise tests. PREREQUISITE: LOW Profile

RESTRICTIONS: Starship officers who presently serve Starfleet cannot join this elite profession.



Special Forces

Most interstellar powers field some type of special military force, highly trained and well outfitted to complete the most difficult and sensitive missions. Examples include Starfleet's Rapid Response Teams and Starfleet Rangers, the Romulan *Tal Shava,* and the feared *Preka Sclarn* of the Breen.

MISSIONS: The term "special forces" connotes ground-based strike teams that spearhead operations supported by regular troops as well as elite units that perform special "black ops" missions. For example, during the Dominion War, Starfleet's Rapid Response

Team 23 infiltrated and sabotaged the Cardassian space station *Vuldok Nor,* using a mere 45 highly trained men to destroy a space station an entire fleet of starships had been unable to defeat.

BACKGROUND: The term "special forces" has a broad definition, and characters from many different professions can venture into this elite profession. Although most special forces personnel start out as soldiers or starship officers, scientists, rogues, merchants, and even mystics do well in special forces.

ROLE: Special forces officers are the elite of the elite. Although commonly associated with difficult combat missions, special forces squads are just as likely to respond to natural disasters, diplomatic emergencies, and highly dangerous exploration assignments. Because their membership is often drawn from many walks of life, the typical unit is equipped to handle almost any situation. For example, diplomats who receive special forces training are uniquely equipped to negotiate with hostile (and dangerous) terrorists, or interact with indigenous peoples in need of help. Members with extensive logistical experience, coupled with special forces training, may be the best option to coordinate disaster relief. Officers drawn from the scientific community find themselves exploring dangerous alien environments. The common denominators are a can-do attitude and a taste for the most dangerous missions, no matter their origins.

PREREQUISITES: Fit edge, Quickness 2+, one Ranged Combat 4+, Stealth 3+, one Armed or Unarmed Combat skill 3+, Demolitions 1+

PROFESSIONAL SKILLS: Administration, Demolitions, Ranged Combat skill group, Stealth, Survival, Unarmed Combat skill group

Professional Abilities

The following abilities are characteristic of special forces operatives. A character automatically gains one Tier 1 professional ability upon entering the special forces profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- COVERT OPS: The special forces operative excels in stealth activities—hiding in shadows, moving silently, and infiltrating areas unnoticed. Whenever the operative makes a Stealth skill test, he gains a +2 bonus to his dice roll.

- DEMOLITIONS EXPERT: Special forces operatives specialize in demolitions and sabotage. When making any Demolitions or Repair (Sabotage) test, the operative performs the task in half the base action time. This ability also applies to extended tests.

Tier 2 Professional Abilities

- MISSION SPECIALIST: Most special forces operatives excel in one particular skill and serve as the mission specialist responsible for performing related tasks. When choosing this ability, the special forces agent selects one skill—Computer Use, Forgery, Engineering (select one), Repair, Streetwise, System Operation, or World Knowledge—and acquires that skill at level 1 with a specialty of his choice. The chosen skill counts as a professional skill for purposes of future specialty acquisition and skill advancement. The special forces operative can upgrade this professional ability, naming a new skill each time the ability is selected. PREREQUISITE: Covert Ops

- SABOTAGE: Special forces operatives train in sabotage, enabling them to disable or destroy structures, buildings, equipment, vehicles, or complicated systems, leaving no trace of who perpetrated the deed. When making a Demolitions test, the special forces operative gains an affinity bonus equal to half his Computer Use, Engineering, or System Operation skill (whichever is most appropriate), rounding up. Any Investigate skill test to discover the perpetrator must be made as an opposed test against the operative's test result and suffers a penalty equal to the half the operative's Conceal skill, rounding down. PREREQUISITE: Demolitions Expert

Tier 3 Professional Ability

- REQUISITIONING: Through his employer or secret contacts abroad, the special forces operative can make an Administration skill test to requisition any specialized equipment needed for a mission: special gear (TN 5), weaponry (TN 10), and even explosives or restricted weaponry (TN 15). When making the Administration test the operative adds half his Influence skill (rounding down) to the test. The degree of success determines the amount of time required to obtain the desired goods: 1-3 days (marginal success), 12-24 hours (complete success), 4-8 hours (extraordinary success). PREREQUISITE: Mission Specialist

SPY

In the 23rd and 24th centuries, governments, corporations, and other major institutions employ spies to infiltrate organizations and covertly gather classified information about their activities. Of the major powers, Starfleet Intelligence takes the "gentlest" approach to espionage to uphold its moral conventions. The Romulan *Tal Shiar* and Cardassian Obsidian Order aren't restrained by the same proscriptions and have earned a reputation throughout the galaxy for employing ruthless and brutal methods. The Klingons claim to eschew spy-



ing as "dishonorable," but some Klingon houses engage in it anyway, and the IKDF maintains special commando squads similar to other intelligence operations. The Ferengi also spy but concentrate their efforts on economic or commercial affairs—stealing trade secrets, sabotaging rival enterprises, obtaining valuable data—and often sell this secret information to the highest bidder.

MISSIONS: The typical espionage mission involves infiltrating enemy territory to steal military secrets, but that's just the tip of the iceberg. Commercial and industrial espionage flourishes in many parts of the galaxy; and traditional spies often perform missions including industrial sabotage, theft of scientific, military or trade secrets, assassination, search and rescue, and counter-intelligence operations.

BACKGROUND: Intelligence agencies and other groups recruit spies from many professions and backgrounds, including rogues, starship officers, soldiers, and diplomats. Even scientists, merchants, and mystics occasionally become involved in "the great game" due to their wide-ranging travels and ability to cross borders with relative ease.

ROLE: While the diplomat speaks of joint enterprise and the trader plies the space lanes in peace, a hidden war is being waged in the shadows. Every major interstellar power and the myriad of lesser players employ spies and other covert agents, although their methods and purposes for engaging in espionage differ. Spies and mission teams are called upon to undertake all manner of delicate and important missions, from simple analysis and surveillance to complex intelligence gathering and deep cover operations.

PREREQUISITES: Confident edge, Perception 8+, Computer Use 4+, Investigate 3+, Observe 3+, Forgery 1+

PROFESSIONAL SKILLS: Computer Use, Forgery, Impersonate, Inquire, Investigate, Observe

Professional Abilities

The following abilities are characteristic of spies. A character automatically gains one Tier 1 professional ability upon entering the spy profession. Additional abilities can be chosen through advancement (see pg. 152), provided the character meets the ability prerequisites.

Tier 1 Professional Abilities

- GATHER INTELLIGENCE: Spies excel at collecting information, analyzing data, and filing reports. Whenever the spy makes an Investigate skill test, he gains an affinity bonus equal to half his Inquire skill level, rounding up.

- PERSPICACIOUS: Spies are cagey individuals, ever on the lookout for unforeseen dangers. The spy receives a +1 bonus to his Defense.

Tier 2 Professional Abilities

- COMPUTER INVASION: Spies train in information theft, especially information stored in secure computer banks or vaulted archives. Whenever the spy makes a Computer Use test to invade a computer system and access secret files or other confidential information, he rolls an extra die (3d6) and keeps the highest two rolls. The rule for rolling double 6's applies. PREREQUISITE: Gather Intelligence

- INFILTRATION: By studying an organization in advance, the spy learns how to move about its headquarters or other properties without arousing unwanted suspicion. If appropriately disguised, the spy can make a Stealth (Hide) test to circulate among the workforce openly without fear of being detected. Whenever the spy makes such a test, he gains an affinity bonus equal to half his Impersonate skill level, rounding up. PREREQUISITE: Gather Intelligence

Tier 3 Professional Ability

- GAIN ACCESS: TO bypass authorities and security systems without excessive inspection, spies learn to forge and utilize false credentials with confidence. When the spy makes an Influence (Fast Talk), Computer Use, or System Operation skill test to employ fake identity documents or security codes, he gains an affinity bonus equal to half his Forgery skill level, rounding up. If the attempt fails, the spy can spend 1 Courage to reroll the test and use the better of the two test results. This aspect of the Gain Access ability may be used only once per episode. PREREQUISITE: Computer Invasion or Infiltration

Weaponmaster

The weapon master is an expert in a particular fighting tradition. A master of weapons, combat techniques, and related physical disciplines, he demonstrates a finesse and grace worthy of the term "martial artist."

Among species that maintain high traditions of armed combat, such as the Vulcans, Klingons, or Andorians, the weaponmaster is more than a warrior—he is an accomplished philosopher and thinker as well.

The typical devotee views weapon mastery not only as a military skill, but as a lifestyle and a metaphor for how people should live their lives—precise, focused, always questing on the path of self-improvement. Indeed, some weaponmasters don't engage in actual fighting at all, refusing to denigrate their artistry by putting their skills to practical use.

MISSIONS: Weaponmasters routinely perform missions suited to soldiers, although their physical accomplishments prepare them for difficult situations that might otherwise warrant a spy or special forces operative. They are particularly useful for infiltration, covert operations, and possibly even assassinations, where stealth and the ability to kill without relying on energy weapons would be of benefit.

BACKGROUND: Most weaponmasters begin their fighting careers as soldiers, though occasionally starship officers, special forces personnel, or mystics are drawn to the weaponmaster's way of life.

ROLE: In addition to combat support, the weaponmaster often injects a philosophical element into his comrades' plans. Though a matchless warrior, he may question the need for violence or suggest ways to accomplish a mission with a minimum of force.

PREREQUISITES: Weapon Mastery edge, Agility 8+, one Armed Combat skill 4+, one additional Armed or Unarmed Combat skill 3+, Religion 3+, Athletics 1+

PROFESSIONAL SKILLS: Armed Combat skill group, Construct, Gymnastics, Ranged Combat skill group, Religion, Stealth

Professional Abilities

The following abilities are characteristic of weaponmasters. A character automatically gains one Tier 1 professional ability upon entering the weaponmaster profession. Additional abilities can be chosen through advancement (see page 152), provided the character meets the ability prerequisites.

Tier I Professional Abilities

- SACRED WEAPON: Most weaponmasters belong to a spiritual order or sacred tradition that exalts a certain weapon or weapon group above all others. Upon acquiring this ability, the weaponmaster selects one combat skill (an Armed Combat, Ranged Combat, or Unarmed Combat skill) and immediately gains one specialty (if appropriate). When advancing the designated skill, the weaponmaster increases his skill level by +2 per pick, but suffers a -4 test penalty when using weapons outside of his skill and specialty. UPGRADE: With the narrator's consent this ability may be selected multiple times, gaining a new specialty each time.



- WEAPONCRAFT: The weaponmaster views his weapon as an extension of himself and takes pride in crafting and repairing his own equipment. Instead of learning separate Construct and Repair skills, the weaponmaster can learn and develop Weaponcraft (naming a particular weapon as a specialty) to serve both functions. Falling within the Craft skill group, Weaponcraft may be acquired and advanced as a professional skill. When making Weaponcraft tests to work on a weapon within a given specialty *(bat'leth),* the weaponmaster gains a +3 specialty bonus instead of the normal +2.

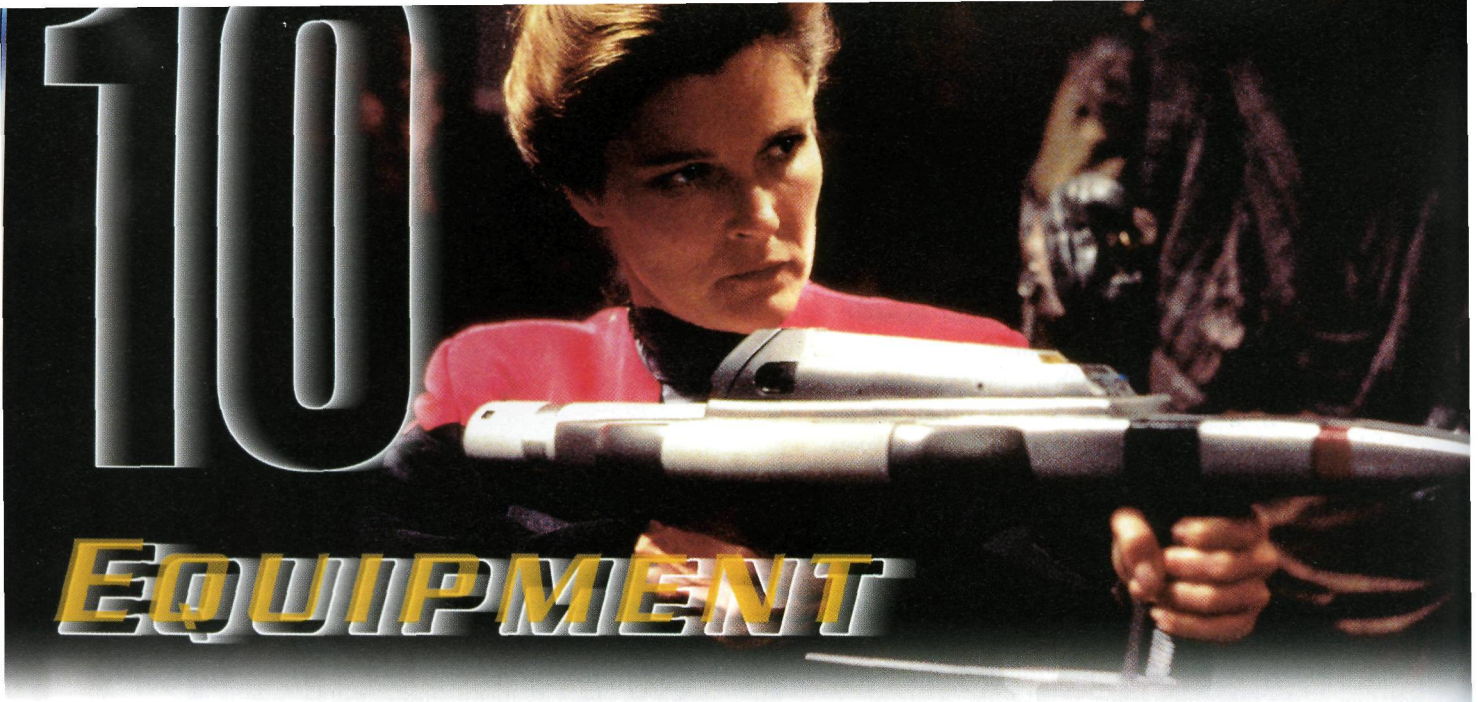
Tier 2 Professional Abilities

- BLINDING SPEED: A weaponmaster learns how to make rapid attacks with his favored weapon (see Sacred Weapon professional ability). The weaponmaster can perform one additional attack action per round at no penalty, and if necessary can spend one Courage to reduce the penalty for additional attack actions by 2 per Courage spent. PREREQUISITE: Agility 8+

- RITUAL ATTACK: The weaponmaster can perform an elaborate, ritualistic attack to confuse his opponents and slow their defense. Performing such an attack costs one additional combat action, but any attempt to dodge, block, or parry the blow costs the defender three combat actions, usually resulting in an additional action penalty (-5 to the dice roll) to the defensive test. PREREQUISITE: Sacred Weapon

Tier 3 Professional Abilities

- CONTEMPLATION: The weaponmaster derives inner strength through meditation and contemplation. By meditating for ten minutes, the weaponmaster can make a Religion skill test (TN 15, physical modifiers apply) to refresh 1 spent Courage. Decrease the TN by -2 for every three additional minutes spent in contemplation. This ability may be used only once per day. PREREQUISITES: Religion 6+ or Blinding Speed



10 EQUIPMENT

Star *Trek* depicts a universe in which humanoid ingenuity and inventiveness have achieved virtual "technotopias." In the 23rd and 24th centuries, various technologies enable devices to convert matter and energy almost instantaneously, generate artificial gravity, disintegrate objects and opponents, and perform many other miraculous phenomena. Most people rarely go a single day without using a variety of technological items any primitive culture would consider to be of magical or divine origin.

ACQUIRING EQUIPMENT

While most of the technological advancements presented herein are commonly available in the *Star Trek* universe, not all equipment is immediately available to everyone. Depending on the nature of the series, the Narrator might restrict access to characters having certain professions, skills, or traits. See *Chapter 2* of the *Narrator's Cuide.*

Characters belonging to Starfleet or similar organizations usually employ the equipment assigned to them by their commanding officers. Characters can request specific items, but commanders don't typically issue specific weapons, devices, or technologies that don't facilitate mission parameters.

Characters who don't belong to an organization like Starfleet have to acquire technology on their own. In advanced societies such as the Federation or Romulan Star Empire, they can typically replicate whatever they need (though laws and safety precautions may restrict what they create—most Federation replicators won't create weapons, for example). In other places, like Ferenginar, Bajor, and the Cardassian Union, characters usually need to purchase their equipment. Table 10.1 provides a few sample prices, but the cost of goods fluctuates wildly based on availability, need, and location, among other factors.

In the 24th century, latinum is the standard monetary unit among those societies that practice a traditional economic system. While many planets retain their own currency, such as the Klingon *darsek,* prices are often expressed in terms of latinum. Inside the Federation, the credit is the standard unit of exchange. Latinum comes in slips, strips, and bars (in ascending order of value).

1 SLIP =	1/100 STRIP 1/2,000 BAR 1 CREDIT	1 STRIP =	100 SLIPS 1/20 BAR 5 CREDITS	1 BAR =	2,000 SLIPS 20 STRIPS 100 CREDITS

TABLE 10.1 SAMPLE PRICES

The following lists provide sample prices for occasions where characters are forced to buy their own equipment and provisions

ITEM	PRICE (LATINUM STRIPS)
Food, Drink, and Entertainment	
Holonovel (depending on complexity and legality)	20–500
Holosuite rental, per hour	5–150
Liquor, per drink	0.2–10
Liquor, bottle	3–50
Meal, replicated	0.2–15
Jewelry, costume (includes all replicated jewelry)	1–20
Jewelry, nonreplkated	50–5,000+
Suit of clothes, replicated	10–30
Suit of clothes, hand-made	30–500
Climbing gear	15–45
PERSONAL GEAR	
Communicator	100–500
Dylec Memory Tent	90
Emergency beacon	50
EVA Suit	250–400
Holographic recorder	250–500
PADD	1–20
Pattern enhancer (set of 3)	1000
Powered binoculars	100–300
Transport inhibitor	1000
Tricorder	180–600
Medical Kit	
Autosuture	150
Dermal regenerator	50
Drug ampule	5–150
Hypospray	25
Neural stimulator	250
Engineering Kit	
Gravitic calipers	100
Hyperspanner	75
Magnetic probe	80
Plasma torch	125
SPECIALTY EQUIPMENT	
Anti-sensor belt	300-600
Disguise kit	100
Field modulator	800 (black market only)*
Gill pack	80
Isolation suit	1,200
Night glasses	1,500
Replicator lock pick	2,500 (black market only)*
WEAPONS	
Disruptor	250–450
Disruptor rifle	600–1,200
Knife (or similar weapon)	7–15
Phaser (Type I)	500 (black market only)*
Phaser (Type II)	1,000 (black market only)*
Stunrod	15–45
Sword (or similar weapon)	20–100
Targeting modulator	100–300

"Excluding Starfleet, which makes this equipment available to officers on a per-mission basis.

EQUIPMENT DESCRIPTIONS

The following sections describe a variety of technological devices found in *Star Trek.* These technologies are organized into several larger categories, including personal equipment, specialty equipment (medical, engineering, military and espionage equipment), ranged weapons, and close combat weapons.

THE EQUIPMENT TEMPLATE

All equipment is presented in a standard format, or template. Depending on the nature of the item, the template can include any of the following headings:

SPECIFICATIONS: This entry describes the technical specifications of the item, weapon, or gear. Specifications typically include size, mass, and volume. Specifications may differ by as much as 50% depending on model or manufacturer.

DESCRIPTION: This entry describes the appearance and function of the item in broad terms. It covers the common applications and game functions of the device. Most items reflect the design aesthetics of the organization or culture issuing the device.

RULES: Describes how the item affects game-related tests. Typically, *Star Trek* technology enables characters to do things they would ordinarily not be able to accomplish unaided or facilitates attribute and skill tests by way of conferring bonus modifiers to tests.

Thus, restoring 5 wound points with a dermal regenerator consumes 5 charges and requires 5 full-round actions.

SETTINGS: Energy weapons such as phasers and disruptors possess controls for selecting the level of power consumption and output. When using such weapons, characters may choose from among the available settings.

DURATION/ENERGY: If the item relies on an internal energy source or power reserve, this entry describes the capacity and duration of the internal power supply. Most items are rechargeable through induction charging aboard ship.

RANGE: This entry describes the distance at which long-range weapons and devices function. Range measurements are expressed using the following notation: "point blank/short/medium/long/+extended" increments (usually meters). These increments break down range for the purposes of resolving character skill tests. Usually, the target number (TN) for any range-based test is modified for distance between characters: +2 point blank, + 0 short, -2 medium, -4 long, and -2 for each additional increment of extended range.

GxAMPLe: A Type I phaser has a range of 5/1 O/25/5O/+1 0 meters, meaning that distances up to 5 meters are point blank range (+2 to hit), 5.1 to 10 m are short range (no modifier), 10.1 to 25 m are medium range (-2), 25.1 to 50 meters are long range (-4 TN), and every +1 0 additional meters in excess of 50 measure one increment of extended range (earning an additional -2 to range-based skill tests).

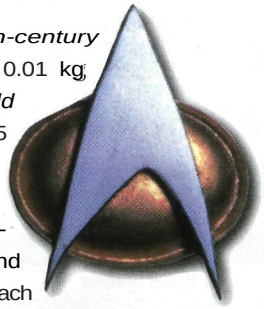
TECHNOLOGICAL VARIATION

Many species and planetary organizations develop and employ technologies similar to those found within the Federation. While their devices vary somewhat in appearance and functionality, they are sufficiently similar and to be treated the same with regard to their game effects. For example, Klingons, Romulans, and Cardassians all manufacture and employ their own specific versions of communicators, PAODs, and tricorders.

PERSONAL EQUIPMENT

This category describes common items and devices that can be worn or carried on one's person. With few exceptions, most organizations and governments grant unrestricted access to personal equipment and related technologies.

Communicators



SPECIFICATIONS: *24th-century badges:* 5 x 4 x 0.5 cm, mass 0.01 kg; *23rd-century handheld communicators:* 11 x 6 x 2.5 cm, mass 0.2 kg

DESCRIPTION: On 24th-century starships and space stations, personnel initiate and maintain voice contact with each other via communicators (or *combadges),* small devices worn as part of the uniform. The user activates a com badge by tapping it or through voice activation; sophisticated computer subroutines recognize voices and spoken textual cues (such as "out," signaling the end of a transmission). The ship or station computer system analyzes the transmission and routes it to the intended recipient.

The communicators of the 23rd century demonstrate less advanced technology and require larger casings. Too large to be worn as a badge, these must be worn in belt cases or carried by hand. The user flips open the cover to activate the device and access its controls. All communicators have built-in translation algorithms (UT libraries) for all common languages known by the society manufacturing them.

RULES: 24th-century combadges have built-in universal translators (UTs) with language libraries containing anywhere between 150 and 700 languages. Variants from the 23rd century have UT libraries storing about 120 languages.

Both earlier and later communicators emit signals a ship or station can use to locate and track the wearer within communications range. Ships also use this signal to establish a transporter lock on the wearer (conferring a +2 bonus for System Operation (Transporter) Tests to beam the wearer).

DURATION/ENERGY: 1,000 hours + induction recharging

RANGE: *24th-century:* 40,000 km, or 60,000 km when boosted by a ship transceiver; *23rd-century:* 300 km, or 26,000 km when boosted by a transceiver.

Dylec Memory Tent

SPECIFICATION: 10 x 1 0 x 20 cm folded, 2.5 x 1.5 x 1 m unfolded; mass 0.8 kg

DESCRIPTION: Consisting of an active biomimetic polymer fabric fitted with a keypad and microprocessor, the dylec memory tent expands and collapses with the press of a button. Once expanded, the keypad serves as a thermostat and environmental control, although the microprocessor is environmentally aware and self-adjusting to create a comfortable environment for the inhabitants.

RULES: The dylec memory tent maintains a habitable interior in extreme environments. Its biomimetic shell is completely waterproof, yet porous and breathable. While residing inside the tent, characters are immune to the adverse effects of extreme climates and temperatures (between -40° C to 50° C). The shell also protects against low-level UV radiation such as solar radiation and infrared scans.

DURATION/ENERGY: 100 hours

Emergency Beacon

SPECIFICATIONS: 30 cm tall x 5 cm diameter cylinder; 2 kg

DESCRIPTION: Standard equipment in shuttlecraft and many survival kits, the emergency beacon emits an invisible pulse signal at an effective range of 1 light-year. The unit also transmits positioning telemetry and an intermittent distress signal in case other means of communication have been lost. When linked through the subspace transmission assembly found on most shuttlecraft, the range of the beacon extends to 5 light-years.

RULES: Anyone can activate an emergency beacon and record a short distress message; its telemetric instrumentation automatically transmits its position and message every half hour to conserve energy. Altering the device to encrypt a distress code or overriding the frequency protocols requires an Intellect attribute test (TN 10) or any Computer or Repair test (TN 5).

DURATION/ENERGY: 2 weeks at half-hour intervals, 1 week at 1 5-minute intervals, etc.

RANGE: 1 light-year, extendable to 5 light-years via shuttlecraft transmitter assemblies.

£VA Suit

SPECIFICATIONS: folded: approx. 12 liters; 19.6 kg without backpack and full consumables load, 30.1 kg with them.

DESCRIPTION: Characters use EVA (extravehicular activity) suits whenever they have to work in the vacuum of space or any hazardous environment. The suit protects the wearer against pressure from 0 to 5 atmospheres, allows him to remain comfortable in temperatures from -100° C to 120° C, and provides for 25 hours of respiration. It also includes magnetic boots to facilitate movement across a ship's outer hull. The wearer can control and monitor the suit's functions via controls mounted at the forearm.

RULES: Light and relatively comfortable, environment suits still inhibit the wearer's movement and perception. The wearer suffers a -2 penalty to most physical tests while wearing an EVA suit.

EVA suits completely protect the wearer against damage from drowning and asphyxiation, as well as airborne toxins and viral agents. They also guard against all but the most potent forms of radiation and confer a +10 Stamina reaction test modifier for tests made to resist radiation effects.



Environment suits do not function as armor. They have the ability to self-repair minor damage (up to 4 points). Large tears or ruptures must be repaired by a skilled technician (Repair test: TN 5 + 1 per 5 points of damaged sustained).

When a character uses the magnetic boots to move in low or no gravity, reduce his movement by half the normal distance.

Environment suits emit a distinctive energy signature. A searcher using a tricorder or other sensor can locate and track an environment suit by making a System Operation (Sensors) test (TN 5).

DURATION/ENERGY: 25 hours of power and consumables (12 hours for 23rd-century suits).

Holographic Recorder

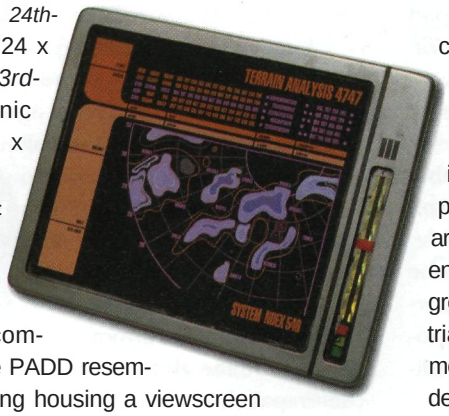
SPECIFICATIONS: 9.75 x 4.5 x 3 cm;.2 kg

DESCRIPTION: Similar to a 21st-century digital camcorder, the holographic recorder demonstrates exceptional image resolution and 3D capability. The recorder can capture both still and moving images at up to 1,000X magnification. It can also capture 3D stereoscopic sound.

RULES: Anyone can use a holographic recorder for mundane applications. Making special recordings—performing 3D tactical terrain scans, filming a structure to accurately reproduce its physical geometry—requires an Intellect attribute test (TN 1 0).

DURATION/ENERGY: Power cell supports up to 24 hours of nonstop recording time.

PADD (Personal Access Display Device)



SPECIFICATIONS: *24th-century:* 10.16 x 15.24 x .95 cm, 0.2 kg *23rd-century* "electronic clipboard": 35 x 22 x 6 cm, 0.3 kg

DESCRIPTION: Perhaps the most common piece of technology found in the Federation and comparable societies, the PADD resembles a flat metal casing housing a viewscreen and multifunction touch-pad controls. It contains a powerful microcomputer holding data equivalent to billions of pages of text and images on two isolinear chips (or similar storage systems). PADDs also feature subspace transceivers equivalent to standard communicators.

Both civilians and Starfleet personnel use PADDs regularly. Civilians use theirs to track appointments and contacts, communicate with friends, write notes, play games, and carry the contents of entire libraries around in their hands. Starship personnel can do all of these things, but also send and receive reports via PADD. Furthermore, they can configure PADDs to remotely control the functions of any control panel or workstation aboard the ship. When within communicator range, personnel can use PADDs to transmit security override codes and wrest control of any ship function. Theoretically a single person could run an entire starship using a PADD, though this would be practical only for routine (noncombat, noncrisis) operations.

The 23rd-century predecessor to the PADD was the "electronic clipboard," a much larger handheld computer employing duotronic technology. Characters use electronic clipboards solely to read and create text; they cannot access or control a ship's functions.

RULES: Controlling any starship function via a 24th-century PADD imposes a -5 dice test penalty to corresponding System Operation tests. In combat or crisis situations, increase this penalty to -1 5.

The PADD's databanks contain solid information on myriad subjects. During any Knowledge skill test the character can automatically add 7 to his appropriate skill rank instead of making the standard skill test. In order to gain the full benefit of a PADD's databanks, the character must spend at least one minute researching the subject on his PADD.

DURATION/ENERGY: 100 hours (Starfleet or Romulan), 37.5 hours (Cardassian), 50 hours (Ferengi), 47.5 hours (Klingon), + induction recharging for each

Pattern Enhancer

SPECIFICATIONS: : 1 . 5 m tall x 8 cm diameter cylinder, plus a tripod base; 6 kg

DESCRIPTION: Pattern enhancers created in the 24th century boost and stabilize transporter beams, making it easier to transport through phenomena such as raw kelbonite, large volumes of solid rock, particle-scattering fields, ion storms, and subspace ruptures that interfere with or inhibit routine operation. When used properly, pattern enhancers define a temporary transport area similar to a transporter pad. To be effective, pattern enhancers must be used in groups of three, placed in a triangle no longer than 4 meters per side. The devices may be placed by hand, by transporter, or by short-range probe. Anyone transporting into or out of the defined area gets the benefit of the pattern enhancement.



RULES: Pattern enhancers provide a +10 bonus to System Operation (Transporter) tests (enough to counteract most, but not all, types of interference).

DURATION/ENERGY: 1,000 hours + induction recharging

Powered Binoculars

SPECIFICATIONS: 15 x 10 x 2 cm, 0.2 kg

DESCRIPTION: Powered binoculars enhance the user's range of vision, providing up to 1 000X magnification (the user sees at 50 meters what he could see with the naked eye at 1 meter). They also perform precise range-finding calculations to a distance of 50 kilometers and permit EM

radiation scanning (including infrared and ultraviolet). Additionally, powered binoculars can perform short and long-range biological and energy scanning, just as a tricorder (see below), translating gathered information into false-color images or text readouts projected onto the bottom of the viewfinder display.

RULES: In addition to expanding the spectra and range of the viewer's sight, powered binoculars confer a +5 Observe (Spot) skill test bonus.

DURATION/ENERGY: 1,000 hours + induction recharging

Transport Inhibitor

SPECIFICATIONS: :1.5 m tall x 8 cm diameter cylinder, plus a tripod base; 6 kg

DESCRIPTION: Created in the 24th century, a transport inhibitor generates a globular field of tetryonic energy in a 10-meter radius around itself. This field interferes with or completely disrupts a transporter's annular confinement beam, making it difficult to transport into, out of, or through the energized area. Characters can set up multiple inhibitors to effectively shield a large area.

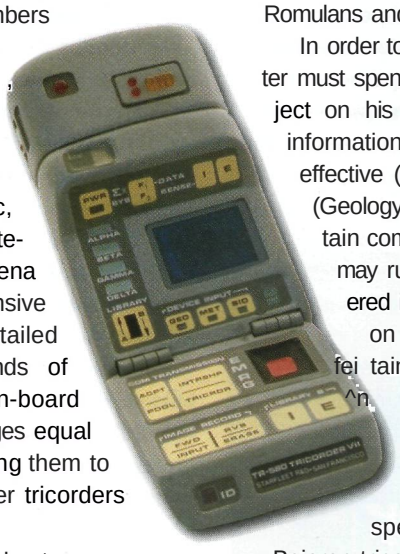
RULES: The interference generated by a transport inhibitor modifies all System Operation (Transporter) skill tests, giving a -1 5 penalty to the dice roll.

DURATION/ENERGY: 1,000 hours + induction recharging

Tricorder

SPECIFICATIONS: *24th-century Starfleet model:* 15.81 x 7.62 x 2.84 cm, 0.3 kg; *23rd-century tricorder:'!* 7 x 11 x 4.8 cm, 0.5 kg

DESCRIPTION: Tricorders are all-purpose handheld sensory devices employed by members of Starfleet and similar organizations, including civilian scientific and exploratory teams, prospectors, and security officers. They contain powerful sensors for detecting and analyzing electromagnetic, subspace, chemical, biological, meteorological, and geological phenomena and substances. They house extensive computer databanks containing detailed information pertaining to thousands of subjects. Tricorders also contain on-board subspace communicators (with ranges equal to personal communicators), allowing them to transmit and receive data with other tricorders or to link with a ship's computer.



A character can use a a tricorder to scan an environment for harmful gases or toxins, analyze a soil sample, identify an unknown life-form, predict the weather, and trace unusual energy fluctuations. A simple scan or analysis requires only a round or two; more detailed analysis can take up to an hour, though the tricorder can perform other simple functions during that time.

SPECIALIZED TRICORDERS

Because tricorders are so versatile, organizations develop specialized models with permanent "optimization" bonuses. An optimized model often includes a peripheral module attached to the top of the tricorder. The user can detach it and use it as a remote probe (with a range of 1-2 meters) to perform more detailed scans of objects. Using a probe increases the conferred skill test bonus by +2. Examples of specialized tricorders include medical, engineering, and security variants.

RULES: Tricorders enhance a character's ability to perform a number of tests. The scanning and detection functions of tricorders confer a +5 bonus to most skill tests made using the item's sensors (such as Investigate, Observe, Science, and Engineering). Tricorders are versatile tools, affecting a variety of tests, such as Planetary Science (Geology) tests to locate kelbonite, Life Science (Microbiology) tests to identify microbes, and Social Science (Archeology) to translate ancient glyphs. Range modifiers apply (see Table A.13, page 250).

EXAMPLE: A science officer scans for life-forms using his tricorder. The Narrator asks for either a System Operation (Sensor) or Life Sciences (Biology) skill test, and assigns the task a base TN 10. A band of Romulans lurks 200 meters away, modifying the TN by +2, for a total TN 12. The player rolls 2d6 (8) + skill level (+3) + attribute modifier (+2) + 5 = 18. The science officer detects the Romulans and alerts the rest of the away team.

In order to utilize a tricorder's databanks, the character must spend one full-round action analyzing the subject on his tricorder. The tricorder must contain the information pertinent to the skill test in order to be effective (geology databanks for a Planetary Science (Geology) test, for example). Tricorders usually contain comprehensive databanks, though the Narrator may rule that a subject fails to be sufficiently covered in the databanks. This could vary depending on the species—Klingon tricorders might contain little information on planetary science—or subject—23rd-century tricorders might contain no data about Iconians.

A tricorder can be optimized (Repair test TN 10, interval one hour) to detect specific phenomena. For example, the Bajoran tricorders used by security personnel on Deep Space 9 are optimized to perform security-related tasks (forensic detection and analysis, detecting and tracking anomalous energy fields and particles, scanning for smuggled or contraband materials). An optimized tricorder's bonus for detecting the specified substances and phenomena increases by +2, at the expense of reducing the modifier for all other scans by a -2.

Tricorders also allow characters to perform some tests at range that ordinarily would require close proximity or direct physical contact. For example, a character can use a tricorder to scan a distant life-form for diseases or infirmities, even though unaided Medicine (Diagnosis) tests require hands-on examination or at least close physical proximity.

DURATION/ENERGY: On average a tricorder provides 1,000 hours of intermittent usage or 36 hours of continuous use. The power cells in 23rd-century tricorders last about 80% as long.

RANGE: *24th-century tricorders:* 5/25/ 500/2000/+0; *23rd-century tricorders:* 5/20/250/1500/+0. As with other sensors, interference (electromagnetic, physical, or other) can inhibit a tricorder's range or function.

SPECIALTY EQUIPMENT

Access to the following items is usually restricted to certain professions, such as doctors, engineers, security forces, or espionage agents. On critical missions or under unusual circumstances, these devices may be issued to multiple members of an away team. Specialty equipment falls into one of three general categories—medical equipment, engineering tools, and security and surveillance devices.

MEDICAL EQUIPMENT

Most 23rd- and 24th-century medical equipment works equally well on a wide variety of species. At the Narrator's option, however, medical devices created by some isolated or ethnocentric species (such as the Cardassians) may not perform as well on other species. In such cases, reduce the test benefit conferred by the device by 1.

Medical Kit



SPECIFICATIONS: 21 x 20 x 5 cm case, 1 kg

DESCRIPTION: A standard "medkit" contains all the portable equipment doctors need to treat injuries and ailments in the field. Typical medkits include a medical tricorder, an autosuture, a blood infuser, a defibrillator, a dermal regenerator, two or more hyposprays, a neural stimulator, and a PADD.

Most starships, space stations, and other facilities store medkits in strategic locations. Deep Space 9, for example, stows 85 medkits throughout the station.

RULES: See individual device descriptions.

DURATION/ENERGY: See individual device descriptions.

Autosuture

SPECIFICATIONS: 1 5 X 4 X 2 cm, 0.2 kg

DESCRIPTION: Autosutures exploit molecular bonding technology to heal a variety of physical injuries, including broken bones, cuts, lacerations, ruptured vessels, and damaged organs.

RULES: An autosuture confers a +5 skill test bonus to untrained First Aid tests. In the hands of a trained medic or physician, the autosuture confers the same modifier, but also heals an additional 3 points of damage during successful tests.

DURATION/ENERGY: 50 hours + induction recharging

Dermal Regenerator

SPECIFICATIONS: 2 0 X 5 X 2 cm, 0.2 kg

DESCRIPTION: Dermal regenerators heal minor cuts, scrapes, and bruises in a matter of minutes. Anyone can apply and activate a dermal regenerator; no skill test is required.

RULES: A dermal regenerator repairs 1 d6 points of damage *per injury* a character has sustained. For each injury treated, roll 1d6 to determine the maximum number of wound points the device can repair. It takes a character one full-round action to restore a single point of damage using a dermal regenerator and costs one charge per use.

Dermal regenerators cannot alleviate stun effects, nor can they heal damage inflicted by poison, radiation, or similar toxic effects. In addition, a dermal regenerator can treat an injury only once. Characters suffering multiple injuries can benefit from a dermal regenerator several times, whereas a person nearly killed by a single disruptor blast can receive only marginal benefits from a dermal regenerator.

DURATION/ENERGY: 1,000 charges + induction recharging

Hypospray

SPECIFICATIONS: 1 5 X 3 X 3 cm, 0.1 kg

DESCRIPTION: Doctors use hyposprays to inject drugs, medical nanoprobes, and serums into patients. The device generates a stream of compressed air that forces the medication painlessly through the patient's clothing and skin. Early 23rd-century hyposprays hold one ampule, which contains ten doses of a particular medication. In the 24th-century, a hypospray holds five 1 0-dose ampules, from which the user selects the drug and dosage with a touch pad.

RULES: Anyone can press a hypospray against a person and trigger an injection. Setting the proper dosage requires a First Aid or Medicine skill test (TN depends on type of agent being administered; see Table 10.2). Any success indicates the agent has been delivered successfully; any failure indicates that the dosage failed to achieve the desired effect.

TABLE 10.2 HYPOSPRAY AGENTS

AGENT	TN	DURATION	EFFECT
Anesthezine	10	variable	Stun effect (equal to power 1 per dose)*
Chiormydride	15	permanent	Stabilizes injury; restores 3 points of damage per dose
Cordrazine	10	1d3 hours	Confers +2 Health per dose
Delactovine	10	1d6 hours	Confers +1 Health per dose
Dexalin	10	permanent	Immediately restores all damage from drowning and asphyxiation
Hyronalin	15	10d6 min/perm	Confers +3 Stamina Reaction save vs. radiation restores attribute reduction caused by radiation by 1d3/dose.
Inaprovaline	5	permanent	Stabilizes injury; restores 1 point of damage per dose
Kayolane	10	1d6 hours	Sedates subject; confers -1 physical test modifier
Melorazine	15	1d3 hours	Sedates subject; confers -2 physical test modifier
Terakine	10	1d6+2 hours	Reduces injury effect by one category
Vertazine	5	1d6+2 hours	Eliminates physical test penalties resulting from zero G

*See ***Appendix,*** **"Stun Effects," page 251**

Using a prepared hypospray can be performed as a standard action. Replenishing or substituting an individual ampule requires a full-round action.

DURATION/ENERGY: 50 injections

Neural Stimulator



SPECIFICATIONS: 10 X 6 X 0.2 cm, 0.02 **kg**

DESCRIPTION: This device can adjust a patient's neural functions to relieve pain or seizures, awaken an unconscious person, and counter the stun effects of phasers ana similar weapons.

RULES: Medical personnel use neural stimulators to awaken unconscious persons. Doing so requires **a** First Aid or Medicine test, performed as a full-round action. Test difficulty depends on the number of rounds the character would normally remain unconscious (1 round = TN 1,15 rounds = TN 1 5, etc.). Each use consumes a number of charges equal to the testTN.

If time permits, the user may conduct the First Aid or Medicine action as an extended test, breaking the process into a number of full-round actions with proportionally lower testTNs (for example, a TN 30 test can be divided into three TN 10 tests, each conducted as a full-round action). Regardless of the number of full-round actions performed, the difficulty for an individual test may never be reduced below TN 5 through an extended action.

DURATION/ENERGY: 300 charges + induction recharging

ENGINEERING EQUIPMENT

Engineering Kit

SPECIFICATIONS: 21 x 20 x 5 cm case, 1 kg

DESCRIPTION: A typical engineering kit includes an engineering tricorder, a pair of gravitic calipers, a hyperspanner, a magnetic probe, a PADD, two or more plasma torches, and common replacement parts (isolinear chips or rods, power cells, etc.).

RULES: See individual device descriptions.

DURATION/ENERGY: See individual device descriptions.

Gravitic Calipers

SPECIFICATIONS: 1 m long, 1.1 kg

DESCRIPTION: Engineers cannot always deactivate a system or take it off-line before making repairs. Gravitic calipers enable the engineer to reroute the plasma flow by generating a small graviton field, and then service the isolated component without disrupting power to the entire system.

RULES: Gravitic calipers confer a +2 bonus to all Engineering and Repair tests made to disable, service, or repair active systems, such as warp drives or security locks. A disastrous failure results in a dangerous power feedback causing 1 d6 damage to the engineer. A Quickness reaction test (TN 15) enables the user to avoid all damage.

DURATION/ENERGY: 150 hours + induction recharging

Hyperspanner

SPECIFICATIONS: 25 X 4 X 4cm, 0.25 **kg**

DESCRIPTION: A hyperspanner analyzes and modulates plasma flows within electroplasma systems (EPS), enabling engineers to gather information about impulse drives and make quick adjustments and repairs.

RULES: An engineer can use **a** hyperspanner to facilitate and expedite repairs to equipment associated with electroplasma power. The device confers a +5 skill test bonus to Propulsion Engineering (Warp Drive) tests (academic modifiers apply) made to gather information about warp drive anomalies and to diagnose malfunctions. The device also confers a +2 physical modifier to Propulsion Engineering repair tests and reduces the

time interval of extended Propulsion Engineering repair tests by 25%. The test modifier and time reduction are cumulative with use of a magnetic probe during repairs (see Magnetic Probe).

DURATION/ENERGY: 100 hours

Magnetic Probe

SPECIFICATIONS: 25 X 3 X 3 cm, 0.3kg

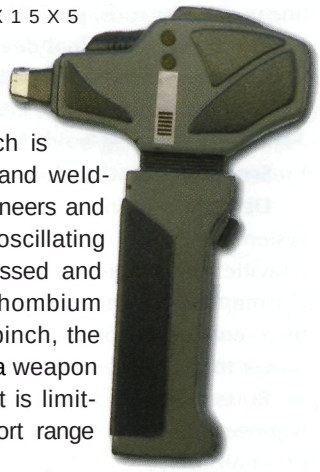
DESCRIPTION: A magnetic probe can regulate warp core antimatter flows and expedite repairs. When diagnosing and repairing warp drives, magnetic probes work well in conjunction with hyperspanners (see Hyperspanner).

RULES: When performing any Propulsion Engineering test to recalibrate, modify, or repair warp-core functions, the magnetic probe confers a +3 skill test modifier. It also reduces the time interval for extended tests by 25%. The test modifier and time reduction are cumulative with those of a hyperspanner.

DURATION/ENERGY: 100 hours

Plasma Torch

SPECIFICATIONS: 10 X 15 X 5 cm, 0.3 kg



DESCRIPTION: Resembling a laser scalpel, the plasma torch is an all-purpose cutting and welding device used by engineers and technicians. It emits an oscillating positron beam, compressed and shaped by nickel-rhombium ceramic magnets. In a pinch, the device may be used as a weapon (similar to a phaser), but is limited by the relatively short range of the beam (.5 m).

RULES: In five minutes, a character can bore a hole in duranium or tritanium .5 m deep, or make a .5 m long cut through a plate 1 cm thick. A character can weld (or cut through welding) at twice this rate. When making large-scale repairs (welding breached bulkheads, repairing containment piping, etc.) the plasma torch confers a +5 skill test bonus to corresponding Repair and Structural Engineering tests.

A plasma torch can be used like a phaser by making an Energy Weapon (Plasma Torch) test (see range below). If successful the torch inflicts 3d6+6 damage.

DURATION/ENERGY: 5 hours

RANGE: 0/0/.5/0/+0 m

Security & Surveillance Equipment

Security and surveillance equipment is popular among spies and rogues as well as law enforcement officers and security guards. The acquisition and possession of some equipment depends on local laws and the owner's intent. A civilian in possession of an anti-sensor belt and replicator lock pick, for example, is often a cause for suspicion and possible questioning by authorities. Starfleet officers, however, often use security equipment in the pursuit of their duties, such as wearing isolation suits while covertly observing a primitive culture.

Anti-sensor Belt

SPECIFICATIONS: 2-3 cm wide, variable length; .2 kg

DESCRIPTION: Anti-sensor belts outwardly resemble an ordinary part of any standard uniform. If the belt were cut open, an investigator would discover circuitry, a microprocessor, and a small power supply, revealing the belt's true purposes. The purpose of the belt cannot be determined by physical examination alone and requires a thorough forensic investigation.

An anti-sensor belt makes the wearer invisible to sensor scans of all varieties, enabling him to move about secure areas virtually undetected. It also prevents transporter lock and tricorder scans (including medical scans). The device may be activated or deactivated by depression of a concealed button on the clasp.

RULES: While activated, an anti-sensor belt completely nullifies the wearer's trace pattern as it would normally register on sensors. An anti-sensor belt effectively confers a -15 modifier to System Operation (Sensor) tests made to detect the presence of the wearer.

ENERGY/DURATION: 100 hours

Disguise Kit

SPECIFICATIONS: 50 x 30 x 7.5 cm case, 6 kg

DESCRIPTION: The disguise kit contains all of the components an entertainer, spy, or criminal needs to impersonate members of select species or organizations. The case contains a medical tricorder (for scanning a subject and gaining specific anatomical data), a biopattern duplicator (for simulating fingerprints), a voice-print implant (for mimicking speech), and multiple isolinear chips (for programming a replicator to produce cosmetic bioforms and fake uniforms, insignia, and so on). Disguise kits in the 23rd century contain program chips for synthesizers.

RULES: Given sufficient privacy and time, a character gains a +2 skill test bonus to all Impersonate (Disguise) tests when using the disguise kit. Because a replicator can automatically reproduce a uniform or badge, no test is needed to simply don the appropriate garb identifying one as a member of a particular organization. But if a character wishes to pass himself off as a member of another species or organization, he needs to apply the cosmetics properly and don the uniform appropriately (initiating an Impersonate test). By using the medical scanner and replicator to imitate a known individual, a character gains a +4 test to Impersonate (Disguise) tests.

Field Modulator

SPECIFICATIONS: 30 cm tall x 2 cm diameter cylinder, 1 kg

DESCRIPTION: Field modulators work in pairs to disable portions of a static force field barrier. The units must be positioned next to the force field at a distance no greater than 2 meters apart, where they work in conjunction to create a destructive interference pattern capable of negating the field between them. Via the control pad located on the master unit, the user can also set the device to activate or deactivate at chosen times or intervals (for example, activate for 5 minutes at a certain time each hour), thereby conserving energy and potentially preventing the device from being detected.

RULES: Setting up and activating a pair of field modulators is simple (Intellect attribute test, TN 5). Adjusting the interference harmonizers requires some degree of skill, training, and patience. The user must perform an Intellect attribute test (TN 10) to make the device function properly.

DURATION/ENERGY: 3 hours continual use

Gill Pack

SPECIFICATIONS: 1 5 X 2 0 X 8 cm face mask, 0.8 kg

DESCRIPTION: Resembling a full-face scuba mask, the gill pack enables the wearer to breathe underwater at pressure up to 3 atmospheres. The device splits oxygen atoms from water molecules, and therefore doesn't require the user to carry a portable air supply (like a scuba tank). The gill pack falters in high pressure and cannot be used effectively more than 1 00 feet (in Earth-like gravity) below the surface. It also does not work in liquids other than water.

RULES: Because the gill pack feeds pure oxygen to the wearer, the wearer cannot use the device safely near open flame (such as underwater magnesium torches or gas jets). In addition, many users become lightheaded after using the device for more than a half hour and suffer a -2 penalty to all tests (Stamina reaction test TN 5 +1 per additional 10 minutes, to avoid penalty).

DURATION/ENERGY:Indefinite

Isolation Suit

SPECIFICATIONS: humanoid dimensions, 12 kg

DESCRIPTION: Consisting of a one-piece jumpsuit, helm or hood, gloves, and boots, the isolation suit contains thousands of omnidirectional holodiodes dotting its high-density tripolymer-diselenide shell. Controlled by a computer built into the belt, the isolation suit reflects electromagnetic radiation and sensor emissions, thereby rendering its user invisible to the naked eye as well as to tricorders and ship sensors.

RULES: Isolation suits confer a +20 TN modifier to any System Operation (Sensors) test made to detect the wearer. The isolation suit is somewhat cumbersome and reduces the wearer's Agility modifier by 1.

DURATION/ENERGY: Indefinite within range of transmitter: The isolation suit is powered by a broadcast power support system maintained at a base camp (range 1,000 m) or orbital satellite station (range 25,000 m).

Night Glasses

SPECIFICATIONS: 1 3 X 5 cm folded, 0.1 kg

DESCRIPTION: Night glasses amplify ambient light a hundredfold or more, enabling the wearer to see clearly in near-total darkness. Some versions are also fitted with infrared sensors, allowing the wearer to switch modes and read the heat signatures of his environment, effectively enabling him to see in total darkness.

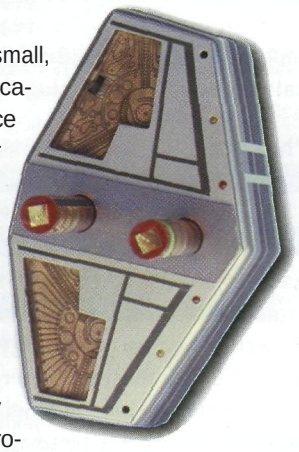
RULES: Most night glasses require some ambient light (such as that reflected by the moon, stars, or other faint source). In such conditions, a character wearing night glasses ignores all physical test modifiers resulting from darkness or low-light conditions. Infrared versions enable the wearer to see in total darkness, provided there's some amount of heat (the device won't discern objects that are all exactly the same temperature). In ideal conditions, the wearer can see as if "low light" conditions. This applies to all Observe, Investigate, and Ranged Combat tests.

DURATION/ENERGY: 1,000 hours

RANGE: Normal vision (tests not range-dependent)

Replicator Loch Pick

SPECIFICATIONS: 10 x 6 x 1 cm, 0.1 kg



DESCRIPTION: This small, flat device employs replicator technology to produce keys and key cards for any locking mechanism requiring a physical key. Within 5 seconds of pressing the back of the device against the lock, the replicators materialize a fully functional key. Unfortunately for spies, this device provides no mechanism for foiling the bio-imprint and voice-activated locks employed by Starfleet and most other advanced organizations.

RULES: Spies find this device quite easy to conceal on their persons. When attempting to conceal this small device, add +3 to the character's Conceal skill test. No test is required to use the device.

DURATION/ENERGY: 15 replications



WEAPONS

Weapons fall into one of two main categories: ranged weapons (including energy weapons, projectile weapons, and archaic weapons) and melee weapons. See Table 10.3 and *Chapter 6: Skills,* and the *Appendix* of this book for more information about using weapons in combat situations.

Energy Weapons

Among advanced societies such as the Federation and Klingon Empire, energy weapons are more prevalent than more primitive weapons. They are more versatile and dependable than weapons relying on chemical reactions (such as slug-throwers).

Phasers

SPECIFICATIONS: Varies (see below)

DESCRIPTION: The phaser (short for PHASed Energy Rectification) is the standard weapon issued by Starfleet to its personnel. Phasers employ a rapid nadion effect and superconducting crystals to emit powerful beams of energy. Depending upon the amount and intensity of energy released, a phaser can inflict damaging effects ranging from mildly stunning a target to destroying large volumes of matter via subatomic disruption. Because phasers can function as versatile tools (clearing vegetation, heating rocks to radiate heat, cutting through a bulkhead), Starfleet prefers them to disruptors, which are primarily useful only as weapons.

In the late 24th century, Starfleet uses five basic models of phaser, ranging from the small, handheld Type I phaser to the large Type III and IV phaser rifles. Starfleet equips each of its phasers with a subspace transceiver so the ship or station computer can monitor usage and limit the weapons to setting 3 (Heavy Stun). The captain or other authorized officer can countermand this safety protocol by issuing a voice command monitored by the computer voice print security system. Phasers also have bioelectric field sensors that prevent anyone but designated user(s) from firing the weapon.

RULES: Characters can fire phasers in one of four modes:

- STANDARD BEAM: The default setting, using the standard phaser damage ratings.
- PULSE: Firing in pulse mode creates shorter beams that inflict +1 point of damage at the cost of 2 additional charges from the power cell.
- CONTINUOUS BEAM: A continuous beam, maintained for a second or more, confers a +2 modifier to Energy Weapon skill tests at the cost of 2 additional charges.
- WIDE BEAM: Wide beam mode allows a character to hit several targets at once or to clear a large area of debris. Wide beam mode reduces the phaser range to 1 0 meters (considered long range for attack test TN) but affects all targets in a cone-shaped area 8 meters wide. Wide beam costs three times the charges of firing the weapon on standard mode and restricts the weapon to power settings 1-6.

A character can set a phaser to overload by making a successful Energy Weapon test (TN 5). The timer can be set to detonate at any time within 30 seconds, causing 1 point of damage per remaining charge to all persons within a 3 meter blast radius. Overriding the destruct sequence requires a Repair test (TN1 5).

SETTINGS: Phasers possess a number of power settings to adjust the destructive potential of the weapon.

TABLE 10.3 STAR TREK WEAPONS

MELEE WEAPONS

WEAPON	PARRY MOD.	DAMAGE*
Ahn-woon	n/a	1d3+grapple
Bot'ieth	+2	3d6+2
Club	−2	1d6+1
D'k tahg	−2(+1)	1d6+2
Knife	−3	1d6+2
Lirpa	+1	2d6+4 (blade)/2d6+2 (club)
Mace	−3	2d6 (2d6+2 if spiked)
Mek'leth	+1	2d6+3
Staff	+1	1d6+1
Stunrod	−2	1 + stun (power setting 1 to 3)
Sword	+0	2d6+3

* Add Strength modifier to Armed and Unarmed Combat damage rolls.

RANGED WEAPONS: ENERGY WEAPONS

WEAPON	RANGE	DAMAGE
24TH-CENTURY PHASERS		
Phaser I	5/10/25/50/+10	varies by power setting*
Phaser II	5/20/50/100/+20	varies by power setting*
Phaser III rifle	5/40/80/160/+40	varies by power setting*
Phaser III-B rifle	5/50/100/200/+50	varies by power setting*
Phaser III-C rifle	5/50/100/200/+50	varies by power setting*
23RD-CENTURY PHASERS		
Phaser I	5/10/20/30/+10	varies by power setting*
Phaser II	5/20/40/80/+20	varies by power setting*
22ND-CENTURY LASERS		
Laser Pistol	5/10/20/40/+10	3d6+4
Laser Rifle	5/30/60/120/+30	4d6+5
Heavy Laser Rifle	5/40/80/160/+40	5d6+6

RANGED WEAPONS: PROJECTILE WEAPONS

WEAPON	RANGE	DAMAGE
19TH-21ST-CENTURY PROJECTILE WEAPONS		
Pistol	2/5/10/20/+5	2d6+4
Rifle	10/50/100/200/+50	3d6+4
Shotgun	3/15/45/90/+15	2d6+3 (3d6+3 at PB)
Assault rifle	10/50/100/200/+50	4d6+2
Submachine gun	5/20/40/80/+20	2d6+4

RANGED WEAPONS: ARCHAIC WEAPONS

WEAPON	RANGE	DAMAGE
Bow & arrow	5/25/50/100/+25	2d6
Crossbow	5/20/50/100/+20	2d6+3
Javelin/spear	5/15/45/90/+15	2d6+5
Kligat	3/10/30/60/+10	1d6+3
Crossbow	5/20/50/100/+20	2d6+3
Throwing knife	3/10/30/60/+10	1d6+1

* See Table 10.4: Phaser and Disruptor Damage

Phaser settings range from level 1 through 16, with lower settings emitting weaker beams that consume fewer charges from the power cell. Not all phasers are equipped with all 16 settings; smaller Type I phasers, for example, possess 8 settings and cannot generate the power required to warrant additional settings. See Table 10.4 for more information about Phaser types and power settings.

DURATION/ENERGY: Phasers use sarium krellide power cells containing a number of charges depending on phaser type (see below). A phaser can be recharged by being inserted into a holding clamp that taps into the EPS of a starship. Phasers recharge at the rate of 1 0 charges per minute.

RANGE: Varies (see below)

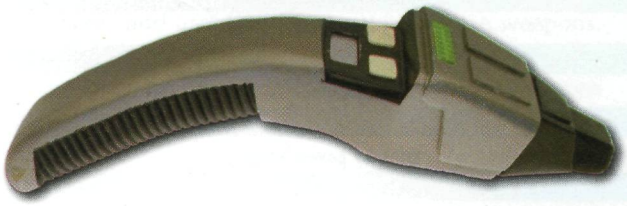
Type I Phaser

SPECIFICATIONS: 12 cm long, 0.3 L in volume; 0.2 kg

DESCRIPTION: The Type I phaser is a small model that fits easily in a pocket or up a sleeve, and is usually issued to away teams.

SETTINGS: 1-8

DURATION/ENERGY: 160 charges



RANGE: 5/1 0/25/50/+1 0 meters

Type II Phaser

SPECIFICATIONS: 25 cm long, 0.8 L in volume; 0.6 kg

DESCRIPTION: The pistol-sized Type II phaser is too large to fit in a jacket pocket and is often holstered at the hip. Starfleet issues Type II phasers for missions where significant threats or dangers are anticipated.

SETTINGS: 1-16

DURATION/ENERGY: 1,000 charges

RANGE: 5/20/50/100/+20 meters

Type III Phaser Rifle

SPECIFICATIONS: 55 cm long, 1.6 L in volume; 1.1 kg

DESCRIPTION: Starfleet usually reserves the Type III phaser rifle for security officers and Starfleet Ground Forces personnel.

SETTINGS: 1-16

DURATION/ENERGY: 1,500 charges

RANGE: 5/40/80/1 60/+40 meters

Type III-B and IV Compression Phaser Rifles

SPECIFICATIONS: 73 cm long, 2.5 L in volume; 2.0 kg

DESCRIPTION: Based on the Type III rifle, the Type III-B compression phaser rifle has more advanced technology, giving it greater range and power. The Type IV (also called the III-C) compression phaser rifle is the most advanced energy rifle used by Starfleet as of 2377. Its power exceeds the Type III-B, but otherwise the weapons are functionally similar.

SETTINGS: 1-16 (includes targeting module; see below)

DURATION/ENERGY: Type IIIB (3,000 charges), Type IV (3,500 charges)

RANGE: 5/50/1 00/200/+50 meters



23RD-CENTURY PHASERS

Although less technologically advanced, 23rd-century phasers remain potent weapons and tools. Their technological refinement keeps them from being quite as versatile (they possess fewer power settings), but their range of power is still quite effective.

Although 23rd-century phasers possess power settings similar to those of their 24th-century counterparts, their setting increments are cruder and reflect less versatility.

For example, a 23rd-century Phaser I has five power settings that discharge energy equal to 24th-century power levels 1, 2, 5, 6, and 8. Because the energy increments are fixed by the weapon, a 23rd-century Phaser I simply cannot generate a power setting 3 stun effect or power setting 7 light disrupt effect. See individual descriptions and Table 10.4 for more information.

PHASER I

SPECIFICATIONS: 11 cm long, 0.26 L in volume;, 0.2 kg

SETTINGS: 1, 2, 5, 6, and 8

DURATION/ENERGY: 100 charges

RANGE: 5/10/20/30/+1 meters

PHASER II

SPECIFICATIONS: 22 cm long, 0.71 L in volume; 0.5 kg

SETTINGS: 1, 2, 5, 6, 8, and 10

DURATION/ENERGY: 250 charges

RANGE: 5/20/40/80/+2 meters

PHASER III

SPECIFICATIONS: 70 cm long, 2.5 L in volume; 1.6 kg

SETTINGS: 1, 2, 5, 6, 8, 10, and 11

DURATION/ENERGY: 1,000 charges

RANGE: 5/50/100/200/+50 meters

Phaser Damage

Phasers can stun, damage, or vaporize an opponent depending on the power setting used. Increasing the power setting inflicts more damage at the cost of increased power consumption.

Settings 1–3 cause stun effects (see stun effects in *Appendix.* Settings 4-7 inflict damage causing wounds and injury. Settings 8 and above prove lethal to a humanoid target. When set to explode large areas of rock, however, the flying debris causes concussion damage equal to 3d6 + a number of points equal to the power level (power level 10 inflicts 3d6+10 concussion damage to all targets in the area of effect, for example). A character caught in this area can make a Quickness test (TN = power setting) to sustain only half damage (rounding up). See Table 10.4 for more information.

Disruptors

SPECIFICATIONS: Varies (see below)

DESCRIPTION: Favored by Klingons, Romulans, and a few other races, disruptors are functionally similar to phasers, but are more powerful and less versatile. They convert miniscule amounts of antimatter into highly charged plasma bolts. Bolts created at lower settings stun the target through concussion and neural shock; more powerful bolts cause lethal damage via thermal energy conduction. A disruptor bolt creates an antiproton residue that lingers for several hours in the area where the weapon was fired.

Disruptors possess fewer settings than phasers and can fire only in standard, pulse, and continuous modes. They also store more energy than comparable phaser types. When the user exhausts the antimatter power cartridge, he must remove it and insert a new one; he cannot recharge the weapon by inserting it into to a recharging cradle.

RULES: See *Appendix* and Table 10.4. Rules for setting disruptors to overload are the same as those for phasers, except that the damage applies over a 4-meter radius.

DURATION/ENERGY: Varies (see below)

RANGE: Varies (see below)



Disruptor (Pistol and Rifle) (24rh-Century)

SPECIFICATIONS: 20-30 cm long, 0.7-1.1 L in volume; 0.6-1.2 kg

SETTINGS: 1, 2, 5, 7, 10, and 16

DURATION/ENERGY: 1,200 charges

RANGE: (Pistol) 5/20/50/100+20 meters

(Rifle) 5/40/80/160/+40 meters

Disruptor (Pistol) (23rd-Century)

SPECIFICATIONS: 35 cm long, 1.2 L in volume; 1 kg

SETTINGS: 1, 2, and 5

DURATION/ENERGY: 300 charges

RANGE: 5/10/25/40+10 meters

TABLE 10.4 PHASER & DISRUPTOR EFFECTS

Power	Setting	Charges	Damage	Notes
1	Light Stun	1	stun*	Stun a Human for 5 minutes
2	Medium Stun	2	stun*	Stun a Human for 15 minutes or a Klingon for 5 minutes
3	Heavy Stun	3	1+stun*	Stun a Human for 1 hour or a Klingon for 15 minutes
4	Light Thermal	5	1d6+3	Cut a 1 m hole in 10 cm of wood in 3 minutes
5	Medium Thermal	8	2d6+6	Cut a 1 m hole in 10 cm of steel in 3 minutes
6	Heavy Thermal	12	3d6+12	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
7	Light Disrupt A	15	5d6+18	Kill a humanoid; cut a 1 m hole in a duranium bulkhead in 10 minutes
8	Light Disrupt B	20	10d6+36	Vaporize a humanoid
9	Light Disrupt C	30	Kill*	Vaporize resilient alloys (beam may ricochet)
10	Medium Disrupt A	40	Kill*	Vaporize any substance (energy rebound prior to vaporization common)
11	Medium Disrupt B	50	Kill*	Explode 10 cubic meters of rock into rubble
12	Medium Disrupt C	60	Kill*	Explode 50 cubic meters of rock into rubble
13	Heavy Disrupt A	70	Kill*	Explode 100 cubic meters of rock into rubble
14	Heavy Disrupt B	80	Kill*	Explode 160 cubic meters of rock into rubble
15	Heavy Disrupt C	90	Kill*	Explode 400 cubic meters of rock into rubble
16	Heavy Disrupt D	100	Kill*	Explode 600 cubic meters of rock into rubble

* See *Appendix,* "Stun Effects"

Targeting Module

SPECIFICATIONS: 1 2 X 8 X 4 cm; 0.04 kg

DESCRIPTION: Starfleet sometimes equips phaser rifles with targeting modules that use sensors and advanced gyroscopic stabilization to improve a shooter's aim. The module resembles a wedge-shaped scope that attaches to the top of the weapon.

RULES: It takes one action to acquire a specific target and achieve target lock. The lock lasts until the target moves behind an object that obstructs line of sight (such as a wall, large boulder, or force field). While tracking remains active, the shooter gains a +2 bonus to his Energy Weapon attack test.

DURATION/ENERGY: Each shot made using the targeting module costs +3 charges.

RANGE: Equal to that of weapon

22nd-cenrury Laser Weapons

SPECIFICATIONS: Varies by type (see 23rd-century disruptors)

DESCRIPTION: During the 22nd-century lasers were state of the art in weapon technology. Typical laser weapons of the day took the form of pistols, rifles, and heavy rifles, supported by internal power cells (except for the heavy laser rifle, which used an external power supply worn as a backpack). In appearance, these weapons resembled the early disruptors of the 23rd century.

RULES: See Table 10.3 for weapon damage.

DURATION/ENERGY: Pistol (50 charges), rifle (100 charges), heavy rifle (1 50 charges). Laser weapons consume 1 charge per shot.

RANGE: See Table 1 0.3 for weapon ranges.

19th- through 21st-century Projectile Weapons

SPECIFICATIONS: Varies by type

DESCRIPTION: Prior to acquiring laser technology, most early civilizations employ chemically powered slug-thrower projectile weapons, including pistols, rifles, assault rifles, and submachine guns. While varying somewhat in appearance and function depending on the era and species of manufacture, these weapons all function similarly.

RULES: See Table 10.3 for weapon damage.

DURATION/ENERGY: n/a; projectile weapons fire expendable ammunition (bullets/rounds). Typically, they store a number of rounds in clips: pistols (10), rifles (1 5), assault rifles (1 5), submachine guns (30-50).

RANGE: See Table 1 0.3 for weapon ranges.

Archaic Ranged Weapons

SPECIFICATIONS: Varies by type

DESCRIPTION: Prior to the advent of gunpowder, primitive civilizations rely on thrown and slung projectiles, including knives, spears, bows, and crossbows.

RULES: See Table 10.3 for weapon damage.

DURATION/ENERGY: n/a

RANGE: See Table 10.3 for weapon ranges.

CLOSE COMBAT WEAPONS

While Starfleet generally does not issue knives and clubs to its personnel, many species, particularly the Klingons, maintain a tradition of armed melee combat. Some of the close combat weapons characters might encounter include the Vulcan *lirpa* and Klingon *bat'leth.*

To use a close combat weapon effectively, a character must possess the appropriate weapon skill listed under the Armed Combat skill group. See *Chapter 6: Skills,* page 98, for more information.

Ahn-woon

SPECIFICATIONS: 2 meters long; 1 kg

DESCRIPTION: The *ahn-woon* is a single leather strip weighted on both ends, which can be used as both whip or noose.

PARRY MODIFIER: n/a—you cannot parry with this weapon.

DAMAGE: 1 d3 + grapple

RULES: If you score a complete success or better you manage to grab your opponent. Each round thereafter you can use the weapon to hold your opponent defenseless, force him to the ground, and so on by succeeding at an opposed Strength attribute test (you get +4 to your result). While held, the opponent is easier to hit; modify attack tests made to hit the opponent by +5.

Bat'leth

SPECIFICATIONS: 1 1 6 X 5 0 X 2 cm, 5.3 kg

DESCRIPTION: The *bat'leth,* or traditional Klingon "sword of honor," resembles a crescent-shaped blend of a sword and a shortened quarterstaff. Descended from a weapon wielded by Kahless himself, it features a bladed forward edge, two sharp tines on either end, and a blunt rear edge. Made of baakonite, a metal similar to tritanium, the *bat'leth* is a powerful, versatile weapon in the hands of a properly trained user (untrained users usually just end up hurting themselves).

PARRY MODIFIER: +2

DAMAGE: 3d6+2

RULES: Upon scoring a complete success during a parry action, the user may perform a free attack action against the same opponent. The free action must be performed during the same round in which the parry was made.

Club

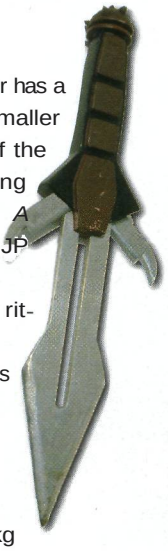
SPECIFICATIONS: 40-60 cm long, 0.5-1.5 kg

DESCRIPTION: Any moderate-sized blunt object—from a carved stick of wood to bottles, stools, chair legs, and the like—can function as a club.

PARRY MODIFIER: -2

DAMAGE: 1d6+1

D'k tahg



SPECIFICATIONS: 50 cm long, 1 kg

DESCRIPTION: This Klingon combat dagger has a large central straight blade, with two smaller curved blades that pop out to either side of the main blade at the press of a button (conferring a +1 parry modifier). The pommel has small spikes and can function as a fist-load. Klingon warriors also use this weapon as a ceremonial knife, especially for committing ritual suicide.

PARRY MODIFIER: -2 (+1 with hilt blades extended)

DAMAGE: 1d6+2

Knife

SPECIFICATIONS: 15-30 cm long, 0.2-0.4 kg

DESCRIPTION: A basic tool and weapon found in virtually every humanoid society in myriad forms, a knife consists of a short, single- or double-edged blade attached to a hilt. Some knives are balanced for use as a throwing weapon. Such use requires a Ranged Combat (Archaic Weapons) test.

PARRY MODIFIER: -3

DAMAGE: 1 d6+2

Lirpa

SPECIFICATIONS: 1 60 x 30 x 20 cm, 5.6 kg

DESCRIPTION: This ancient Vulcan ritual weapon resembles a polearm with a crescent-shaped blade on one end and a large club on the other. Vulcans use it in martial arts training and in the *koon-ut-kal-if-fee* mating duel during *Pon farr.*

PARRY MODIFIER: +1

DAMAGE: 2d6+4 (blade)/2d6+2 (club)

RULES: After scoring an extraordinary success when attacking with either end, the user can perform a free attack or parry action using the other end. This free action must be performed in the same combat round as that in which the parry was made.

Mace

SPECIFICATIONS: 40-60 cm long, 1.5-2.5 kg

DESCRIPTION: A mace resembles a short baton fitted with a weighted metal head to deliver powerful crushing blows. Sometimes, mace heads are equipped with studs or spikes to inflict extra damage (+2 wounds).

PARRY MODIFIER: -3

DAMACE: 2d6 (2d6+2 if spiked)

Meh'leth

SPECIFICATIONS: 70 cm long, 2.5 kg

DESCRIPTION: A Klingon "short sword" with a forward-curving blade, the *mek'leth* has a heavy tip for raw shearing power. The weapon's guard is sharp along the outer edge and can injure a foe as easily as the larger blade.

PARRY MODIFIER: +1

DAMAGE: 2d6+3

RULES: Upon scoring a complete success during a parry action, the user may perform an attack as a free action (TN standard +4) against the same opponent. The free action must be performed during the same round in which the parry was made.

Staff

SPECIFICATIONS: 1.5-2 m long, 3-5 cm diameter; 2-3 kg

DESCRIPTION: Staves are common to primitive cultures, especially those demonstrating high regard for martial arts. Any long pole made of wood or similar material can be considered a staff.

PARRY MODIFIER: +1

DAMAGE: 1d6+1

RULES: When a character performs a parry action in excess of his allowance, reduce the multiple action penalty by half (+5 TN rather than the standard +10 TN).

Sfunrod

SPECIFICATIONS: 50 cm long, 3 cm in diameter; 0.5 kg

DESCRIPTION: Found in most advanced civilizations throughout the galaxy, a stunrod consists of a padded club with a built-in stunning device. Security forces use it to capture and restrain dangerous persons without causing them serious injury.

PARRY MODIFIER: -2

DAMAGE: 1 + stun (power settings 1 to 3)

RULES: The user selects the power setting (1 to 3) via a control panel in the handle.

DURATION/ENERGY: 200 charges

Sword

SPECIFICATIONS: 1 m long, 2 to 3 kg

DESCRIPTION: A sword represents any variety of long bladed weapon, such as a rapier, saber, or cutlass. Many are fitted with cross guards, bell guards, or basket hilts to protect the wearer's hand during parries.

PARRY MODIFIER: +0

DAMAGE: 2d6+3

CREATING ORIGINAL WEAPONS

If you'd like to introduce new weapons for alien species other than those listed here, simply name the weapon and determine its specification, description, and rules using the other weapons as guidelines. When introducing original weapons into your series, be sure to create appropriate Armed Combat skills to go along with them.



5 MISSION EQUIPMENT

With missions that can range from rooting out Jem'Hadar diehards to officiating at the diplomatic ceremonies to preventing an outbreak of Rigellian fever, the equipment starship officers carry can vary widely. This chapter gives some more technological tools in the Starfleet inventory, and gives starship officers the lowdown on why they stay there.

OBTAINING EQUIPMENT

Standard Issue

It has long been the hallmark of starship quartermasters that any and every mission can be accomplished with the standard issue equipment package: a communicator, a phaser, and a tricorder, plus a medikit for the doctor. Many an away team lieutenant, eager to load his men down with verteron inducers and gill-packs "just in case" has heard this irritating home truth from the first officer. It isn't any less irritating for being true: starship logs are full of planets pacified, cultures studied, and Romulan invasions foiled with nothing more than a phaser-II and a sufficiently fast hand on the transporter controls. It's vital to get every ounce of use out of the "standard issue" kit before requesting more equipment. Starfleet doesn't like to risk leaving technical gear behind anywhere, especially on primitive worlds (the Iotian precedent still rankles). Even on civilized planets, having state-of-the-art Federation technology fall into the wrong hands (Romulan spies or Orion Syndicate smugglers) erodes the Federation's crucial design and engineering edges over its rivals. In a galaxy with replicators, nothing remains "top secret" for long—but Starfleet works hard for every single day. Captains have these home truths drilled into them by Starfleet Command, and first officers have to report any and all "probable technology loss or contamination" under Regulation 209/7. Furthermore, ship captains don't like (and don't tend to promote) Starfleet officers who depend on gadgets instead of guts, brains, and instinct.

Mission Issue

However, sometimes the parameters of the mission demand something extra. Intelligence operations, reconaissance missions, and charting and survey missions on primitive planets do occasionally call for specialized surveillance or security gear. Military and defense missions (especially during the Dominion War) can see the load-out changed to phaser rifles or even top-line military-grade weapons such as the isomagnetic disintegrator or the tetryon pulse launcher. Emergency response missions might require specialized medical technology, or force field generators to stabilize cave-ins or stop atmosphere leaks. Even worse than losing a transtator, captains hate to lose crew. If the mission really, truly requires a piece of equipment, the captain or first officer will go to the end of the galaxy.

EQUIPMENT RULES

This box gives the specific rules mechanisms for obtaining specialized equipment during the game. Unless the Narrator (or a superior officer) says so, always assume that your character can bring a communicator and PADD on a mission. (In the 23rd century, electronic clipboards are too bulky for landing parties to make a habit of carrying them.) Science officers can almost always bring a tricorder. Except on diplomatic missions and the like, most away teams are issued Type I phasers. Crew members who loudly object to standard issue, or continuously demand more equipment, may well receive fewer Renown points for any given mission—Starfleet doesn't like whiners, even technophile whiners.

To analyze a mission for its equipment requirements is an Administration (Starship) test at TN 15. For military missions, Tactics (Ground) or (Small Unit) can substitute for Administration. Should a Crew officer successfully make such an analysis demonstrating the need for more equipment, they may well be issued it. (Depending on the series, this may take a roleplayed session with the first officer—possibly involving a Persuade test or two—or a Persuade test on the Narrator!)

The rules that follow are for a series with either a grittier or more swashbuckling feel; they model the violation of Starfleet regulations, and may not be suitable for all series. Consult your Narrator before using any of them.

To scrounge equipment may take a few Influence or Persuade tests on fellow shipmates. Otherwise, on a peacetime starship, an uncommon quantity of equipment just sits openly in storage lockers. To find it takes an Investigate (Inspect) test or an Observe (Spot) test in the right area at TN 15. (As a general rule, that TN increases by +5 for a starship during wartime, +5 for a ship on yellow alert, and another +5 for a ship on red alert; all increases are cumulative.) Altering inventory records to obtain (or replace) equipment is a Computer Use (Intrusion) test, also at TN 15 (+5 TN for armory records). Hiding minor contraband (such as a gill-mask, or some latinum) in your quarters is a Conceal (Cache) test at TN 10—but can be opposed by an inspector's Observe (Spot) or Investigate (Inspect) test! Hiding drugs or energy weapons is a punishable offense; it should never be done lightly, as routine internal security scans may detect these items while running "intruder drills" or suchlike. Table 5.1 gives average prices in credits for goods bought on shore leave from Federation member planets. Prices go up in frontier sectors, on technologically-backward worlds, or in areas where wars or cultural eddies create local shortages. In such areas, the credit may not buy as much; the standard rate of exchange with gold-pressed latinum appears in the box on page 62.

Contacting the black market on most worlds is a Streetwise skill test at TN 10, although a Specific World knowledge test or a Social Science (Criminology or Sociology) test at TN 20 might provide similar information. Gaining the confidence of a connection may take Persuade, Influence, or even Impersonate tests. Turning credits into latinum can be done at any number of tourist traps (and other, seedier places on other, seedier planets); the black market will also usually change Federation credits for latinum or the local currency at a 10–60% (roll 1d6 x 10%) markup. As a rule of thumb, starship officers can draw their Promotion value times 2,000 in credits as "petty cash" without any questions. Drawing more requires an Administration (Federation) test at TN 15. Unfortunately, black market prices can be 20–120% (2d6 x 10%) higher than list price, depending on the local government, economy, and tech level. Concealing "scrounged" equipment or black-market transactions in your final report is an Administration (Starfleet) test, opposed by the reader's Investigate or Administration skills.

Scrounging

But if you don't have time to go to the end of the galaxy, and the first officer still doesn't see things your way, there's always scrounging. Fair warning: this simply does not work on tightly-run, well-disciplined ships—Captain Jellico, for example, transfers "scroungers" to planetside duty after a summary hearing. (And they're always cold planets, too.) But other captains run their ships in other fashions. Occasionally, a piece of equipment might be available from the engineering locker, or a friend might loan out something she has been issued for her own mission. Even with isolinear computers, not every hyperspanner and ampule get tracked from mission to mission; some equipment simply gets "unofficially stored in quarters against future emergencies." Starfleet also has few regulations governing shore leave; if the ship makes planetfall on a civilized world with plentiful replicators or a thriving bazaar, you can simply buy a lot of equipment as "souvenirs" with no questions asked by anyone. The bottom line, of course, is whether your mission succeeded or not. If it did, then the first officer may overlook any minor tweaks to the equipment roster that show up.

The Black Market

As an absolute last resort, where life and death and Federation security are at stake, many planets (especially primitive worlds, and those outside Federation space) have a flourishing black market. Buying on the black

market almost always takes latinum; credits can (of course) be traced. Buying on the black market also takes a connection, someone who knows someone who can set you up with a few "never-been-looked-at" photon grenades, or an armored shuttlecraft once owned by a sweet little Klingon lady who only used it to invade the neighbor's yard. Again, Starfleet forgives much in the cause of success; if an enterprising officer "accidentally" came across a crate of Romulan disruptor-rifles, more power to her. However, any Federation equipment bought on the black market should be destroyed, or reported to your superior officers—so that the leaks can be traced, and the smugglers caught and punished. Hopefully, the question of how and why, exactly, you uncovered the ring of Orion pirates and their supply of illicit isomagnetic disintegrators won't come up. You might even get a promotion for initiative out of it.

Personal Equipment

Earpiece Transceiver

Specifications: 6 x 2.5 x 2.5 cm; mass 0.03 kg

Description: Primarily used aboard 23rd-century starships, this device allows subvocal communication with the ship's computer or communications system without disturbing nearby personnel. The device fits into the ear, with a miniature speaker broadcasting messages to the user. A bone conduction microphone transmits the user's subvocalizations to the starship's

1 credit = 20 latinum slips
1/5 latinum strip
1/100 latinum bar

TABLE 5.1: SAMPLE PRICES

Item	Price (Credits)
Personal Equipment	
Earpiece transceiver	125
Injectable translator	750
Flight vest	4,000
Rocket boots	2,500 (if available)
Universal translator	500
Medical Equipment	
Anabolic protoplaser, basic	750
Anabolic protoplaser, surgical	900
Drug ampule	10–60 x drug TN
Energy scalpel	800
Medical scanner	800
Neural neutralizer	100,000 (black market only)*
Psychotricorder	5,000
Stasis backboard	6,000
Engineering Equipment	
Antigravity lifter	1,000
Polaron probe	625
Replicator multitool	800
Verteron inducer	400
Security and Surveillance Equipment	
Camouflage hologenerator	9,000
Exographic sensor	800
Force field generator, portable	12,000
Holobase	18,000
Weapons	
Holdout phaser	3,000 (black market only)*
Isomagnetic disintegrator	10,000 (black market only)*
Photon grenade	1,000 (black market only)*
Photon mortar	40,000 (black market only)*
Stun grenade	500 (black market only)*
Tetryon pulse launcher	50,000 (black market only)*

*Excluding Starfleet, which may make this equipment available to officers on a per-mission, as-needed basis.



communications or computer system. In emergencies, earpiece transceivers can also be used to communicate discreetly with the ship's computer without the knowledge of mutineers or invaders.

Rules: Using an earpiece transceiver is a System Operation test, at +2 TN due to the relative difficulty of subvocalization. Overhearing a subvocalized instruction is an Observe (Listen) test (TN 25). Earpiece transceivers depend on shipboard library-computers for translation or decoding.

Duration/Energy: 50 hours

Range: 10 km

Flight Vest

Specifications: Depending on user, usually 2 x 1 m x 1.5 cm; mass 4 kg

Description: A combination of sporting device, emergency response vehicle, and commando gear, the flight vest occupies an anomalous position in Starfleet equipment inventories. Challenging to use, difficult to maintain, and dangerous to the unwary, flight vests seldom appear on mission manifests. However, the dream of personal flight has kept them popular in civilian areas, and in the hands of a trained specialist they can be as effective as any other means of transport.

The flight vest is a boronite whisker epoxy sheath wrapped around a personal antigravity generator coupled to a powerful turbine. In a normal class-M atmosphere it has a top speed of 30 kph. The vest can support a maximum of 210 kg of passenger and cargo, including the mass of the user. However, if the vest carries more than 120 kg, its top speed is reduced to 10 kph. In a vacuum the device adds a compressed-gas projector, and has an acceleration of 2 Gs, reduced to 0.5 Gs if carrying more than 120 kg. Users control the vest by voice commands or through a special set of gloves linked to the vest by short-range transceiver. These gloves translate the user's finger movements into commands to the vest. All users learn both methods of controlling this device.

Rules: Using the flight vest requires a skill test (TN 15) against the skill Flight Vest (a skill under the Operate Vehicle skill group, see page 32). Skill tests (at increased TNs) must always be made to perform any sort of complex aerobatics, including those needed to dodge weapon fire. A flight vest has 1 point of armor. If damage penetrates the armor, roll one die every round: If the die roll is lower than the number of damaging hits on the vest, the vest fails and the user plummets helplessly to the ground. Every hit drops 5 kph off the vest's top speed, and 30 kg off its top carrying capacity. If the vest takes four hits or more without failing, safety mechanisms force the vest to land immediately. If the vest takes seven hits or more, the vest fails immediately, and the user plummets as above.

Duration/Energy: 100 hours normal use; 10 hours of top-speed heavy use

Rocket Boots

Specifications: Roughly 30 x 20 x cm; mass 4 kg

Description: Even more insanely dangerous than flight vests, 23rd-century rocket boots combine antigravity projectors with small plasma rockets for personal propulsion. Only hobbyists continue to use them in the 24th century. Rocket boots can speed the flier at 60 kph in a normal class-M atmosphere, and support a maximum of 210 kg including the wearer. They are controlled by toe-click interface, or by voice command.

Rules: Using rocket boots requires a skill test (TN 20) against the skill Rocket Boots (a skill under the Operate Vehicle skill group, see page 32). Complex aerobatics require a test against both Rocket Boots and Gymnastics (Aerobatics); any failure sends the user into a tumble, which requires a further skill test against Rocket Boots (TN 20) to recover from.

Duration/Energy: 10 hours; 1 hour of top-speed heavy use

Universal Translator

Specifications: 28 cm x 3.5 cm x 3.5 cm; mass: 0.2 kg

Description: Originally developed in the early years of Starfleet deep-space exploration by Lt. Hoshi Sato, the universal translator (UT) analyzes verbal input and compares it with its linguistic data bank. Instant translation is available between any of the many thousands of languages stored in the translator. This translation is fully two-way, so both parties can hear the other's speech in their own language. Although Starfleet communicators (and later combadges) include basic UTs, away teams away from their ship's linguistic banks or dealing with unusual languages carry portable universal translators.

Rules: The 22nd-century prototype UT designed by Lieutenant Hoshi Sato could store 100 languages at a time; by the 23rd century, full UTs hold between 150 and 700 languages. 24th-century UTs contain 1000 or more languages, often including archaic or extinct Vulcan, Klingon, and Human ones. Individual mission

TRICORDER



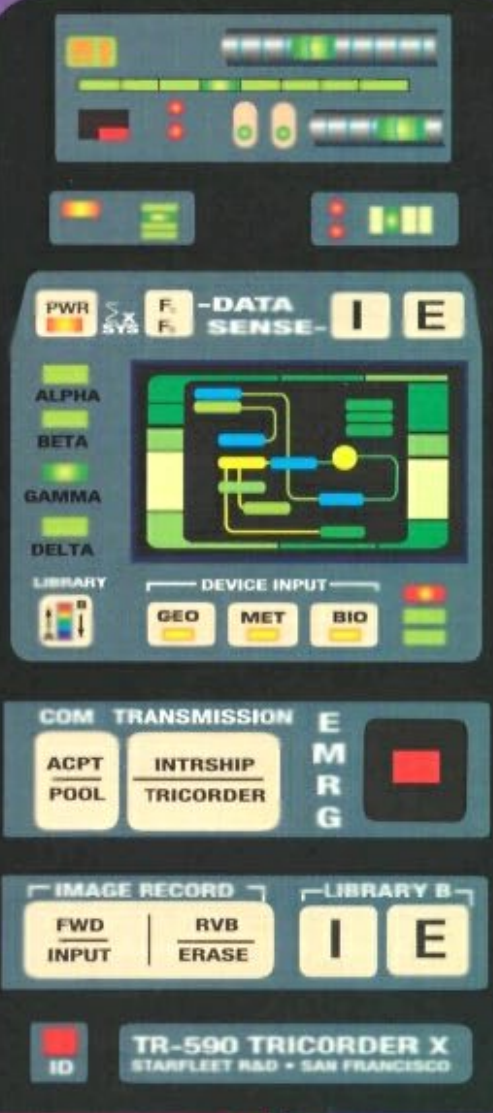
ON ANY MISSION, YOUR TRICORDER WILL OFTEN SPELL THE DIFFERENCE BETWEEN "ENOUGH INFORMATION" AND "DEAD." BENEATH ITS TOUGH DURANIUM CASING, IT HOLDS A POWERFUL VARIETY OF TOOLS AND OPTIONS FOR THE INTELLIGENT AWAY TEAM MEMBER. THE CONTROL PANEL ON A 24TH-CENTURY TRICORDER READS AS FOLLOWS:

PWR STBY: STANDBY MODE INDICATOR.

F1/F2: DUAL FUNCTION CONTROL SWITCH.

I & E: INTERNAL AND EXTERNAL SWITCHES. "I" SETS THE TRICORDER TO RECEIVE DATA FROM ITS OWN ONBOARD SENSORS; "E" SLAVES IT TO ANOTHER SENSOR OR COMPUTER SUCH AS A PROBE, A DRONE, OR A STARSHIP. ANY COMPUTER USE TEST MADE AGAINST A DIFFERENT COMPUTER THROUGH A TRICORDER IS AT A BASIC +1 TN FOR INEFFICIENCY; HOWEVER, A TRICORDER'S CONCEALABILITY AND PORTABILITY MAKES IT AN EXCELLENT REMOTE TERMINAL FOR COVERT COMPUTER INVASION.

DISPLAY SCREEN: DISPLAYS ANY AUDIOVISUAL DATA, INCLUDING LIBRARY DATA OR SENSOR DATA, HELD IN OR RECEIVED BY THE TRICORDER. TRICORDER SCANS CAN THUS DELIVER AN INFRARED, ULTRAVIOLET, SONIC-IMAGERY OR OTHER DISPLAY TO USERS, ALLOWING OBSERVE (SPOT) (AT THE STANDARD TRICORDER +5 TO SKILL) OR SYSTEM OPERATION (SENSOR) TESTS AT TRICORDER RANGES FOR OTHERWISE INVISIBLE INTRUDERS OR OBJECTS. USING A TRICORDER AS A TACTICAL DISPLAY ALSO ADDS +1 TO TACTICS (SMALL UNIT) SKILL FOR PLOTTING (OR AVOIDING) AMBUSHES.



ALPHA, BETA, GAMMA, DELTA: INDICATOR LIGHTS LET THE USER KNOW WHETHER THE TRICORDER IS RECORDING (ALPHA), ACCESSING (BETA), PROCESSING (GAMMA), OR TRANSMITTING (DELTA) DATA.

WHERE NO SPECIFIC RULES ARE GIVEN, ASSUME A SIMPLE SYSTEM OPERATION (TRICORDER) TEST (TN 5) TO BE SUFFICIENT TO PERFORM THE LISTED FUNCTION. UNLESS NOTED ELSEWHERE IN THE STAR TREK RPG PLAYER'S GUIDE, ASSUME ALL 23RD-CENTURY TRICORDER PERFORMANCE STATS ARE TWO-THIRDS AS EFFECTIVE AS THOSE GIVEN HERE. THE MORE PRIMITIVE CONTROLS ON 23RD-CENTURY TRICORDERS ALSO MAKE ALL TRICORDER TESTS EXCEPT THE STARRED ONES (*) MORE DIFFICULT (+2 TO TN).

ABOUT YOUR TRICORDER • 062495

LIBRARY A/B: THE "A" FUNCTION DIRECTS THE UNIT TO STORE DATA IN ITS MAIN MEMORY; "B" DIRECTS IT TO STORE DATA ON ONE OF TWO REMOVABLE ISO-LINEAR CHIPS.

GEO/MET/BIO: THESE SWITCHES DIRECT THE UNIT TO PERFORM GEOLOGICAL, METEOROLOGICAL, OR BIOLOGICAL (LIFE-FORM) SCANS. WHEN USED WITH THREE ADJACENT BUTTONS, THE UNIT CAN CONTROL AND RECEIVE DATA FROM UP TO 27 REMOTE INFORMATION SOURCES. USING BUILT-IN STANDARD SENSORS, THE TRICORDER CAN PERFORM THE FOLLOWING BASIC SCANS:

BIOLOGICAL, LONG-RANGE: DETECTS THE NUMBER, ORDER (HUMANOID, REPTILIAN, ENERGY-BEING), AND POSITION OF ALL LIFE-FORMS OF A GIVEN SIZE WITHIN ITS LONG RANGE (2 KM). THIS IS A SYSTEM OPERATION (SENSOR) OR LIFE SCIENCES (BIOLOGY) TEST (TN 10). THE TRICORDER CAN ALSO TRACK INDIVIDUAL LIFE-FORMS WITHIN RANGE (TN 15). THESE, AND ALL TESTS, ARE STILL AFFECTED BY STANDARD RANGE MODIFIERS, BUT ANY SCIENCE SKILL TEST USING A TRICORDER IS STILL AT +5.

BIOLOGICAL, SHORT-RANGE: DETECTS THE SPECIFIC SPECIES (IF KNOWN TO ITS DATABANK) OF ANY LIFE-FORM WITHIN SHORT RANGE (25 M), WITH TESTS AS ABOVE (TN 10). THIS SCAN ALSO GIVES GENERAL MEDICAL INFORMATION ABOUT THE BEING'S LIFE-SIGNS WITH A SYSTEM OPERATION (MEDICAL) OR MEDICINE TEST (TN 10).

GEOLOGICAL, LONG-RANGE: DETECTS, LOCATES, AND MAPS LARGE CAVES, SIGNIFICANT MINERAL DEPOSITS, AND IMPORTANT GEOLOGICAL FEATURES SUCH AS FAULT LINES WITH A SYSTEM OPERATION (SENSOR) OR PLANETARY SCIENCE (GEOLOGY, MINERALOGY, OR VULCANOLOGY) TEST (TN 10). THIS SCAN ALSO DETERMINES THE ROUGH CHEMICAL COMPOSITION OF ANY SUBSTANCE WITHIN RANGE WITH A SYSTEM OPERATION (SENSOR) OR PHYSICAL SCIENCE (CHEMISTRY) TEST (TN 10). IT CAN ALSO TRACK LARGE CONCENTRATIONS (10 KG OR MORE) OF A DESIRED SUBSTANCE WITH A SYSTEM OPERATION (SENSOR), PHYSICAL SCIENCE (CHEMISTRY) OR PLANETARY SCIENCE (GEOLOGY, METALLURGY) TEST (TN 10).

GEOLOGICAL, SHORT-RANGE: DETECTS, LOCATES, AND MAPS SMALL CAVES AND CONCEALED FEATURES SUCH AS UNDERGROUND WATER OR SMALL MINERAL CACHES, LOCATES SMALL CONCENTRATIONS (10 G OR MORE) OF DESIRED SUBSTANCES, AND ANALYZE EXACT CHEMICAL COMPOSITIONS; ALL WITH TESTS AS ABOVE.

METEOROLOGICAL, LONG-RANGE: ANALYZES LOCAL WEATHER PATTERNS, CHECKS ATMOSPHERIC SAFETY, PREDICTS THE WEATHER UP TO 20 HOURS IN ADVANCE, AND DETECTS UNUSUAL PHENOMENA SUCH AS IONIC INTERFERENCE WITH A SYSTEM OPERATION (SENSOR) OR PLANETARY SCIENCE (METEOROLOGY) TEST (TN 10). USING THE METEOROLOGICAL SYSTEMS ON A TRICORDER ADDS +2 TO ANY RELEVANT SURVIVAL TEST MADE THAT DAY. THIS SETTING ALSO REVEALS THE MAGNITUDE, TYPE, AND LOCATION OF ANY LARGE ENERGY SOURCES WITHIN ITS RANGE (SUCH AS SHUTTLECRAFT ENGINES, CAMPFIRES, OR RADIOACTIVE METALS) WITH A SYSTEM OPERATION (SENSOR) OR PHYSICAL SCIENCE (PHYSICS) TEST (TN 10). TRICORDERS CANNOT DETECT NEUTRINOS OR SUBSPACE ANOMALIES WITHOUT SPECIALIZED MODIFICATIONS; ALL TRICORDER SCAN OR SENSOR TNS ARE +10 IN THE PRESENCE OF THORON RADIATION.

METEOROLOGICAL, SHORT-RANGE: ANALYZES THE SPECIFIC COMPOSITION OF THE LOCAL ATMOSPHERE, DETECTS AND LOCATES SMALL ENERGY SOURCES (SUCH AS ANOTHER TRICORDER OR A CONCEALED PHASER) WITHIN SHORT RANGE; AGAIN WITH TESTS AS ABOVE.

COMM TRANSMISSION: THESE FOUR SWITCHES GOVERN COMMUNICATION WITH OTHER DEVICES. "ACCEPT" ALLOWS THE TRICORDER TO RECEIVE REMOTE INFORMATION; "POOL" NETWORKS IT WITH OTHER DEVICES; "INTERSHIP" LINKS IT WITH A SHIP'S COMPUTER; "TRICORDER" LINKS IT WITH OTHER TRICORDERS IN RANGE. THESE SYSTEMS PRIMARILY AID IN USING TRICORDERS AS COMPUTERS. POOLED TRICORDERS ALLOW MORE COMPLEX PROGRAMMING WITH COMPUTER USE (PROGRAMMING) TESTS; TWO TRICORDERS CAN SUPPORT AN AVERAGE (TN 10) PROGRAM, FOUR CAN SUPPORT A CHALLENGING (TN 15) ONE, EIGHT CAN SUPPORT A DIFFICULT (TN 20) ONE. LIKE A PERSONAL COMMUNICATOR, A TRICORDER CAN CONTACT A STARSHIP UP TO 60,000 KM AWAY, OR ANOTHER TRICORDER OR COMMUNICATOR UP TO 500 KM AWAY.

EMRG: THIS EMERGENCY TRANSMISSION BUTTON IMMEDIATELY SENDS ALL OF ITS STORED DATA TO A DESIGNATED RECEIVER (USUALLY THE STARSHIP), ENCRYPTED AT BURST SPEED. DUMPING AN ENTIRELY FULL TRICORDER TAKES 10 MINUTES; EMERGENCY TRANSMISSION SHUTS DOWN ALL OTHER FUNCTIONS. INTERCEPTING A BURST TRANSMISSION NOT INTENDED FOR YOU IS A CHALLENGING SYSTEM OPERATION (COMMUNICATIONS) TEST (TN 15); DECRYPTING IT IS A DIFFICULT COMPUTER USE (ENCRYPTION) TEST (TN 20) WITHOUT SPECIALIZED CODE-CRACKING SOFTWARE.

IMAGE RECORD: THIS ALLOWS THE TRICORDER TO RECORD, PLAY BACK, AND EDIT ANY AUDIOVISUAL (OR OTHER SENSORY) RECORDINGS MADE BY THE UNIT. MAKING A BASIC RECORDING IS A ROUTINE SYSTEM OPERATION (TRICORDER) TEST (TN 10); ALTERING, FAKING EDITING, OR ENHANCING IT, OR INCLUDING NON-AV DATA MAKES IT MORE CHALLENGING (+3 TO +7 TN). A TRICORDER CAN STORE UP TO 2,000 HOURS OF HIGH-DENSITY RECORDING IN ITS INTERNAL MEMORY.

ID: THE TOUCH PAD CAN BE CALIBRATED TO A SINGLE USER'S UNIQUE BIOELECTRIC "SIGNATURE," PREVENTING OTHERS FROM USING THE TRICORDER OR ACCESSING ITS DATA. CIRCUMVENTING THE ID FEATURE IS A REPAIR (TRICORDER) OR COMPUTER USE (INTRUSION) TEST (TN 20), OR A FORGERY (IDENTIFICATION) TEST (TN 15).



profiles dictate which languages the UT is programmed with; archaeologists use different UTs than first-contact teams. Between languages stored in a UT databank, translation is perfect. With most new languages, the UT adds +5 to the relevant Language skill for each ten minutes of detailed conversation, up to a total of +15. *(Using a UT is the equivalent of training in a language,* obviously.) Extraordinarily difficult alien tongues, such as the metaphorical speech of the Tamarians or the insectile clicks and rasps of the Sheliak, can take much longer to decipher. Using a UT also gives a +7 bonus to Social Science (Linguistics) tests.

Duration/Energy: 1,000 hours + induction recharging

Range: A UT can "overhear" conversations from up to 50 meters away

Injectable Translator

Specifications: Implanted, negligible mass

Description: The biggest drawback to universal translators is their extreme visibility. For someone wishing to appear to be a native speaker of a language a universal translator is useless. Implanted into the user *(usually by hypospray injection), a microminiaturized* translator translates subvocalized words into the correct speech, transmitting them through the user's larynx for amplification. Thus, the user seems to be speaking the programmed language like a native, in his natural voice. Most versions of this implant also contain a miniature beacon for keeping a transporter and sensor lock on the user.

This device, originally known as the subcutaneous transponder, was designed to allow Federation anthropologists and first-contact specialists to live covertly among aliens while not revealing off-world technology. Because of this usage, translation implants are shielded from all scans except for close-range scans, such as those performed by a Federation medical tricorder, or extremely powerful ones, such as shipboard transporter sensors. Today, legitimate merchants, as well as spies and con artists, also make use of the injectable translator implant.

Rules: 23rd-century subcutaneous transponders can only store six languages; their locator beacon operates at up to 26,000 km. 24th-century injectable *translators can store 20 languages; their locator beacon* operates at up to 60,000 km. Detecting the minute hesitation and slightly unusual lip motions of a person using an injectable translator is an Observe (Spot) test (TN 20).

Duration/Energy: 1,000 hours + induction recharging

Medical Equipment

Anabolic Protoplaser

Specifications: *Basic model:* 18 x 3 x 3 cm; mass 0.2 kg; *Surgical model:* 28 x 4.5 x 4.5 cm; mass: 0.3 kg

Description: The anabolic protoplaser heals medium-sized and smaller wounds almost instantly, even removing scar tissue. It runs a tightly-collimated protoplasm-stimulation beam over the surface of the injury, *causing it to simply regrow itself. A larger, surgical ver*sion of the anabolic protoplaser is designed specifically to heal serious burns, deep cuts such as surgical incisions, and other severe trauma. Physicians planning to enter battlefields or disaster areas sometimes include the surgical version in their medical kits.

Rules: The basic anabolic protoplaser cannot heal any wound longer or deeper than 6 cm; it provides a +5 skill test bonus to untrained First Aid tests. In the hands of a trained medical professional, it removes one Wound Level of damage completely with only a Simple test. It can only heal wounds or burns up to 6 cm long or deep. The surgical version provides the same bonus to untrained First Aid tests, but in the hands of a trained medical professional, it removes two Wound Levels of damage with a Routine test. It can only heal wounds or burns up to 10 cm long or deep. Like the dermal regenerator, the anabolic protoplaser can only be used once per injury.

Duration/Energy: *Basic model:* 100 hours + induction recharging; *Surgical model:* 25 hours + induction recharging

Energy Scalpel

Specifications: 5.5 x 3.5 x 3.5 cm; mass: 0.1 kg

Description: While Federation medicine can solve many problems without the need for surgery, it is still sometimes necessary. Energy scalpels provide a precisely controlled cutting beam of phaser-like energy. Linear beam energy scalpels produce a line that cuts everything in its path. Simple controls on the side can vary the length of the beam between 0.5 and 8 cm. Focal point energy scalpels produce a single pinpoint of cutting energy between 0.5 and 8 cm away from the end of the device. This cutting point allows physicians to actually cut below a patient's skin without

actually making an external incision. In the 24th century, the biphase energy scalpel combines the two types into one multi-tool. Energy scalpels can cut flesh, bone, wood, and most organic composites and plastics, but not metal, crystal, hard rock, or other tough materials.

Rules: A trained physician must succeed in a Medicine (Surgery) test (TN 15) to correctly use an energy scalpel. Using an energy scalpel as a weapon can only be done at closer than point blank range (8 cm); it does 1d6+3 damage per round of continuous use.

Duration/Energy: 100 hours

Medical Scanner

Specifications: 6 x 3.5 x 3.5 cm

Description: A small, portable device for obtaining immediate medical readings, medical scanners reached the height of utility in the 23rd century. Some 24th-century doctors continue to use them, but most have switched to the more powerful and versatile (though bulkier) medical tricorder. A medical scanner does not diagnose specific diseases, but it does furnish precise information on the patient's heart rate, blood pressure, temperature, and level of blood oxygen. In addition, it can accurately detect and localize significant infection or internal tissue damage. This information is displayed on a series of six readouts on the bottom of the cylindrical device.

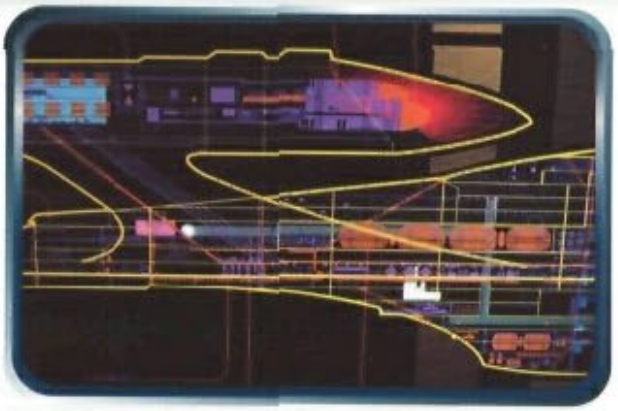
Rules: Using a medical scanner takes 1 round and requires a successful Medicine skill test (TN 10). Diagnosing the patient and prescribing treatment may require further Medicine tests against specific specialties, depending on the patient's condition.

Duration/Energy: 100 hours

Neural Neutralizer

Specifications: 2 cubic meters; mass 1.5 tons (including control console)

Description: Dr. Simon van Gelder invented the neural neutralizer in 2264 to suppress or soften traumatic memories, and remove violent tendencies, in the insane. The device consists of a chair with a moveable headset and restraints, a dedicated neurological-analysis computer, and a sophisticated control panel. Using extremely complex biofeedback software, imaging technology, and sonic stimuli, the neural neutralizer scans and alters memories and emotions. Neural neutralizers are used in treating post-traumatic stress and other disorders on some ships, but 24th-century Starfleet practice depends primarily on personal therapy from the ship's counselor. Neural neutralizers (with proper safeguards) remain common in sanitariums in the Federation and elsewhere. The Klingon Empire modified neural neutralizer technology in the 23rd century to use as a "mind-sifter," or "mind-ripper" for interrogation and torture of suspected rebels or spies, but following the Khitomer Accords, it has rejected such methods as dishonorable. Starfleet Intelligence believes that the Romulan Empire also uses neural neutralizer technology in this way; Cardassian torturers, with more limited technological options, seem to prefer the personal touch.



Rules: Using a neural neutralizer successfully requires a Medicine (Psychology) test (TN 15). (23rd-century Klingon or 24th-century Romulan interrogators use an Indoctrinate (Neural Neutralizer) test, also at TN 15.) A failure knocks the patient unconscious; a complete failure removes 1d6 points of Intellect for the next week. (If temporary Int drops to 0, or on a disastrous failure, the patient loses 1d6 points of Intellect permanently from the next complete failure.) A successful use allows the user to implant or alter emotions, thoughts, and memories with a second test, the equivalent of a psionic test. The operator makes this second psionic-equivalent test as if using the Empathy or Telepathy skill at a level of 1, plus the amount by which the user made his original skill test, or the Mind Control skill at 1 plus half that level (rounding down). That skill-equivalent stacks with any actual psionic skills the user possesses, or a psion working with the neural neutralizer's operator can receive the same bonus to use his own skills on the patient. The patient can resist both the initial Neural Neutralizer test and the psionic-equivalent test as a normal psionic test; using either her Willpower reaction or Mind Shield skill. A patient using Mind Shield successfully can choose to reveal nothing, the truth, or "screen memories," and does not take any Intellect damage from the user's failures.

Example: The Klingon torturer Klesh has Indoctrinate (Neural Neutralizer) +5 and an Int of 12 (+3 modifier). He rolls two dice for an 8; his total roll is that 8, +5 for skill, +2 for the specialty, +3 for his attribute, for a total of 18. Since that's 3 above the TN, he would be able to make a psionic test to instill cowardice in Commander Decker as if his Empathy skill were +4, to read his mind for military information as if his Telepathy skill were +4, or even attempt to convince her to murder her captain as if his Mind Control skill were +2. (As an

TABLE 5.2 MORE HYPOSPRAY AGENTS

These are some further medications used by Starfleet doctors in medical kits and starship sickbays. The TN in the table is the TN of the First Aid or Medicine skill test needed to correctly set and administer the proper dosage with a hypospray.

Agent	TN	Duration	Effect
Alizine	5	1d6+2 hours	Removes negative effects of an allergy
Analeptic	10	1d6 hours	Removes action penalties from Dazed or Injured patients; does not affect actual Wound Level
Anetrizine	15	1d6 hours	Anesthetizes cranial nerves for power 3 Stun effect; a complete failure on the dosage causes neural damage (–1d6 to Intellect for 1d6 days); a disastrous failure makes this damage permanent
Animazine	10	1d6 hours	Stimulant; Confers +3 to Willpower reaction test vs. soporifics, hypnotism, or any other calming agent
Arithrazine	15	10d6 min/perm	Confers +6 to Stamina reaction test vs. theta radiation/restores attribute reduction caused by theta radiation by 1d3/dose
Asinolyathin	5	2d6+3 hours	Pain reliever; reduces action penalties from Dazed or Injured patients by half
Axonol	10	variable	Stun effect (equal to power 2 per dose); Vulcans, Ferengi, and Romulans are at +3 to Stamina to resist; can also be administered in aerosol form.
Benjisidrine	15	12 hours	+1d6 bonus to Vulcan Stamina tests to resist heart disease
Benzocyatizine	15	4 hours	+1d6 bonus to Trill Stamina tests to resist disruption of symbiont-host functions
Cateline	15	1d6 hours	Simulates aphylactic shock; forces an immediate Stamina test against TN 13 to prevent taking 3 points of damage and a power 1 stun effect
Cervaline	10	1d6 hours	Antirejection drug; confers +8 to Stamina reaction test vs. tissue rejection
Chloromydride	10	permanent	Stabilizes injury; restores 1 point of damage per dose; to be used if inaprovaline is ineffective
Coradrenaline	10	2d6 hours	Immediately halves all damage from frostbite and hypothermia
Corophizine	10	2d6 hours	+1d6 bonus to Stamina tests to resist bacterial diseases

added bonus, that further, psionic test would be at +2, for point-blank range.) If Klesh is working with a rogue telepath, that telepath could add the neutralizer's +4 to his own Telepathy skill.

A psion can detect any suppressed memories, implanted emotions, etc. with a Mind Meld or Telepathy test (TN 15), or with an Empathy test (TN 20). Restoring memories, removing emotions, etc., can be done with either an extended Medicine (Psychology) test, with further psionic tests, or with another stint in the neural neutralizer.

Duration/Energy: This device must be connected to an external power source

Psychotricorder

Specifications: As normal tricorder

Description: The psychotricorder is essentially a highly-modified medical tricorder optimized solely to scan, record, and display the memories of a subject at any time within the last 30 days, after which the short-term memory accessed by the device has faded beyond recall. (Subjects with the Eidetic Memory edge can be scanned more than 30 days after the event.) Recorded memories can then by analyzed by a computer, viewed upon the unit's display screen, or transferred for viewing on a larger view screen. Recorded memories contain all sensory information and subvocalized murmurs of the subject; they are not a complete record of the subject's thoughts or emotional state, and (for example) a psychotricorder record cannot tell if the subject was hallucinating, psionically controlled, or otherwise deluded. The psychotricorder record also cannot detect whether a given memory was telepathically implanted. A psychotricorder cannot be used on an unwilling subject; images of walls, blank space, or angry shouts will fill the recording. Although there was a brief flurry of psychotricorder use in criminal investigations after the device's invention in 2262, questions of reliability, usefulness, and civil rights prevented its wholesale adoption by the Federation. Some planets, however, retain psychotricorders as legal options.

Rules: Using a psychotricorder requires a Medicine (Psychology) test (TN 15). All TN penalties

TABLE 5.2 MORE HYPOSPRAY AGENTS

Agent	TN	Duration	Effect
Certolin	10	1d6 rounds	Removes stun effect; similar to netinaline
Delapholine	15	permanent	Removes one Fatigue Level caused by psionic exertion
Desegranine	15	2d6 hours	+2d3 bonus to Willpower reaction tests (or Academic tests) to recover lost memories; Cardassians receive a further +3 species bonus to this test
Fermazine	10	1d3 hours	Stimulant; confers +2 Health per dose, resulting mood swings temporarily remove 1 Presence per dose
Hyperzine	10	permanent	Cardiac stimulant; removes 3 Wound Levels caused by cardiac arrest
Inpedrezine	15	1 day	Halves healing time from cranial trauma
Kelotane	10	permanent	Stabilizes burns; restores 3 points of burn damage per dose
Lectrazine	10	2d6 hours	+1d6 bonus to Stamina tests to resist heart or kidney failure
Leporazine	15	1d3 rounds	Removes stun effect
Lexorin	15	1d3 hours	+1d6 bonus to Willpower reaction tests to overcome psionic effects; halves any penalties to Intellect-based tests due to fatigue or wounds
Masiform D	10	permanent	Antidote to many neurotoxins such as saplin or curare; removes all Vitality losses, but leaves subject Fatigued for 1d6 hours
Metrazene	10	12 hours	+1d6 bonus to Stamina tests to resist heart disease or cardiac arrest; works only on iron-based bloodstreams (Human, Betazoid, etc.)
Morphenolog	10	1d3 hours	Eases pain and stops convulsions; equivalent of a successful First Aid check for an Incapacitated subject
Neodextraline	10	1d6 hours	Stabilizes dehydration; halves dehydration damage; administered in solution
Retnax V	10	12 hours	Removes any Per modifiers due to nearsightedness; some patients are allergic to it
Ryetalyn	10	permanent	Antidote for Rigellian fever
Stokaline	10	1d6 hours	Vitamin supplement; reduces need for food
Tri-ox compound	10	1d6 hours	+1d6 bonus to Stamina tests to resist fatigue due to thin air; also halves any damage from asphyxiation taken after injection

for noise, distraction, etc. count double on this test; it is best performed in a quiet, darkened room with only the operator and the patient. It takes approximately 10 hours to record one hour of memory, although skilled operators can speed up the process to "real-time" (+5 TN modifier). A psionic can secretly resist a psychotricorder by making an opposed test with his Telepathy skill, replacing scanned memories with false memories. Assuming the records are accurate, however, psychotricorder records can ease Medicine (Psychology) skill tests (–1 to –5 TN) to diagnose mental illness or trauma in a patient.

Duration/Energy: 100 hours of use; can record up to 10 hours of memory

Stasis Backboard

Specifications: 2.3 x .9 m; mass 4.2 kg

Description: An emergency medical device, the stasis backboard holds a patient in a state of suspended animation until medical treatment becomes available. The backboard is portable, allowing medical personnel to stabilize critically wounded patients in the field. A chronometric generator times graviton release, creating a miniature stasis field on the backboard. For the patient, relative time passes at a ratio of five nanoseconds per 100 years.

Rules: Using the stasis backboard requires a Medicine (EMT) test (TN 10) or System Operation (Life Support) test (TN 20). A failure will simply not allow the system to engage; stasis backboards have multiply-redundant crash diagnostics. These fail-safes will also not allow a stasis backboard to engage for a conscious patient.

Duration/Energy: 50 hours; indefinite with an exterior power source

Engineering Equipment

Antigravity Lifter

Specifications: 90 x 35 x 20 cm to 2 x 4 x .2 m; mass 10 to 50 kg

Description: When activated, this device completely negates its own weight and the weight of the object it is attached to. The antigrav lifter is equipped with a

standard Federation molecular adhesion unit. When activated, the antigrav will bond tightly to any object it is attached to, and will only release the object when the molecular adhesion unit is deactivated. In addition, when the operator pulls the antigrav using one of its two handles, the internal micro-gravity propulsion system effectively negates most of the load's inertia. When the operator releases the handles, the device uses its internal propulsion system to remain completely stationary, usually hanging in mid-air.

Rules: Using an antigravity lifter (mature technology dating back to the 22nd century) is a simple System Operation (Gravity Control) test (TN 5). An antigravity lifter can lift and negate the inertia of a mass up to 20 times its own.

Duration/Energy: 500 hours

Polaron Probe

Specifications: .1 m long cylinder; mass .1 kg

Description: A sensor instrument used to measure and manipulate subatomic particles. Polarons can also be used to detect localized subspace anomalies and affect a force field's polarity. The polaron probe discharges a discrete beam of polarons up to 1.2 mEv. Through the interaction between the polaron and the subatomic particle, the user can measure a particle's position or velocity, as well as illuminate it for spectral analysis. Polarons have a destabilizing effect on a Founder's physiology, and can force a shape-shifter to revert to its normal state.

Rules: Using a polaron probe grants a +9 modifier to any Science or Engineering test for the detection of subatomic particles, localized subspace anomalies, or polarized force fields. A polaron probe is also handy for Engineering and Repair tests, although its use is already subsumed under "adequate equipment." Using a polaron probe on a Founder requires an Energy Weapons (Polaron Probe) test (see range below). If successful, the Founder must make an immediate Stamina reaction test at –5 or revert to its normal state.

Duration/Energy: 35 hours + induction recharging

Range: 0/1/2/0/+0 m



Replicator Multitool

Specifications: 15 x 3 cm cylinder; mass 0.1 kg

Description: Developed using advanced holodeck and microreplicator technology, the replicator multitool is the ultimate portable tool kit. The device itself is a comfortable handle which contains both a miniature replicator and force field projectors which work together to produce small amounts of holodeck matter. This semistable matter can be reshaped and formed, based on user command inputs, into an almost infinite variety of shapes and uses. Isolinear optical chips in this device store the patterns of literally hundreds of different tools, from knives, wrenches, and screwdrivers to interphasic alignment couplers and duotronic inverters.

This device can reproduce almost any small handheld tool commonly used in the Federation, though it cannot reproduce any tool larger than 10 cm, and no power-intensive tool such as a laser cutter or photonic welder. Replicator multitools are not commonly used on Starfleet vessels because they have proved to be somewhat unreliable when exposed to even moderate levels of several types of radiation. However, replicator multitools are found in widespread civilian use, where the convenience of having one easily portable tool more than makes up for their occasional unreliability. They are also found in emergency tool kits found in strategic locations on almost every starship and starbase in the Federation.

Rules: Setting a replicator multitool is a System Operation (Engineering) test (TN 10). Using it for extended Engineering and Repair tests grants a +2 bonus on final test results (since its efficient design lessens the required time), but adds +1 to the task's TN for every +1 Potency of ambient radiation in the area.

Duration/Energy: 25 hours of continuous use

Verteron Inducer

Specifications: 9 x 5.5 x 2.5 cm; mass 0.2 kg

Description: Using a short-range (1 meter) verteron burst transmitter, this device temporarily interrupts electrical fields by creating a localized feedback loop in the system. Because various systems draw differing amounts of power, it is necessary to determine the correct harmonics to create the appropriate feedback loop, otherwise the verteron burst lacks sufficient power to cause the desired effect. Verteron inducers

can short out any equipment drawing electrical power, ranging from tricorders and PADDs to door access control panels to individual work stations to primitive groundcar ignitions. A properly-calibrated verteron short is self-contained and temporary, and will not short out any connected systems.

Rules: Determining the verteron power setting requires a System Operation or Repair test for the system to be disrupted (TN 15). This test will also allow the user to determine the length of the short (up to 10 minutes). Once set, activating the verteron inducer is a simple System Operation (Tactical) test (TN 5). Noticing a verteron short is a TN 20 Observe (Spot) test for a casual observer, and a TN 15 Repair test even for an engineer tracing the problem. As a general rule, the more secure the system, the more charges it takes to blow out: a simple comm panel in the corridor might only take one charge to disable; the door controls for the brig or the safety overrides for the antimatter core would take as many as ten or twelve. (If in doubt, the Narrator can always roll 2d6 to assign the needed power load.) An overload makes the short more noticeable, and risks spreading the damage or permanently blowing out the system in question.

Duration/Energy: 50 charges

Security and Surveillance Equipment

Camouflage Hologenerator

Specifications: 80 x 50 x 50 cm; mass 140 kg

Description: Designed in the late 23rd century based on the new holodeck technology, this device projects a hologram around an area up to a hemisphere 8 meters in diameter, such as a camp or a grounded shuttlecraft. Those inside the hologram can see out normally; those outside see whatever surface the hologenerator projects, from nothing, to a common rocky outcropping, or uninviting marsh. Advanced sonic baffles prevent sounds inside from traveling out of the holofield. Advanced models (mid-24th century and later) add a holomatter force field capable of mimicking the shape, texture, and apparent mass of any item, thus giving the holographic illusion solidity. Scientists or away team members usually key their combadges to the force field, allowing them to pass through it at will. Multiple hologenerators slaved together can cover a larger area. These devices are commonly used in lengthy first-contact missions, anthropological or biological studies, and covert operations.

Rules: In order to conform with the Treaty of Algeron, hologenerator illusions can be easily seen through with a tricorder scan (a System Operation (Sensor) test at TN 10). Some smugglers illegally alter their hologenerators with antisensor thoron fields. Force fields generated by the hologenerator can withstand 200 points of damage before collapsing.



Duration/Energy: Unbreachable microfusion nodule good for 1 year of continuous operation

Holobase

Specifications: 100 x 70 x 60 cm; mass 300 kg

Description: The holobase is a bulkier, more sophisticated unit than the camouflage hologenerator. It contains a hologenerator as above, as well as a holoemitter (capable of producing custom holomatter interior walls, furniture, décor, etc.) and replicator (capable of creating tools, food, spare parts, etc.). The holobase can also be made vacuum-sealed and climate-controlled, although that lessens its useful life without prior modifications and extra power packs. A holobase can extend to a maximum of 8 x 8 x 4 meters.

Rules: A holobase, with its much higher power consumption, is even easier to spot on a tricorder scan than a standard camouflage hologenerator (a System Operation (Sensor) test at TN 5).

Duration/Energy: Unbreachable microfusion nodule good for 1 year of continuous operation, or 6 months against hostile atmosphere, or 3 months in complete cold and vacuum.

Exographic Sensor

Specifications: 13 x 5 x 0.3 cm; mass: 0.05 kg

Description: Utilizing a modified visual transceiver assembly coupled with a phased neutrino waveguide carrier signal, the exographic sensor allows the user to "see" distant objects through solid matter. This device utilizes neutrinos to convey the video signal, which a standard subspace transceiver assembly reassembles into a visual display matrix. Focusing controls on the unit's housing set the waveguide frequency, and hence the unit's specific focus. Thus, for example, an exographic sensor set to a range of 50 meters distant will display visual data only at that range; no visual information could be obtained at 25 or 65 meters distant, unless the sensor was adjusted. Certain ultradense materials, or subspace interference, prevent the use of this device.

Rules: Using an exographic sensor is a System Operation (Sensor) test (TN 15). Adjusting an exographic sensor takes a full round. The maximum range of the exographic sensor is 200 meters.

Duration/Energy: 900 hours



Portable Force Field Generator

Specifications: 40 x 25 x 20 cm; mass 50 kg

Description: Standard Federation force fields do not permit the passage or penetration of kinetic energy, matter, most radiation particles, or any energy except visible light (and small amounts of UV and IR). Most force fields can be tuned to admit people wearing keyed transceivers in devices such as combadges, tricorders, or PADDs. The force field will then allow them to walk in or out of the force field, using its sensors to conform exactly to their bodies, so that their entry or exit will not break the force field's airtight seal. Portable force field generators create standard force fields in one of three standard patterns: a wall of force extending to a maximum of 10 meters on a side, or until it reaches the walls, ceiling, and floor of the chamber or corridor in which it is activated; two such walls no more than 8 meters apart, with the force field generator between them; or an airtight sphere 8 meters in diameter (which, in practice, usually forms as an airtight dome 8 meters in diameter and 4 meters high) centered on the generator. The field repulsion effect shoves people or objects caught in the field's formation zone out of the field; force fields will not cut things in half.

Rules: Activating a force field is a System Operation (Shields) test (TN 10), and a combat action. Adjusting the settings, resetting or restarting the generator after a field collapse, or changing the field's admission defaults (to eliminate visible light, or to admit oxygen) is a challenging System Operation (Shields) test (TN 15); all such tests take five minutes. Portable force fields cannot be polarized—you cannot set a "one-way" shield that allows you to fire out but blocks incoming disruptor bolts. A portable force field will take 200 points of damage in a single round before collapsing.

Duration/Energy: 1,000 hours of continuous operation

Weapons

Holdout Phaser

Specifications: 10 cm long (in sections of 3, 3, and 4 cm); 0.15 kg

Description: Designed to be easily disassembled to escape detection, the holdout phaser has been stripped down to its essential components. It consists of three distinct parts: sarium krellide power pack, prefire chamber, and emitter housing. Individually, the components escape detection by most sensors (an Observe (Spot) TN 25 to spot on a casual or nonspecific sensor scan; a sensor such as a tricorder set specifically to detect sarium krellide is at TN 15 to find the power pack). The modularity allows for rapid assembly and disassembly (one full-round Repair (Phaser) test at TN 10). Conceal (Conceal Weapon) and Sleight of Hand (Palm) skills get a +5 bonus to hide a holdout phaser. Holdout phasers are used by away teams on police-state planets, and by Starfleet Intelligence operatives.

Settings: 1–3; standard beam only

Duration/Energy: 100 charges

Range: 5/10/15/20/+0 m

Isomagnetic Disintegrator

Specifications: 128 cm long tube (5 L); 3.85 kg

Description: This large, shoulder-mounted weapon resembles a 20th-century Earth bazooka. Much of the technical data on this weapon remains classified, under Starfleet Security Directive 24168.9. Using a portable magnetic charge inducer, the weapon fires a collimated beam of isomagnetic energy which disrupts the target's electromagnetic field. On low settings, it affects the target's inner ear, effectively stunning the opponent. On moderate settings, it causes temporary impairment to the target's central nervous system. When fired at its

TABLE 5.4 PHOTON GRENADE EFFECTS

Power	Setting	Damage	Effects In Blast Radius
1	Flash	special	All humanoids (except Vulcans) without special eye protection must make a Quickness reaction test at –8 or be blinded for 1d6+2 minutes
2	Heavy Stun	1+stun	Stuns all Humans for 1 hour; all Klingons for 15 minutes
3	Heavy Thermal	3d6+12	Melts most metals
4	Light Disrupt	5d6+20	Vaporizes all humanoids
5	Heavy Disrupt	14d6+150	Everything explodes into rubble



highest setting, the isomagnetic disintegrator changes the target's protonic charge, reducing it to a cloud of dust and static. The beam affects a 1 meter diameter area upon impact. Only front-line ships on active military duty keep these weapons in their armories.

Settings: See table

Duration/Energy: 4,000 charges

Range: 5/50/105/145/+40 m

Photon Grenade

Specifications: 8 cm diameter sphere; mass 0.2 kg

Description: Photon grenades emit large bursts of the same rapid nadion particles which are found in phaser beams. These grenades may be set to explode upon impact, at some set altitude above the ground, or at some preset time, up to 9.99 hours, after they impact. Both the power level and the blast radius of these grenades may also be carefully controlled. They have five different power settings and may be set to affect everything within a radius of between 3 and 10 meters from impact. However, damage is not always precise, so people and objects a meter or two outside the blast radius will usually be somewhat affected by the blast (reduce the damage by one setting for every meter beyond the blast radius). As a general rule, only ships on active military duty keep these weapons in their armories.

Duration/Energy: one use

Range (thrown): 10/30/40/60/+0 m (each range increment increases by +1 for every +1 to Str modifier)

Photon Mortar

Specifications: 40 cm long, 8 cm diameter tube on a tripod base; mass 1.2 kg

Description: The photon mortar fires photon or stun grenades. A miniature graviton accelerator inside the mortar propels the grenades with a large amount of precisely controlled force. Photon mortars are usually aimed using readings from an orbiting ship's sensors or a tricorder (a System Operation (Tactical) or Heavy Weapons (Photon Mortar) test (TN 10)), but if necessary they may also be aimed "by eye" (a difficult Heavy Weapons (Photon Mortar) test (TN 20) or an Observe (Spot) test (TN 25)) or by forward observation by another officer (treat as a combined test of Observe (Spot) at TN 15). Firing a photon mortar is a TN 5 System Operation (Tactical) or Heavy Weapons (Photon Mortar) test. As a general rule, only ships on active military duty keep these weapons in their armories.

Duration/Energy: 500 shots

Range: 400/800/1,500/2,000/+1,000 meters

Stun Grenade

Specifications: 8 cm diameter sphere; mass 0.2 kg

Description: A variety of the photon grenade, stun grenades can be set to produce Light, Medium, and Heavy Stun effects (as phaser fire) over a radius from 3 to 10 meters. These devices have limited military application, but have proved extremely useful in controlling riots and similar large public disturbances; the Klingon Empire now makes much use of them on subject worlds.

Duration/Energy: one use

Range (thrown): 10/30/40/60/+0 m (each range increment increases by +1 for every +1 to Str modifier)

Tetryon Pulse Launcher

Specifications: 135 cm long, 4.08 L in volume; 6.2 kg

Description: Invented in the 2370s at Starfleet Tokyo R&D, the tetryon pulse launcher is essentially a hand-held version of the pulse phaser mounted on starships, as powerful as a shuttlecraft-mounted phaser. When the trigger is depressed, the weapon fires a collimated beam of tetryon particles which rebound from the target to the unit, providing range and vector information to the acquisition sub-systems, giving the firer a +2 bonus to his Energy Weapons (Pulse Launcher) skill. The tetryon pulse launcher incorporates the safety interlocks and subspace transceiver assembly common to standard-issue phasers; it is incapable of firing continuous or wide beam settings. This is a classified, military weapon; use for any but the gravest emergency or military purposes is restricted by Starfleet.

Settings: As phaser settings 13–16+; for each additional 50 charges expended, increase effect by 600 cubic feet of rock

Duration/Energy: 4,000 charges

Range: 5/60/115/175/+50 m



STARSHIPS

The amazing personal technology of the 23rd and 24th centuries pales in comparison to the technological wonders found on starships. Able to traverse the galaxy at many times the speed of light, starships play a crucial role in most *Star Trek Roleplaying Came* series. Crews use them not only for traveling great distances but also for performing critical aspects of their assigned missions. For example, ship sensors can detect minute particles and energy fluctuations from light-years away, enabling the crew to study stellar phenomena and planetary anomalies from a safe distance. In most series, the crew's starship stands out as the most important mission resource; it not only provides the means of transport to far-off galaxies, but also serves as the crew's base of operations and place of sanctuary while they're there.

For game rules regarding ship systems, ship operation tests, and combat rules, please refer to the *Star Trek Roleplaying Came Narrator's Guide.*

TECHNOLOGY

Although every starship differs from the others in the fleet, they all share certain technologies and systems in common. Every ship has transporters, replicators, shields, and other useful types of technology. While a system on one ship may have greater power or versatility than the same system on another ship, both systems function similarly, use the same components, and depend on the same scientific principles.

OPERATIONS SYSTEMS

Starfleet refers to the main systems aboard starships as *operations systems.* Operations systems help the crewmembers perform basic functions such as piloting the ship, detecting other ships, commanding the crew, and going on away missions.

The Bridge

The *bridge* serves as the center of operations aboard every starship. From the bridge the captain commands the vessel and oversees every aspect of its operations. Assisting the captain, chief officers—called the *bridge crew*—help keep the vessel operating smoothly and efficiently.

Depending on the size and purpose of a starship, its bridge can range in size from a small cockpit to a large command center. Regardless of size, the bridge houses the instrumentation to control virtually all of the ship's functions. A typical bridge has the following instruments and controls.

Captain's Chair

The central feature of the bridge is the captain's chair, also known as the command station. When on duty, the captain (or other commanding officer) sits here, receiving reports from his staff and issuing appropriate orders. On some bridges, such as that of the Ga/axy-class explorer, other important officers such as the First Officer, Second Officer, and ship's counselor occupy seats near the captain's chair, but the captain's chair stands out as the largest and most prominent. The arms of the captain's chair contain the command station—miniaturized control panels and displays that allow the captain to monitor and assume control of any system on the ship. The First Officer may also have access to the command station on some ships, or use an auxiliary station of his own.

Duty Stations

Complementing the command station, several duty stations are located at other points around the bridge. The bridge crew occupy these stations and control various operations of the ship. Each station has a control panel (see sidebar next page) specialized for its particular function. The number and nature of duty stations on a ship depends on the type of ship and its primary mission profile. The most common ones include flight control, communications, engineering, environmental control, operations management, science, and tactical.

COMMUNICATIONS: On 23rd-century ships, communications systems merit their own station. The Communications Officer uses this station to broadcast and receive transmissions, translate alien languages with the universal translator, transmit through interference, and so forth. In the 24th century, the Operations Manager or other officers perform this duty from their own stations.

ENGINEERING: The Chief Engineer usually oversees his department from the Engineering section of the ship, but sometimes the captain requires his presence on the bridge. In those situations, he uses the Engineering station on the bridge to monitor the performance of the propulsion systems, calibrate systems, evaluate the ship's status, and so forth.

ENVIRONMENTAL: Although life support and other environmental controls are highly automated, with multiple redundant backups to prevent failure and withstand sabotage, environmental systems occasionally require crew maintenance and manual control. A crewmember manning the environmental station can reroute energy to the life support systems, shut down life support in key areas of the ship, isolate contaminants within certain locations, and vent radiation or other toxins from the starship.

OPERATIONS MANAGEMENT: Usually referred to simply as "Ops." this station allows the Ops Officer to manage and allocate the ship's resources, particularly power. During crises, the Ops officer evaluates power requirements for different systems and functions and allocates power to them according to the captain's orders and the mission priorities. When necessary, the Ops station also allows the manager to schedule the use of other limited resources, such as laboratory and holodeck time, and to perform other minor duties such as communications.

SCIENCE: More common on 23rd-century ships than on later vessels, the Science station controls the sensors and access to the library computer. The science station also allows the Science Officer to gather and correlate data from the ship's laboratories. In combat or crisis situations, the Science station provides backup for Flight Control and Tactical.

TACTICAL: The largest duty station on many ships, Tactical controls the ship's defensive and offensive systems. With its controls the Tactical Officer (often also the Chief Security Officer) can detect, identify, and track other starships and external threats. The station also enables the Tactical Officer to raise, lower, and monitor the shields; and configure and fire weapons. The Tactical station uses a sophisticated computer and sensor suite known as the Threat Assessmeni/Tracking/Targeting System (TA/T/TS) to assist the Tactical Officer with these duties and if necessary can tie into other sensors and communications systems. The Tactical station also allows the Tactical and/or Chief Security Officer to monitor internal sensors, dispatch security teams to handle on-board threats, and regulate other aspects of the ship's internal security.

Other Bridge Features

Most bridges also include the following features:

VIEWSCREEN: While small ships, such as Danube-class runabouts, get by with a simple viewport over the cockpit, larger vessels usually mount a viewscreen. Any bridge officer can display data, transmissions, or an external view from any angle around the ship on the viewscreen. Under normal circumstances, the viewscreen shows a forward view so the crew can see where the ship is heading.

CAPTAIN'S READY ROOM: On many ships the captain can use a special office, called a "ready room," located next to the bridge. The ready room provides a secure environment for holding meetings, conducting research, receiving fleet orders, formulating strategies, or simply finding a moment to rest.

CONFERENCE ROOM: Many ships also have a conference or meeting room opposite the ready room. The captain meets with the crew and visiting dignitaries here to plan operations and discuss the ship's missions.

Computer Systems

Every starship maintains one or more computer cores, each able to handle the vessel's entire computational needs. A computer core contains hundreds or thousands of *isolinear chips* (or, in the 23rd century, duotronic circuits). One isolinear chip can store 2.15 kiloquads of data, enabling the ship's computer to contain trillions of pages of text and data. As crewmembers gather data via the sensors and other systems, the computer automatically adds more information to its records, increasing its database every nanosecond.

Powerful and sophisticated, a ship's computers can almost run the ship by themselves in noncrisis situations. But they are neither artificially intelligent nor infallible. The ship's computers can only do what the crew programs them to do and thus cannot exercise reliable judgment in complex situations involving ethical matters or priority evaluations.

A computer cannot anticipate the wants and desires of the crew or individual crewmembers. For example, the computer does not automatically alert the captain about unauthorized use of the transporter; if someone wants that information, he has to specifically request it from the computer (though he may request the computer to make periodic reports). Starfleet engineers do program computers to alert the crew to some situations, such as failure of life support or the approach of obviously dangerous external phenomena. But since crewmembers can always check the computer to gain the information they want, there's no need to inundate them with myriad reports about routine functions. That's the purpose of the computer—to monitor systems and log reports so the crewmembers can look at this information if it becomes important.

Crewmembers interface with the computer via the Library Computer Access and Retrieval System (LCARS). LCARS allows them to access the computer by speech—a simple spoken command prompts the appropriate response from the computer—or via control panels (see sidebar).

CONTROL PANELS

At every duty station, and in most corridors, quarters, and other rooms aboard a starship, there are control panels for crewmembers' use in accessing the computer and performing their duties. Consisting of multilayer flat-screen technology, a control panel uses sophisticated data management tools to provide information and controls to the user in a graphical format. Crewmembers use control panels by pressing the appropriate areas on the panel. A user can customize almost all control panels, arranging the graphical interface to suit his individual preferences. After programming a configuration into the computer, a crewmember can call it up at any time with a spoken command.

The computer transmits data between duty stations, control panels, and its cores via the *optical data network* (ODN). This network of multiply redundant, multiplexed optical monocrystal microfibers is one of the ship's most important systems. If attacks damage or destroy the ODN, the crew may have difficulty accessing the computer (and thus controlling the ship).

Flight Control Systems

The primary purpose of a starship is to carry its crew and passengers from one destination to the next. Flight control systems exist to make sure the ship gets to where it's going via the safest and quickest routes.

Flight Control Station

The Flight Control Officer uses the Flight Control station on the bridge (also referred to as the "conn") to pilot the ship and control the ship's sensors. In the 23rd century, Starfleet divided these functions between a helmsman's station and a navigator's station. Linked to the ship's sophisticated navigation computer and navigational sensors, the conn allows the Flight Control Officer to chart a course from one point to another, access the propulsion systems, engage in offensive or evasive maneuvers, and configure sensors and review the collected data. In routine situations, the navigational computer actually does most of the piloting, but there's no substitute for a human pilot when crises arise.

Navigational Deflector

Colliding with space debris when traveling at warp speeds can prove catastrophic to a starship and its crew. To avoid such mishaps, all warp-capable ships carry one or more navigational deflectors. A *navigational deflector* emits a series of shieldlike waves of energy which "push" small objects out of the ship's path. The deflector works in conjunction with the long-range sensors and is mounted directly in front of them so it doesn't interfere with their functions.

A ship's crew can also use the navigational deflector to project a wide variety of electromagnetic and subspace energies, such as verteron particles or tachyon streams. Using the navigational deflector in this manner has saved ships from destruction and provided tactical advantages on numerous occasions.

Inerfial Damping Field

The inertial forces generated by accelerating to impulse or warp speeds would destroy everyone and everything aboard a ship were it not for the *inertial damping fields* (IDFs) generated aboard starships. The IDF generates a counterforce that keeps the occupants of the ship safe during hazardous maneuvering or sudden impacts. But some changes in speed, vector, or acceleration (such as those occurring in combat situations) occur too quickly for the IDF to neutralize completely.

Sensors

Starships come equipped with dozens of different types of sensors that function as its "eyes and ears." They detect thousands of substances and phenomena, ranging from subspace variations to asteroid fields and approaching starships. As such they are crucial to almost all mission profiles, particularly those focusing on scientific or military pursuits. But sensors cannot detect everything at once; that would require too much computing power. For example, sensors used by Starfleet do not routinely monitor some 15,000 known substances and phenomena, but the crew can reprogram the sensors to detect and monitor these whenever the necessity arises. Sensors come in three basic types: long-range, lateral, and navigational.

U.S.S. ENTERPRISE (CONSTITUTION-CLASS) NCC-1701

736 468 001 498 548 876 223
676 224 146 367 937
224 146 937 333 757 159 970
767 040 767 916 761
085 321 988 555 077 087 151

N45 001 749854

R22 387 6223
L82 249 194426
H76 224 146367

411 00812 9923
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9129

- ASTRO NAV 3
- REC 37 4N
- EARTH 4-19
- FIX AST-9SOL
- OSO STD 13-1

224 146 643
757
114 876
390 224 040
937 333 761

224 146 937
937 757 767
548 876 223 676
555 077
343 151 737 146

00812
03473
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CQniSTITUTIOm-CLASS SPECIFICATIONS (ENTERPRISE)

CRUISE VELOCITY:	WARP 6 (UNDER 'OLD' SCALE, PHASED OUT IN 2312)
PRIMARY POWER:	ONE MARK VI WARP CORE FEEDING TWO NACELLES; ONE IMPULSE SYSTEM IN SAUCER SECTION
DIMENSIONS	LENGTH: 288.6 METERS REAM: 127.1 METERS HEIGHT: 72.6 METERS DECKS: 23
ACCOMODATIOn	430 OFFICERS AND CREW
MASS:	100,000 METRIC TONS
ARMAMENT:	TWO TYPE VIIPHASERS (ONE FORWARD, ONE AFT) ONE PRIMARY PHOTON TORPEDO LAUNCHER (FORWARD)

First **commissioned** in 2245 alter more than a decade of innovative development, the Constitution-class was the premiere vessel ot M e e t during the mid-23rd century. The vessel was equipped with powerful Type VII phasers, Type I photon torpedoes, duotronic computers based on the innovative work oi Dr. Richard Daystrom, and a state-of-the-art warp propulsion system designed by Dr. Lawrence Marvick. Over years of service the Constitution-class demonstrated that it could travel farther and taster, and cope with a greater range of threats anil situations, than any ship built by the Federation up to that time.

01 all the Constitutions fielded by M e e t, the most notable by far wes the U.S.S. Enterprise, **IUCC-1701.** Precedes! by Captain Robert April (2245-2250) and Captain Christopher Pike (2251-2263), Captain James I Kirk gained command of the Enterprise in 2263 and became one of M e e t's most renowned officers. During his famed live-year mission (2264-2269), the Enterprise and her crew (including Commander Spock, Dr. Leonard "Bones" McCoy, Lieutenant Hikaru Suiu, Ensign Pavel Chekov, and Chief Engineer Mongomery Scott) participated in many remarkable adventures. They saved many planets, and indeed the entire galaxy, from catastrophe on more than one occasion. In 2270, the Enterprise underwent substantial **upgrading** and refitting with other Federation vessels, gaining many new and improved systems. Although Kirk destroyed the ship in 2285 to prevent it from being captured by the Klingons, the Enterprise is among a lineage of ships with a record unmatched in the annals ol M e e t.

Compared to earlier ships, such as the Daedalus and Ranger classes, the Constitution-class was roomy and comfortable, with advanced food processors, wide corridors, and several recreation areas. Still, most of its 430 crew members slept in barracks or multiple-bunk quarters and often spent months in space without leaving the ship. Fortunately, the men and women who served aboard the Enterprise and her sister ships were a **hardy** breed, ready and willing to tolerate the discomforts of shipboard life for the chance to see the galaxy and improve the Federation.

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U.S.S. ENTERPRISE NCC-1701-D
GALAXY-CLASS

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STR 02984

11 TR3K

A century later the U.S.S. Enterprise **NCG-1701-0,** under the command of Captain Jean-Luc Picartf, established an equally remarkable record lor the heroism and valor of her crew. The flagship of the Federation from 2363 to 2371, the Enterprise D was the second of the Galaxy-class explorers built by Starfleet. The culmination of a design process begun in 2343, the Galaxy-class featured hundreds of technological innovations (many of which were **developed** specifically for it) and carried a crew ot 1,012. With its large Type X Phaser arrays, Type II photon torpedoes, powerful sensors, and versatile navigational deflector, it **served** the Federation admirably during its eight-year **com**mission.

Designed primarily for purposes ot exploration and diplomacy, the Enterprises bone the same commander and **chief** officers for most of its career, Notable crewmembers included Lieutenant Wort (the only Klingon ever to serve in Starfleet), Lieutenant Commander Geordi La Forge (one of StarJet's most skilled engineers), and the sentient android Lieutenant Commander Data. With Captain Picard at the helm, the Enterprise-D traversed the Alpha and Beta Quadrants, played a significant role in Klingon politics (including influencing the outcome of the 2367-2368 civil war), and combated both the Romulans and the Borg. The Enterprise-D was destroyed in 2371 by the treacherous attack of the Duras sisters.

Crewmembers on the Enterprise-D and other Galaxy-class explorers enjoy a standard of life not markedly different from most Federation citizens. The ship is large, comfortable, and well appointed. Each crewmember has his own quarters, and in fact many families live aboard the ship, creating a small "city in space," which the **officers** ol Kirk's day would find fascinating. Thanks to its replicators and holodecks, crewmembers can participate in any sort of hobby or leisure activity they desire. Because postings on Galaxy-class explorers are quite competitive, the crewmembers serving on them are the best Starfleet has to offer. Their display of competence, professionalism, and courage give the entire ship an air of confidence and capability envied even by other Starfleet commanders.

U.S.S. Enterpnise-E (Sovereign-class)

Following the destruction ol the Enterprise-D, Starfleet introduced a new ship design as its flagship vessel. The Enterprise E, second ship of the Sovereign-class to he commissioned, was given to Captain Picard and his crew. Designed after the Wolf 359 disaster, it has a sleek, dangerous look and a more military locus than most Starfleet vessels. It possesses Type XII phasers, quantum torpedoes, hioneural computers, and every other advanced system Starfleet designed. Unlike the Enterprise-D, it does not board families and cannot separate its saucer section.



U.S.S. ENTERPRISE-D, CIRCA 2363

GALAXY-CLASS SPECIFICATIONS

CRUISE VELOCITY:	WARP 6
PRIMARY POWER:	ONE 1500 PLUS COCHRANE WARP CORE FEEDING TWO NACELLES; OWE IMPULSE SYSTEM IN STARDRIVE SECTION, TWO IMPULSE SYSTEMS IN SAUCER SECTION
DIMENSIONS :	LENGTH, 641 METERS
	REAM, 467.1 METERS
	HEIGHT, 137.5 METERS
	DECKS: 42
ACCOMODATION:	1,012 OFFICERS AND CREW
MASS:	4,500,000 METRIC TONS
ARMAMENT:	ELEVEN TYPE-X PHASERS
	TWO PRIMARY/ONE SECONDARY PHOTON TORPEDO LAUNCHERS

Long-range sensors work at a range of five light-years (for high-resolution scans) or approximately 12-17 light-years (for medium- to low-resolution scans). They cover a 45° arc forward of the ship. Long-range sensors function at superluminal speed, propagating at warp 9.9997 (slightly slower than subspace radio). They can detect solid objects, gravimetric and energy phenomena, subspace emissions, thermal images, neutrino images, and variations or fluctuations within any occurrence.

Lateral sensors are located along the sides of a ship in multiple "pallets." They detect objects in all directions around a vessel, but only up to a range of approximately one light-year. As such, they are of little use when traveling at warp velocities. At impulse speeds, lateral sensors facilitate scientific research; during combat situations, they allow the ship to locate and track enemy vessels. The standard Starfleet lateral sensor pallet includes EM scanners, subspace imagers, thermal sensors, and several other detectors. If needed, a crewmember can replace a standard pallet with a more specialized version for a specific mission.

Navigational sensors link with the navigational computer and conn station to chart a starship's course through space. Optimized to detect navigational markers such as chronometric relays, navigation beacons, pulsars, quasars, and other objects programmed into the ship's computer, nav sensors make it easy for the Flight Control Officer to stay on course and monitor the ship's progress.

PROBES

Sometimes sensors malfunction or prove otherwise incapable of fulfilling all of a ship's data requirements. In these situations, ships can deploy probes-automated sensor platforms-to study an area or phenomena. Ships often employ probes to perform standard surveys of planets and sectors, approach hazardous objects or energy fields, or simply extend the ship's sensory capacity.

Probes fly and maneuver independently of the ship, using microfusion reactor engines (for impulse speeds) or warp sustainer engines (to maintain a warp field if the ship deploys them moving at warp speed). A ship can control a probe remotely. Ships deploy probes using torpedo launchers, so most probes resemble standard torpedoes in size and shape (typically about 2 meters long, .75 meters wide).

Starfleet uses nine standard classes of probe, and other species employ similar types. These include short-range EM scanning probes, planetary probes able to orbit a body for up to three months, and warp-capable long-range probes.

Separation Systems

Some starships have the ability to separate a part of themselves from the main body of the ship. On Starfleet vessels, separation usually occurs between saucer and body. By disengaging a complex, redundant series of locks, the crew can separate the saucer from the engineering hull. The crew remaining in the hull uses an auxiliary or "battle" bridge to control that part of the ship. The saucer uses its own impulse engines to move; but lacking a warp propulsion system, it does not have the power to travel at warp speeds or operate many power-intensive systems, including shields.

Tractor Beams

Starships use *tractor beams*—superimposed subspace/graviton force beams—to manipulate objects outside of the ship (most commonly done to assist shuttlecraft landings). By creating and manipulating spatial stress around an object, a tractor beam can pull it closer, push it away, hold it in place, tow it along, or sometimes even tear it apart. The beam's effective range depends on the distance and mass of the target object. Although normally considered an operations system, a tractor beam has many combat applications, so the Tactical Officer usually controls it during battle.

Transporters

A ship's *transporters* allow the crew to "beam" persons or objects from place to place by converting their matter to energy, then rematerializing them at the destination point. A subspace carrier wave transmits the energy stream and ensures the proper reassembly. The wave also carries a transporter ID trace, a computer log of the entire process, in case anything goes wrong during the process.

Transporting something takes about five seconds using Federation technology or similar systems. A transporter cannot beam through deflector shields, cloaks, or high levels of matter or energy interference.

Transporters come in three types: personnel, emergency, and cargo. Personnel transporters demonstrate a range of 40,000 kilometers and function at a quantum resolution, allowing them to transport living beings safely. Emergency transporters have a range of 15,000 kilometers and can only transport personnel from a ship. Cargo transporters work at a molecular level and cannot transport living beings. They have an effective range of 40,000 kilometers. The ranges for 23rd-century transporters show greater limitations: 26,000, 13,000, and 26,000 kilometers, respectively.

Regardless of its type, a transporter contains five main subsystems in addition to the control station used to operate and monitor the system. When the transport begins, the *molecular imaging scanners* in the transport pad analyze the transportee and tie in with the ship's

sensors to locate the destination or target. Next, the *energizing and transition coils* dematerialize the transportee and later reconstitute him at the destination point, using an annular confinement beam (ACB) to create the spatial matrix for dematerialization. Other fields keep the transportee's energy pattern locked inside the ACB.

The transporter holds the transportee's energy pattern in the *pattern buffer,* a magnetic holding tank, until beam-out begins (microseconds after the Doppler compensators adjust for relative motion between ship and destination). A Federation transporter can hold a pattern in the buffer for up to seven minutes before degradation (with resulting harm to the subject) occurs; some other species' buffers reveal a shorter safety margin. Degradation can range from transporter psychosis (a treatable condition causing hallucinations and delusions) to bodily harm to the subject.

While the pattern is in the buffer, the transporter *biofilters* scan it for all known bacteriological and viral agents and eliminate them from the pattern if detected. Because the biofilters cannot detect unknown agents, transporters cannot always prevent accidental contamination of the ship. Other filters prevent the ship from transporting dangerous objects, such as primed explosives, aboard. Once the filters complete their task, the *emitter and receiver arrays* on the ship's hull complete the process by transmitting (or receiving) the energy stream.

Most transports represent routine affairs posing minimal danger to the subject (especially when beaming between two transporter pads). But interference, sabotage, and any number of other situations can risk malfunctions and jeopardize transport. Transporter mishaps can result in failure to rematerialize the subject fully or properly, possibly killing the subject or destroying the cargo. Other errors include rematerializing at the wrong destination (possibly inside a solid object, also fatal to the subject), fusing transported individuals or components, and creating temporal and/or dimensional shifts.

Replicators

Closely related to transporters, *replicators* allow the crew to instantly create food, spare parts, and other useful objects such as clothing and tools. Their technology has revolutionized starship and colony life, allowing Starfleet to undertake longer and deeper missions without worrying about supply and logistical problems. Most ships carry industrial replicators (small and large) as well as food replicators, which are located throughout the ship.

Replicators dematerialize a sterilized, organic particulate suspension supplemented by recycled waste products and transform it into the desired food or object via established materialization patterns. Since they depend on preprogrammed patterns, they cannot vary what they create; every plate of potatoes a food replicator creates looks and tastes identical. Crewmembers can program new patterns if necessary.

Replicators suffer from four other significant limitations. Because of data capacity, they function only at the molecular level. This means they can't produce living things, and single-bit reproduction errors sometimes occur. Second, the replicator requires greater amounts of energy to replicate large and complex objects. Third, replicators possess safety interlocks preventing the creation of dangerous objects such as explosives (though in an emergency this feature can be overridden). Fourth, replicators cannot create certain objects, or cannot create them safely. The most prominent example of this occurrence involves latinum, which explains why many civilizations use it as a medium of exchange. Similarly, some medicines and complex compounds defy replication; the single-bit errors occurring at quantum levels render them inert or similarly useless.

Power and Propulsion Systems

Starships contain several systems designed to propel them through space at superluminal speed. These systems also generate the massive amounts of power needed to operate their drives and other shipboard systems. Most ships include both warp and impulse drives.

Warp Propulsion System

The main propulsion and power generation system for most starships is called the *warp propulsion system,* or warp drive. The warp drive works by combining matter and antimatter under controlled conditions, allowing the system to tap the annihilation reaction for energy. A warp drive includes three primary subsystems: the matter/antimatter reaction assembly, the power transfer conduits, and the warp nacelles.

The matter/antimatter reaction assembly, or warp core, typically arranged as a column (or, in the 23rd century, a horizontal structure), uses reactant injectors to inject matter (deuterium) in one end and antimatter (antideuterium) in the other end. Magnetic suspension keeps the antimatter and matter from contacting each other until the proper moment. Magnetic constriction segments align the matter and antimatter streams, forcing them into the matter/antimatter reaction chamber (M/ARC).

The M/ARC contains a crystal of *dilithium,* the only substance known to science which does not react with antimatter when exposed to a high-frequency electromagnetic field. In the 23rd century, dilithium crystals degraded with use, thus requiring periodic replacement. Scientists developed recrystalization techniques in 2286 and greatly extended the usable life of dilithium crystals.

U.S.S. DEFIANT • DEFIANT-CLASS

736 488 001 498 548 876 223 676 224 146 387 937
224 146 937 333 757 159 970
787 040 767 916 781
985 321 989 555 077 087 151

N45 001 749854
R22 387 6223
L62 249 194426
H76 224 146367

411 00812 9923
927 03473 8732
372 31057 8242
919 89190 1310
858 11394 9129

- ASTRO NAV 3 224 146 643
- REC 37 4N 757
- EARTH 4-19 114 876
- FIX AST-9SOL 390 224 040
- OSO STD 13-1 937 333 781

224 146 937 00812
937 757 787 03473
548 876 223 676 31057
555 077 89190
343 151 737 146 11394

963321X

DEFIANT-CLASS SPECIFICATIONS

CRUISE VELOCITY: WARP 6

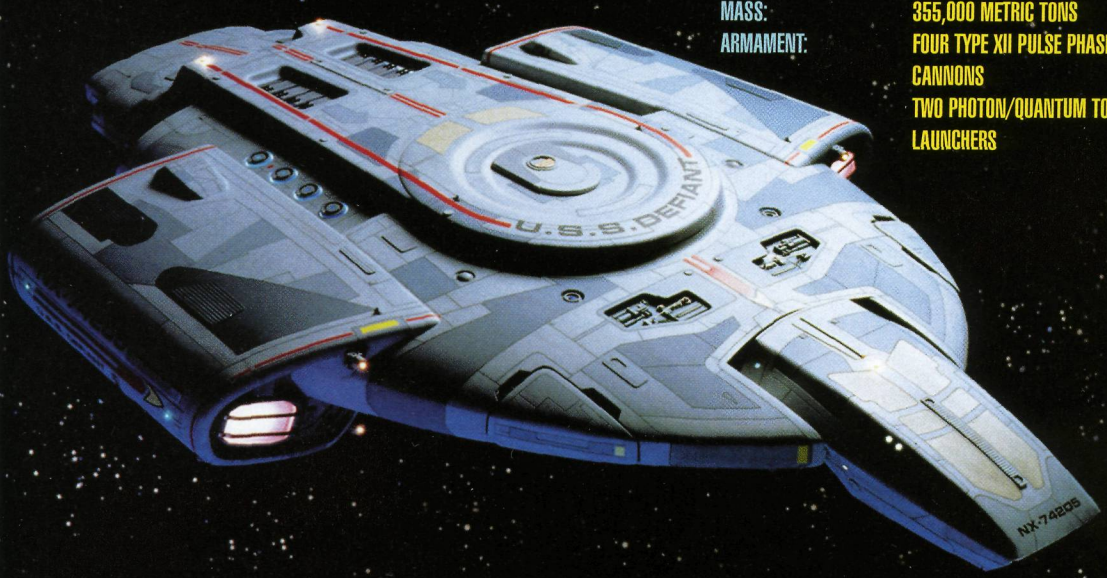
PRIMARY POWER: ONE CLASS 7/M WARP CORE FEEDING TWO NACELLES; ONE IMPULSE SYSTEM

DIMENSIONS : LENGTH, 119.5 METERS
BEAM, 90.3 METERS
HEIGHT, 25.5 METERS
DECKS: 4

ACCOMODATION: 40

MASS: 355,000 METRIC TONS

ARMAMENT: FOUR TYPE XII PULSE PHASER CANNONS
TWO PHOTON/QUANTUM TORPEDO LAUNCHERS



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In 2366, following initial contact with the Borg, M e e t began designing its first "warship"—the first vessel created primarily with military/defense missions in mind. Initial development stalled due to technical and political difficulties. But in 2371, when the Dominion threat arose, le prototype ship, le U.S.S. Defiant, NX-74205, was assigned to Captain Benjamin Sisko and the crew of space station Deep Space 9.

The Defiant-class bears l i e resemblance to any other M e e t vessel. Its short, squat body lacks the traditional saucer-pylon-nacelle configuration. Instead, the designers pulled the warp nacelles in right next to the main hull and installed the bridge in the center of le main hull tor greater protection. Many new tactical systems were installed, including powerful pulse phaser cannons, quantum torpedo launchers, and ablative armor. Compared to even much larger ships such as the Galaxy-class, the Defiant-class packs a powerful offensive punch. The Defiant prototype also included a cloaking device, on loan from the Romulan Star Empire, which gave it even more tactical options and power.

The U.S.S. Defiant performed remarkably well for M e e t after Chief Engineer Miles O'Brien overcame many of the ship's technical problems. It fought in major battles of the Dominion War, including Operation Return and the first assault on Chin'toka, and accounted for dozens of enemy casualties. The Defiant was destroyed by the Breen during the Chin'toka counteroffensive, but the U.S.S São Paulo was renamed Defiant to honor its predecessor's valorous service history.

Given their military emphasis and special tactical systems, Defiant-class vessels lack some of the creature comforts common to most other 241-ceiiry ships. Their quarters are spartan rooms shared by two crewmemhers, they have no holodecks or other recreation facilities to speak of, and liieir corridors seem dark and cramped. Crewmembers on a Defiant serve military agendas, and they disregard such inconveniences with a singleness of purpose.

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DEEP SPACE 9

ACCOMODATIONS
200 OFFICERS AND CREW

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ARMAMENT
THREE TYPE XI PHASERS
SIX TYPE X PHASERS
TWELVE IX PHASERS
TWELVE PRIMARY TORPEDO LAUNCHERS

DIMENSIONS (IN METERS)

DIAMETER OF DOCKING RING	1,451.82
DIAMETER OF HABITAT RING	579.12
DIAMETER OF CORE (WIDEST POINT, UPPER CORE)	285.90
DIAMETER OF OPS (MAXIMUM)	59.43
HEIGHT OF CORE (OPS TO FUSION EXHAUST CONE)	368.80
HEIGHT OF INDIVIDUAL DOCKING PYLONS	969.26
HEIGHT OF WEAPON SAIL TOWERS	192.02

PRIMARY POWER
FUSION REACTOR CONSISTING OF SIX FUSION REACTION CHAMBERS

SPECIFICATIONS

879

Beginning in 2343, the Cardassians built an ore-processing station, Terok Nor, orbiting the planet Bajor to refine the uridium ore mined by the captive Bajoran people. The station quickly developed a reputation as a place of hard labor and harsh conditions. In 2369, when the Cardassians vacated Bajor, the Bajorans, realizing they could not maintain their independence without assistance, asked Starfleet to take over the operation of the station subject to Bajoran authority.

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881 900

Shortly after arriving at the station, Commander (later Captain) Benjamin Sisko discovered the Bajoran wormhole, gateway to the Gamma Quadrant, in the nearby Denorios Belt. To ensure Bajoran sovereignty over the wormhole, his crew moved the station to a position near its mouth, about three hours' travel from Bajor itself. During the next six years, Deep Space 9 became a major center for interstellar commerce, a place where hundreds of species and people from all walks of life commingled. It brought great wealth to Bajor and made that world a focus of galactic politics.

Unfortunately, it also became ooe ol the major Ironts [hiring the Dominion War, a two-near-long conflict with a powerful race from the Gamma Quadrant. With Captain Sisko ami the crew ol DS9 holding the trout line, Slarfleet ami its allies woo the war, hot at a terrible cost in ships anil personnel. With the war concluded, the station once again stands poised to make Bajor the huh of the galaxy's most important trade routes.

Deep Space 9 reveals a carious mishmash af technologies. Built according to traditional Cardassian aesthetic and engineering principles, it consists ol a central core, inner and outer rings, and three pairs ol inward curving docking pylons, resembling a large wheel in space. Some of its systems are of original Cardassian design, while others evidence Starfleet and Bajoran innovation, and some a strange combination of the three.

Although considerably more comfortable than in the days of the Cardassian occupation, DS9 quarters are generally dark, cramped, and austere. Individual accommodations tor its 7,000 permanent and transient residents range from stark to plush, depending on the amount of latinum in one's pocket. While legitimate commerce is the station's lifeblood, many illegal transactions take place here as well. Starfleet officers stationed at DS9 find life markedly different from that aboard an installation or ship owned and operated wholly by Starfleet.

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Inside the crystal, matter and antimatter streams collide and annihilate each other. The crystal channels the resulting plasma, directing it into power transfer conduits (PTCs). The PTCs carry the plasma to the warp nacelles, where a plasma injector system feeds it into the warp field coils. The coils create nested subspace fields. By shifting the fields' frequencies, the nacelles generate propulsion at speeds faster than light. As of 2377, Starfleet vessels can achieve maximum speeds of Warp 9.982.

Because the warp propulsion system is so crucial to the functioning of a starship and so potentially dangerous, it includes numerous safety features. The engineering crew performs routine maintenance on it every day and can shut it down for major repairs or to replace the dilithium crystal. An extensive network of access tubes and conduits honeycombs the sections of the ship containing the warp propulsion system, allowing the crew to reach any problem area easily. In the event of a warp core breach, the engineers can eject the core and save the ship from deadly radiation.

Ships rarely engage in combat at warp speed. Not only is maneuvering at such high velocities dangerous, but only warp-propelled torpedoes function properly at translight speeds. Instead, ships usually drop to impulse speeds when engaging in combat.

ALTERNATE SUPERLUMIIUAL PROPULSION

While Starfleet and similar organizations rely on warp propulsion, other species have developed more advanced forms of faster-than-light travel. Some of the advanced propulsion drives include the following:

TRANSWARP DRIVE: Used by the Borg, a transwarp drive allows a ship to attain the otherwise impossible velocity of warp 10 by creating "transwarp corridors." A ship with transwarp drive travels at least 20 times faster than a ship with warp drive. The Federation has experimented with transwarp technology for nearly a century, but has so far failed in its attempts.

QUANTUM SLIPSTREAM DRIVE: A QSD propels a ship at speeds approaching warp 9.999 by using the navigational deflector to create a "quantum slipstream" with the drive's energy. Creating and maintaining a slipstream poses many difficulties and can tear a ship apart. Only one Starfleet vessel, the *U.S.S. Voyager,* has ever attempted to use a QSD, and it was unsuccessful in its attempt.

COAXIAL WARP DRIVE: This drive creates a warp field to "fold" space, thereby propelling a ship across vast distances much faster. The Federation has not yet experimented with this drive.

Impulse Drive

Starships don't always need to travel at warp speeds. When conditions warrant—when passing through a solar system or engaging in combat, for example—they use *impulse* drives. Impulse drives employ large fusion reactors to propel the ship forward. Like the warp drive, impulse drives can also supply power to the rest of the ship, but in lesser amounts.

Ships calculate impulse speeds as a percentage of c (the speed of light). Most impulse drives allow speeds of .1 to .75 c, but the most advanced models can propel a ship at speeds up to .95 c. Starfleet refers to .25 c as "full impulse," since faster rates usually warrant traveling at warp speed instead. Only emergencies prompt captains to order higher impulse velocities.

Auxiliary and Emergency Power

Most ships maintain two backup power systems: *auxiliary* and *emergency* power. The crew uses these systems to counteract losses of power from the warp and impulse engines, or to improve the performance of shields and other systems during combat. Additionally, some systems, such as phasers and cloaking devices, rely on individual power supplies called *batteries* to provide enough power for short-term use in the event of shipwide power failure.

Electroplasrna System

An extensive network of microwave power transmission guides, called the electroplasma system (EPS), connects to the warp and impulse drives. The EPS taps the engines for the power needed to run the rest of the ship; if it suffers damage or interference, some or all of the ship's systems may lose power.

TACTICAL SYSTEMS

Ship designers include *tactical* systems, such as shields and torpedoes, aboard most vessels, included those designated for civilian use. Though few vessels require as much armament as an explorer or battle cruiser, most ships need shields and at least one small beam weapon for self-defense or utilitarian purposes.

Beam Weapons

In most battles, starships rely primarily on beam weapons for offense. Beam weapons such as phasers and disruptors create powerful bolts of energy with great destructive potential. Although they have greater physical limitations than missiles (shorter range and the inability to be used at warp speed), beam weapons offer more tactical options and greater precision than torpedoes.

Phasers

Starfleet vessels mount *phasers* as their primary beam weapons. Although phasers lack the raw power

of disrupters, they can fire in multiple modes and are far more versatile, making them perfect for an organization devoted to exploration and discovery rather than warfare. Phasers channel energy through *emitters* organized into *arrays* (or, in the 23rd century, into banks). These generate the energy beam and use an *autophaser interlock* linked to the targeting systems to ensure accurate firing. Phasers typically range in type from I to X, though recent breakthroughs have allowed Starfleet to install Type XI and XII phasers on its starships. In the 23rd century, the most powerful phaser is the Type VII, or the Type VIII as of 2284.

Disruptors

The Klingons, Romulans, and Cardassians, among others, prefer *disruptors* to phasers. Disruptors use microscopic quantities of antimatter to generate powerful bolts of plasma. They cause more damage than a similar model of phaser but lack the phaser's versatility and utility as a tool. Disruptors reveal distinct energy signatures, making it easy to distinguish them from phasers in most circumstances.

Missiles

Most capital ships also carry missile weapons, called *torpedoes.* Starfleet and similar agencies normally employ two different types of torpedoes. The *photon torpedo,* which is the most common, creates a controlled matter/antimatter explosion to inflict tremendous damage to the target. The *quantum torpedo,* which is relatively new and much rarer, releases energy from a zero-point vacuum domain to create an explosion roughly twice as powerful as that of a photon torpedo. Several other types of torpedoes, such as the devastating plasma torpedo fielded by the Romulans, also exist in the *Star Trek* universe.

All torpedoes have much longer ranges than beam weapons; and they cause more damage than most ship-based beams. On the other hand, crews cannot fire torpedoes with as much precision, and enemy ships can evade or counteract them more easily than energy beams.

Deflector Shields

Deflector shields provide a ship's primary defense. Every ship maintains four shields: forward, starboard, aft, and port. When a crew activates a ship's shields, the *shield generators* create fields of highly focused spatial distortion, which the external *shield grid* conforms to the hull. The field concentrates at points of impact to repel damaging force. But even when a shield functions properly, the impact of the blast may jolt the vessel and cause minor structural damage. When a shield deflects attacks of excessive force, it eventually collapses and leaves the ship vulnerable to further attack.

Besides strength, shields demonstrate five additional properties: appearance, geometry, harmonics, modulation frequency, and polarity. By altering, modulating, or reconfiguring these properties, the crew can create a wide range of effects, such as temporarily strengthening the shields, hiding the ship from primitive sensors, or breaking tractor beams.

Personnel Systems

Starships contain many different systems to ensure the comfort and safety of their crews. Keeping the crew active, healthy, and in good morale improves the ship's performance.

Quarters

Starfleet vessels contain large and relatively luxurious quarters for even the lowest-ranking crewmen (23rd-century ships maintain cruder, more utilitarian accommodations). Typical quarters include a living area, sleeping area, bathroom/shower facility, and a food replicator. Crewmembers can configure and decorate their quarters as they like.

Life Support

Life support systems perform the crucial task of maintaining a habitable environment aboard ship. Life support functions stabilize not only pressure and atmosphere, but also temperature, humidity, and gravity. Ships have multiple redundant life support systems, including emergency life support modules and shelters that allow time for evacuation when all other systems fail.

A ship carries large amounts of breathing gases needed for life support, replenishing them when it docks. Additionally, atmospheric processors throughout a vessel recycle waste gases (typically carbon dioxide) to supplement the supply of fresh oxygen. Parallel atmospheric processors operating on 96-hour duty cycles ensure the system never breaks down.

On most Starfleet ships, life support systems maintain an atmosphere similar to a Class M planet, with a nitrogen-oxygen mix of gases. The crew can isolate a small percentage of quarters to support other environments, such as Classes H, K, or L Outside of their quarters, nonoxygen breathers must use personal life support devices to keep from suffocating.

The life support systems also maintain gravity inside the ship via networks of graviton-emitting stators or emitter blocks. This system provides crewmembers with a definable "up" and "down", regardless of the position of the vessel relative to a planet or other large celestial body.

Medical Facilities (Sickbay)

Starfleet vessels equip and maintain one or more medical centers, often referred to as "sickbays." A typical sickbay includes a medical clinic for routine examinations and minor treatments, an intensive care unit,

U.S.S. VOYAGER • INTREPID-CLASS

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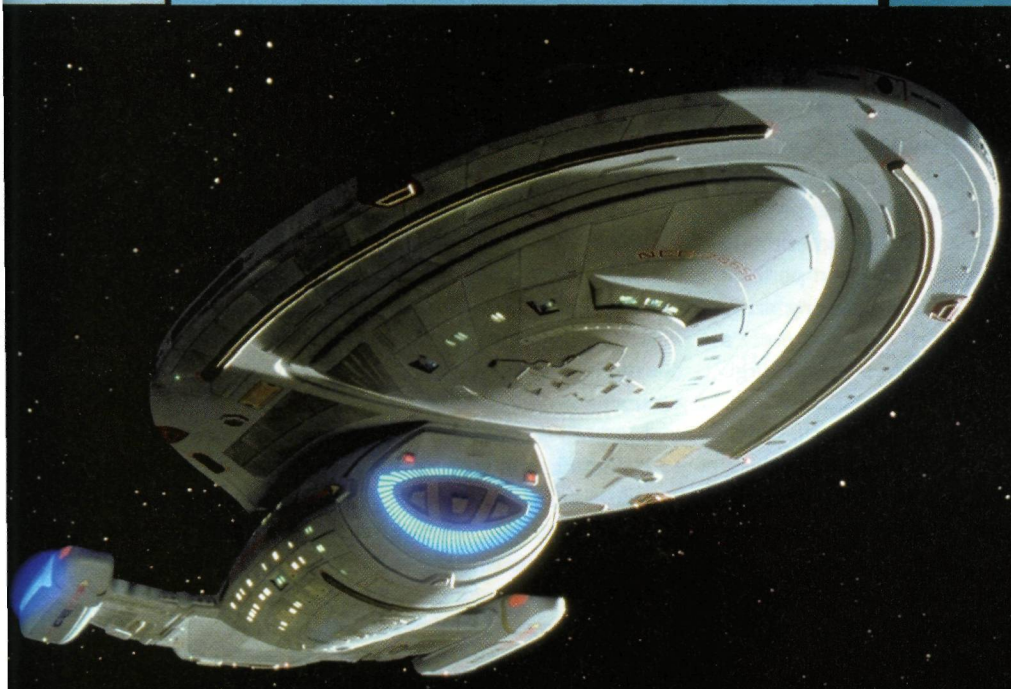

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INTREPID-CLASS SPECIFICATIONS

SUSTAINABLE CRUISE VELOCITY:	WARP 6	DIMENSIONS:	LENGTH, 344.5 METERS
PRIMARY POWER:	ONE CLASS 10/P WARP SYSTEM FEEDING TWO VARIABLE-CONFIGURATION WARP NACELLES; ONE IMPULSE SYSTEM		BEAM, 132.1 METERS
			HEIGHT, 64.4 METERS
		MASS:	700,000 METRIC TONS
		ARMAMENT:	ELEVEN TYPE X PHASERS
			FOUR PRIMARY PHOTON TORPEDO LAUNCHERS

In 2370, alter nearly a decade of design work, Starfleet launched one of its most sophisticated starships to date, the Intrepid-class light explorer. Considerably smaller than previous explorers (with a crew of 150 and 15 decks), the Intrepid-class made up for its lack of size with powerful, innovative systems. Equipped with a warp drive able to reach speeds of Warp 9.975, computers using bioneural circuitry, an Emergency Medical Hologram to assist or substitute for a living doctor, and landing systems allowing it to enter atmospheres and make planetfall, Intrepid-class vessels can perform many different types of missions. Their Type X phasers and Type II and VI photon torpedoes also enable them to deal with any threats they encounter.

0! all the Intrepids launched to date, the most famous by far is the li.SI Voyager, MCC-74056. In 2371 a powerful being known as the "Caretaker" propelled it, and a nearby Maquis ship, into the Delta Quadrant, 70,000 light-years from Earth. Realizing neither ship could make the dangerous journey home alone, Captain Katliryn Janeway recruited the Maquis leader, Chakotay, to serve as her First Officer and integrated the Maquis personnel into her own crew. After many harrowing adventures, including multiple confrontations with the Borg and equally as many wondrous encounters, Voyager finally returned home in 2377 after a seven-year journey during which it acquired crewmembers of several Delta Quadrant species.

Although a typical Intrepid is as comfortable as a Galaxy-class ship, Voyager found herself on very different footing. Stranded in the Delta Quadrant, thousands of light-years away from her normal sources of support and supply, she had to develop procedures for conserving food, replicator material, energy, and other resources. The crew often had to cope without amenities common to most Starfleet ships, especially replicator use. Captain Janeway and her crew devised many ingenious solutions to their difficulties, always finding ways to "do with or do without," such as using hits of Borg technology to repair the ship after deadly encounters with enemies such as the Kazon and Hirogen.

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DATA ANALYSIS • INDEX NX-74656

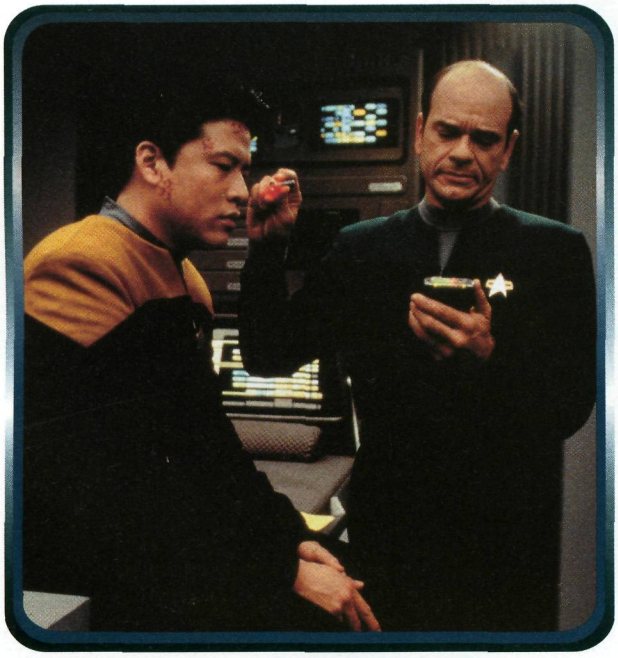
and one or more research laboratories. The doctors and nurses in sickbay can treat minor illnesses and injuries, including broken bones, in just a few minutes using advanced medical technologies and treatments. More serious injuries or ailments may require surgery, drug or nanite therapy, or other sophisticated procedures.

A sickbay's ICU contains two or more *biobeds,* beds equipped with sophisticated sensors allowing medical personnel to obtain up-to-the-second data on a patient's condition. Larger ICUs may also contain one or more units doctors can seal off with force fields to create sterile environments.

If a crewmember requires surgery, doctors can attach a *surgical support frame* (SSF) to his biobed. An SSF contains advanced medical and biological sensors, a bioregenerative field generator, and equipment able to assist the doctor with surgery. The SSF can perform many routine procedures, such as administering drugs or anesthetics without supervision. It can also erect a force field around the biobed to create a sterile surgical environment.

Emergency Medical Holograms (EMHs)

In recent years, Starfleet has begun equipping many of its longer-range vessels with Emergency Medical Holograms. An EMH is a sophisticated hologram programmed with 50 million gigaquads of medical information from 3,000 cultures (including 2,000 medical texts, 47 physicians' personal experiences, and 5 million possible treatments). It can perform virtually any medical procedure, often with greater precision than a living doctor. However, the EMH lacks a sentient being's judgment and adaptability. For this reason it serves as a backup, not as the primary physician.



Recreation

There's more to life than work, even aboard a starship. Rest and recreation are essential for the crew to improve their efficiency and maintain high morale. But the crew of a starship can't go on shore leave every weekend, so starships provide many forms of recreation aboard ship, including lounges, rec halls, gymnasiums, and other facilities.

Holodecks

The most advanced recreation facility aboard Starfleet vessels is the holodeck. These special chambers are equipped with holoemitters, special sensors, miniaturized tractor beams, and replicators to simulate almost any environment, setting, or situation. Complicated scenarios require detailed holoprogramming, but crewmembers can recreate basic situations by issuing verbal commands.

With its tractor beams and replicators, a holodeck creates objects and people ("puppets") indistinguishable from the real thing. But because they are made of "holodeck matter," these simulacra disintegrate if removed from the confines of the holodeck. Creating a holographic representation of a specific person without permission constitutes both a crime and a breach of ethics in most societies.

Users interact with a holodeck simulation at all levels—they see it, hear it, touch it. They can get in fights with holodeck characters and end up bruised and battered, fall into a holographic sea and get wet, or encounter holographic people so realistic they might develop a passion for them. Though generally safe and reliable, holodecks occasionally malfunction. On at least one occasion, a malfunction is known to have created a sentient hologram, giving rise to various moral, ethical, and technical quandaries.

Crewmembers use holodecks not only for recreation but also for training, exercise, and many other purposes. Thanks to the holodeck, a crewmember can spend his shipboard free time learning to drive Altairan dune-skimmers, recreating great battles of history, or practicing *Mok'hara* against holographic opponents. Safety overrides prevent a holodeck user from suffering any real harm, but if the safety protocols are deactivated or damaged, a hologram can injure or kill.

Most species having sufficient technological advancement employ holodeck technology. Romulan ships have holodecks similar to those of Starfleet, while Klingons prefer to use their 'decks mainly for combat training and tactical simulations. The Ferengi make a healthy profit by selling or leasing holonovels ranging from intellectually stimulating to salaciously titillating.

SHIPBOARD LIFE

Although most starships feature the same basic systems, each presents a different *feel* than the others. Serving on a refurbished *Miranda-class* cruiser isn't the same as performing a tour of duty on a top-of-the-line *Intrepid-class* light explorer; each ship possesses its own rhythms, quirks, and atmosphere. Like its crew, every starship is unique.

NON-STARFLEET STARSHIPS

Cardassian Ships

Cardassian ships, such as the Gator-class battle cruiser, demonstrate a strange dichotomy between comfortable and utilitarian facilities. Whether a crewmember occupies austere quarters or lavish dwellings depends on the individual's *vesala* (influence within the Cardassians' castelike society). The typical crewmember, who holds low rank and low *vesala,* shares barracks with his fellows, or if he's lucky enjoys small quarters to himself. The corridors and rooms in their sections of the ship are cramped and often have low ceilings (especially in small vessels). The rank and file spend long hours on tedious duties but take comfort in the fact that they serve the glorious Cardassian state—something the "political observers" from the Obsidian Order constantly remind them of.

On the other hand, officers with high *vesala* live much better shipboard lives. Their quarters and offices are roomy and comfortable, often approaching luxurious. Cardassian officers want for nothing; they enjoy the best food, *kanar,* women, and unrestricted access to the ship's recreational facilities. They exemplify the promises of the Cardassian propaganda corps every day, and they know it.

Visitors to Cardassian ships find them hot and humid. Cardassians enjoy high temperatures and moist air, so their ships' environmental systems toil to dispel the icy touch of space.

Klingon Ships

From the small B're/-class "birds-of-prey" to the enormous *Negh'Var,* flagship of the Empire, Klingon vessels seem dark, dank, and uncomfortable to most other species. Klingons install few creature comforts on their ships—quarters are small, with flat metal shelves for beds; most corridors and rooms are lit with a garish red light that does little to alleviate the gloom; barren metal, girders, and conduits remain visible in most places; and recreation facilities are limited to combat practice rooms. The Klingons prefer these accommodations, though. They view creature comforts with disdain and don't need mattresses, holodecks, and lounges as other "soft" species do; a true Klingon warrior not only endures the hardships of shipboard life, he embraces them!

Consequently, Klingon ships devote an unusually high proportion of space to disruptors, tactical systems (including cloaking devices), and other armament as compared to Federation, Cardassian, or Romulan vessels. The Klingons think of their ships as weapons first and foremost and don't hesitate to take them into battle at the slightest provocation. To ensure that multiple bridge crew personnel are available for tactical duties at any given time, the Empire maintains the helm/navigator separation of duties Starfleet abandoned decades ago.

On a Klingon ship, the captain often has to fight to maintain his position. Any crewmember who thinks he could command the ship better can challenge the captain's decisions and provoke a duel for command. Similarly, fights often break out between crewmembers over insults (real or perceived) or as a way to assert dominance.

Rornulan Ships

Compared to Cardassian and Klingon vessels, Romulan ships bear a strong similarity to Starfleet vessels. Both governments possess roughly the same level of technology and outfit their ships with the same sorts of amenities (including holodecks, lounges, and other recreation facilities). Even for low-ranking crewmembers who live in barracks, duty aboard a Romulan ship is physically comfortable.

But Romulan service is not easy, especially social life. Romulan society is marked by incessant political maneuvering and partisan conspiracies. The state exercises a great deal of control and influence over the populace; and all of these things carry over to the vessels of the Star Navy. Every crewmember knows the Political Officer on board works for the feared *Tal Shiar,* but no one can ever be sure which of his fellows serves the spy corps covertly. Commanders must tread warily to ensure the crew remains loyal without taking actions that unnecessarily endanger the ship. They must also avoid actions that might cause underlings to file reports questioning their leadership with the High Command. These types of backbiting, favor-trading, secrecy, and counter-punching make themselves felt every day.

Every Romulan vessel comes equipped with a powerful cloaking device to hide it from enemy sensors. To ensure the actions of the crew don't accidentally reveal the location of the ship, the Star Navy uses many protocols and guidelines to govern crew behavior during "cloaked flight mode." Any crewmember deviating from these regulations can expect harsh punishment, even if his disobedience causes the ship no problems on its mission.



12 ADVENTURING

These are your voyages. Although your Narrator designs the specific adventures you'll experience, including the story arcs and galactic events spanning your entire series, without character, nothing happens. *Star Trek Roleplaying Came* adventures revolve around your character and his Crew. This gives you the leverage to have the kind of fun you want to have along with the responsibility to work with your Narrator and fellow players to create the kinds of stories everyone enjoys.

VOYAGES

Your series will undoubtedly cover a broad range of stories over time. Some characters fit better into some stories, and there's nothing wrong with that. If you've rolled up a Vulcan Starfleet biochemist, you probably won't be the star of adventures involving interstellar piracy and Orion slave-trading. However, part of the *Star Trek* ethos is that *any* character might be the one to save the day, the hero of the episode. Perhaps your Vulcan is the spitting image of a Romulan pirate on the fringes of Ferengi space, or Starfleet is trying to contain a deadly contamination spread by Orion slave ships. In short, don't dismiss anything out of hand. The following entries present a few of the basic story types you'll experience as well as the kinds of characters who might flourish therein.

ACTION AND DANGER

These are stories of immediate conflict: war stories, pirate tales, tense showdowns with criminal gangs, and fleet actions against the Borg. Any starship officer will be called on to perform at his peak in such stories, although command and security types typically carry the action. Rogues and soldiers also figure in such stories. Among species, both Klingons and Humans tend to thrive on action, and Bajorans and Cardassians give each other plenty of danger to think about. The thing about danger, however, is that it doesn't come only to violent people. A peaceful Ocampan colony may have to fight off deadly Kazon raids, or a Vulcan survey ship protect both a deadly alien creature and a nervous atomic-level planet from each other!

EXPLORATION AND DISCOVERY

In these stories, players who like puzzles and figuring things out will thrive, as will those who enjoy learning or seeing cool stuff. In a *Star Trek* series, Vulcans and Humans seem to have the greatest propensity for exploration for exploration's sake. In addition to characters posted to Starfleet (or similar organizations), pure scientists exist for just such concerns. And don't forget sociologists, anthropologists, archaeologists, and historians—they all seek to understand the unknown elements of alien societies and strange new worlds. Merchants also wind up making more than their share of new discoveries while seeking new markets and new trade goods.

Introspection and Emotion

Players with a zest for drama, emotional discovery, and personal change will enjoy these stories. Any character with a true love, parents, or a homeland he loves can become the center of emotional episodes or be affected by the trials of another character's life. Betazoids have the edge in such tales, given their empathic natures; Talaxians, Bajorans, and Ocampans all have the strong emotion that comes from a devastated, endangered homeland. The Trill, of course, have three or four lifetimes of emotional developments to think back on—or to have suddenly recur in their new lives. Any character should have some "hook" to a possible story of introspection and emotion—even an emotionless Vulcan may have an aloof parent or a bride back home awaiting *Pon fan.*

Mystery and Espionage

These puzzles resemble exploration and discovery stories in their intellectual bases, but they can always take a deadly turn into action. Whether it's tracking down Jack the Ripper or launching a disinformation operation against the Romulans, mystery and espionage stories seldom stay safely in the briefing room. Diplomat characters flourish here, as do any characters with odd or unsavory connections—rogues, merchants, and Ferengi.

Message and Morality

Some stories act as "thought experiments" about moral issues. A planet may present problems similar to those of our more familiar Earth or face an opportunity Earth never had. The best such stories force the Crew into making hard choices, rather than smugly wading in on the side of Decent Goodness. (If things are that obvious, it's just an action story with delusions of grandeur.) Perhaps two moral principles (liberty and equality, for example) clash on a grand galactic scale, or a single crewman must decide between love and duty. By thinking and reacting as your character would, rather than as a modern Earthling, you learn something about your character—which is why any player can benefit from a well told moral message story.

Selecting a Setting

It's important to note that any of these stories can take place anywhere. The Dominion War sounds like a natural focal point of both action and espionage—but as *Deep Space Nine* proves, war stories make great tales of introspection and emotion, and great ways to explore moral issues in message stories. Weapons research, scouting missions through the Bajoran wormhole, and any number of other exploration and discovery stories can easily fit within the Dominion War framework. With a little thought, you can find all these stories in any other background in the *Star Trek* universe, from Ferengi merchant adventures to Klingon political machinations to Vulcan scientific surveys. Picking a setting doesn't mean closing the door to any story type.

It does, however, close off some paths to certain story types and cast similar stories in wildly divergent contexts. For example, both the original series episode "Obsession" and the movie *Star Trek: First Contact* draw heavily on *Moby Dick* for their story concept and characterization, but the two stories indisputably maintain the "feel" of the original series and *Star Trek: the Next Generation,* respectively. Likewise, an espionage story portrayed as a single covert operation in a starship's five-year mission is going to feel different from one unfolding slowly on a specific planet or space-station where the action occurs over a period of several months. In short, the "feel" and plot of your stories depend on the setting: Where you decide you put your characters in time and space has a pronounced effect on the type of series you play, even though individual episodes may lead you and your fellow crewmates to a variety of locations.

Which Star Trek Series?

Each series has its own flavor, its own kind of storytelling, and its own rhythm. You might want to tell your Narrator which series you're most familiar with or which one you most enjoyed watching. Even if she's planning to run a different series, she may try to add some of your favorite elements to the series she has on the boil. Your character choices can help, as can your attitude toward the game. Toss a dash of original-series *Star Trek* derring-do into the grim Dominion War era of *Star Trek: Deep Space Nine,* or put some of the isolation and psychological exploration of *Voyager* into the civilized, scientific Starfleet of *Star Trek: The Next Generation.*

A series can happen anywhere; you can tell gritty stories of compromise and shadowplay in the corridors of Starfleet Command on Earth just as easily as on the dusty worlds of the Klingon frontier. A Ferengi marauder can have swashbuckling adventures—no reward without risk, after all—and an Imperial Klingon ship on detached duty along the Romulan border might find thought, diplomacy, and emotional truth more useful than jumping for the disruptors. You can mix and match eras in one game, perhaps by playing a time-traveling extravaganza or a generational saga in which your characters' children and grandchildren become central characters in their own right and voyage through space in their own stories and starships. Finally, of course, your 24th-century characters can always climb into the holodeck for stories of any flavor they wish. Your character, in short, may be influenced by his era, but he needn't be imprisoned by it.



The Original Scries

If there's one word that describes the original series feel, it's "swashbuckling." Seduce the alien beauty, punch the alien gladiator, blow up the alien computer, and fix the alien society. In its first, optimistic incarnation, *Star Trek* was a story of larger-than-life heroes and their larger-than-life heroics. Swordfights are common, as are bench-clearing brawls and ominous monsters. *Star Trek's* original series romps at the edge of space opera, and even when it tells stories of wrenching, personal loss they involve superrobots and lost immortals, or time-traveling back to the 1930s through a billion-year-old alien artifact. Some series with an original-series flavor might include:

- A ragtag team of Talaxian fighter pilots (with a few other species) fighting a hit-and-run war against all aggressors, from the Haakonian Order to the Kazon to the almighty Borg.
- A bold crew of Klingons thrusting and parrying along the Organian Neutral Zone in the 23rd century, blowing up computers and defeating alien illusions to expand the Empire.
- A mixed group of Betazoid and Vulcan scientists using risky experimental psionic technology to battle an unknown invasion of mental-energy creatures through a "psychic wormhole."
- A **small** Federation scout ship under a maverick captain, assigned to the unexplored borders during the Dominion War, cut off from regular contact by the war and relying on its own guts and ingenuity.

The Next Generation

The parallel descriptor for *Star Trek: The Next Generation* is "thoughtful." Although it presents its share of tense dramas and fast-paced action stories, in this series most problems are solved with discussion rather than concussion. Last-minute alterations to the ship's technology, powerful orations from its diplomat-captain, and intensely felt attempts to understand opponents save the day. The *Enterprise-D* holds children and psychological counselors, and by a hundred other little signs shows that the age of bold (even maniacal) risk and adventure has given way to a mature, permanent, and above all civilized way of life. Some other civilized options include:

- Working to establish a peace planet—a joint Federation-Klingon colony established at the dawn of the Khitomer Accords that slowly grows into a new world of its own.
- An all-Vulcan exploratory team based on Bajor to study the wormhole and Bajoran culture.
- The mixed crew of a Ferengi merchantman that relies on market research, customer satisfaction, and a few technological edges to keep its clients happy.
- An fxp/orer-class starship sent into the Delta Quadrant through a recurring wormhole on a five-year mission to search for traces of Voyager's passage—and to open the area up for possible Federation contact.





Deep Space Nine

This series is the "gritty" one. On the frontier, where the Federation has abandoned its own people to the desperately poor—and brutal—Cardassians, and where generations of terrorism rather than negotiations finally free Bajor from the Cardassian yoke, the issues aren't so clear. The Federation must compromise, but so must its enemies and partners, from Romulus to Bajor to the Klingon Empire. This series draws complexity from character development and from a lengthy examination of involved frontier politics. Also, of course, it's hard to stay civilized—or even swashbuckling—in the middle of a war for survival. Other gritty, gray-area games might feature:

- The Federation embassy staff on Rigel VII in the 2250s, forced to deal with unsavory Orion smugglers, Nausicaan assassins, and dubious Klingon "diplomats" while somehow protecting the Federation without getting their hands too dirty.
- The garrison of a Klingon colony world deep in Romulan space right after the Khitomer Accords and the collapse of the Romulan-Klingon alliance.
- The crew of a Talaxian space station under Haakonian Order control, forced to toe the line overtly but using any angle or option to incrementally improve Talax's situation.
- A mixed-species mercenary ship selling its services at each planet it encounters—and dealing with the fallout from earlier contracts as old enemies recover.

THE EDGE OF NIGHT

Playing a character on a frontier space station in any era means facing many of the same challenges the crew of Deep Space 9 face. Wildly divergent cultures come together on frontier stations where the minimized impact of the Federation makes things possible that otherwise might not be. In many ways, a *Deep Space Nine* series is a frontier series. Your character might not in any way be affiliated with the Federation. You may choose to play a Bolian restaurateur on a frontier space station in *The Next Generation* era, in a series with only one or two Starfleet officers. This presents a wealth of different roleplaying opportunities that can't be had in other series.

Similarly, any series with powers threatening Federation sovereignty shares similarities with *Deep Space Nine.* Exploration necessarily takes a back seat to defending the Federation and its member worlds. As a result, a *Deep Space Nine* series is "grittier." The TV show treated politics and social strife with careful complexity, as you might in your series. As a player, you'll benefit from a more in-depth knowledge of the species you deal with and the issues at hand then you might in another series. The crew of Deep Space 9 carefully consider the pressures, both from the Federation and the governments of Bajor and Cardassia, when dealing with these three powers.

In general, a frontier series allows you to move outside the notions of the Federation and Starfleet, or whatever your home civilization may be. Garak, the Cardassian tailor/spy on *DS9,* is only minimally interested in Federation culture, smoothly confident he could capitalize on the strengths and weaknesses of any government running the station. Your character might also dismiss the Federation's mores and folkways, possessing an entirely different set of priorities. On the frontier, you can mix and match the species and professions in this book in more ways than in any other setting. Take advantage of it!





Voyager

This series is about "isolation." The *Voyager* is abandoned to its own devices when it is thrown into the Delta Quadrant. The ship can't even rely on Starfleet in the abstract—many of its personnel aren't Starfleet officers. Deep in Borg territory, in a ship not meant or equipped for deep-space travel, the crew must use its fierce dedication to get home. Characters in a series with a *Voyager* feel must reach deeply within their inner resources, defeat their own demons, and fly on—nobody else can do it for them. You can reach for a similar feeling with adventure series like these:

- The crew of a 23rd-century Klingon D7 somehow thrown a hundred years forward in time. Rather than live in dishonorable peace with the Federation, these warriors decide to travel to the core of the galaxy and use the "white holes" there to fly back in time to their true era.

- An Ocampan exploratory colony ship seeking out a new world—without enough supplies to return home should they fail.

- Officers on a Betazoid space station at the edge of Tholian interphasic space, withstanding the nightmares and madness that its unstable energies create in order to provide needed therapy to castaways and lost ships.

- A Federation starship crew marooned on an uncharted world in the Romulan Neutral Zone, forced to build a civilization with their bare hands but unable to signal for recovery without starting an interstellar war.

LOST IN THE GALAXY

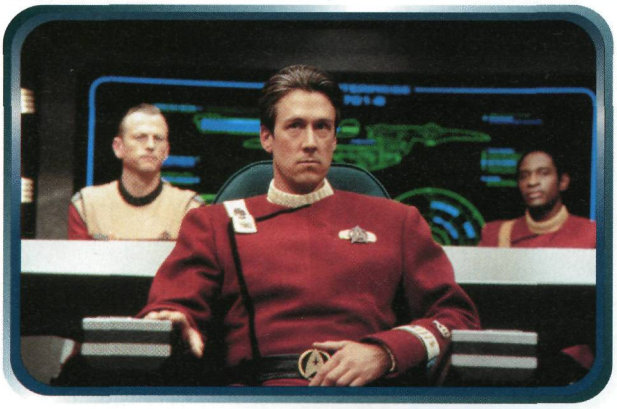
This setting takes the characters from somewhere and puts them and their ship somewhere else, far away. There's even less support from home base than in Captain Pike's early voyages—you may not even know where "home base" is any more. From within the ship, such a series might seem much like a *Star Trek: The Next Generation* series: Starfleet officers, on a Starfleet ship, exploring the galaxy. The difference lies in what's going on outside the ship. Outside, the galaxy is a strange, unknown, unexplored place. It takes the known quantities of Starfleet and wipes the rest of the slate clean. If your Narrator opts to run such a series, she may hurl your ship to a different galaxy, a different time period in our own galaxy, a parallel universe, or any one of many unknown, unexplored quantities.

You'll need to keep in mind the original setting when playing a character in this type of series. Where did you start off? Characters like B'Elanna Torres or Seven of Nine may be possible only in 24th-century stories—but a half-Human from a Klingon colony world trying to prove his worthiness to the Empire, or a robot from Exo III somehow awakened to sentience, might give you some interesting parallels.

Which era you begin in determines what types of characters you can play and how you get along with the rest of the crew. On *Star Trek: Voyager,* members of the Maquis are stranded in the Delta Quadrant along with their Starfleet rivals. Your character may experience the same problems if you're playing a Romulan character from the 23rd century stuck with a Federation or Klingon crew in the Andromeda galaxy or the Mirror Universe. In either case, you may wish to expend a lot of roleplaying energy merging the Crew into a cohesive unit.

Meanwhile, outside the ship, the *Voyager* encounters new races, new empires, and new technologies. Normally, new species present diplomatic opportunities. A species' hostility or benevolence and its technological level are relevant to Captain Picard, for instance, because he evaluates each new race on its merits as a possible new ally or member of the Federation.

Your crew, like the *Voyager* crew, may have to evaluate each new species based on its usefulness in getting you closer to home. What are your goals as a crew? The *Voyager* crew began its experience in the Delta Quadrant 70 years away from home. They decided to point the ship in the right direction and travel toward home at full warp. This is not possible if you and your fellow players are stranded in another galaxy or some other dimension. You'll need a technological solution, and each new species you encounter could hold the key to returning home. This has a direct impact on how you deal with each new race. All these things should be kept in mind when playing in a series far from home.



DRAMATIS PERSONAE

Of course, it's not necessary to decide on the mix of episodes, or the kind of series, you want to play before selecting your character. You may, in fact, have chosen a character specifically to enjoy or explore one type of *Star Trek* storytelling: your Human commander will explore strange new worlds and punch out alien thugs; your Klingon soldier will fight honorable duels and fly daring bird-of-prey raids on Romulan outposts; your Vulcan counselor will explore emotions from the outside with his healing psionic powers. Make sure you communicate your vision to your Narrator. On the other hand, change makes characters real; don't immediately tune out if your Human commander discovers ancient ruins and must turn archaeologist to explore them—he may still have to punch out alien tomb raiders! If your Klingon soldier's house is disgraced in political infighting, he may have to take service as a guard on a merchant vessel and hope to raise enough money, arms, and influence to set things right at home. How does the outbreak of the Dominion War challenge your Vulcan counselor's message of peace and calm—especially if he must become a combat medic to a team of rough-and-ready Starfleet security officers?

COMING OF AGE

So, you've selected a character. Some players prefer to begin as fresh-eyed ensigns. Others prefer to play seasoned Vulcan diplomats, Trill mercenaries, or Betazoid starship captains at the peak of their powers and abilities. The "default" character creation system in the *Star Trek Roleplaying Came* starts you out young and full of possibilities; it's designed to let you grow your character over time, perhaps even over whole five-year missions of roleplaying. However, you can start out as heroic Kang- or Sisko-level characters with the first handful of dice, if that's what you and your Narrator want to do. Use the character advancement system given on pages 152-153 and the sample character paths and other guidelines in the same chapter to "age" your character through his glorious career in the Klingon Defense Force, the Ferengi Commerce Authority, Starfleet, or what have you. Your Narrator will be able to craft her story arcs around the enemies you make, the challenges you overcome, and the history you build for yourself—so make sure you do it well and that you can play what you wind up with. A young character can always change direction in midcareer; a decorated Starfleet captain will look pretty strange if he takes off to run a fur-trading station on Polaris XII.

Of course, between brash new Wesleys and Nogs and the empyrean heights of a Picard, there are plenty of Sulus, O'Briens, and Trois—the officers with a mission or two under their belts—just as there are mercenaries with a few wars behind them, or diplomats looking to convert alien prestige into political power. Beginning with a "mid-level" character can be a good compromise, starting your game off with enough skills and background to be fully rounded, but without all the myriad doors of your future closed off forever. Just as Sulu switched from botany to the helm, and Worf went from Starfleet to Klingon service and back again, your character might be on the verge of the kind of change that leads to really interesting stories.

BUILDING A CREW

None of these changes occur in a vacuum. You and the Narrator need to agree about the kind of game you plan to play together. In addition, work with all the other players to create a series you can all enjoy as regulars. This can be tough; some games (Federation starship patrolling the Neutral Zone) require Starfleet Crews, others (mercenary cruiser picking up contracts across the Delta Quadrant) rather the opposite. Be ready to compromise—perhaps your character is a rare Ferengi Starfleet recruit, or a Starfleet officer rescued from a space warp by mercenaries. As the careers of Worf and Seven of Nine demonstrate, almost anything can be justified in the name of Crew unity.

If two players want *TOS* action, and three would rather play taut diplomatic chess on Deep Space 9, try to determine who really wants what. If the two *TOS* fans just prefer the 23rd century, perhaps you can set your series on a dangerous frontier space station like K-7 between the Federation and the Klingons and still play a game of diplomacy and espionage. A willingness to work together is required when you're building your Crew; if none of you wants to play science officers, building a starship complement will be more difficult. If all of you do, then you may want to alter the series to suit—now you're the (multispecies) crew of a Vulcan Science Academy surveyor. The important thing is to decide what's most important to you and to make sure that you respect the same choices of other players. Even if you all wind up playing your second choices, that's likely to make a better game than one in which two players are stuck with characters they hate.



HELPING THE NARRATOR

Unlike chess, baseball, board games or wargames, roleplaying games are essentially cooperative ventures. The Narrator presents a fun, well rounded night of adventure, filled with interesting puzzles, balanced encounters, and a coherent story, while players promise to "play along"—by paying attention, playing fair, and cooperating with the Narrator. Players and Narrators work together to tell a story in a roleplaying game, just as actors, writers, directors, and a hundred other people work together to create a television show.

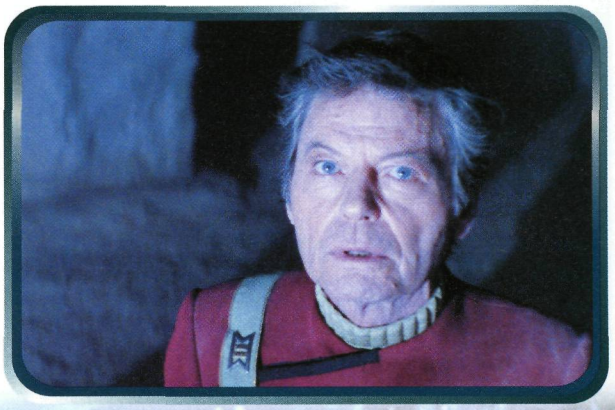
Act the Role

You've rolled your attributes, picked your skills, maybe even plotted out a few years of your background history. You know your character's species, what planet he grew up on, and what job he holds today. Now you have to concentrate on bringing those facts and numbers to life by acting in accordance with what your character would do in that job. Try to think like a Starfleet officer, or a Ferengi smuggler, or an Ocampan castaway. That means you cannot just analyze whatever situation the Narrator concocts as you yourself would. Instead, you should approach it *in character.* While *you* might flee from an unknown menace, that's hardly likely behavior for a Klingon warrior. You may very well know something about the Gorn from watching *Star Trek* on TV, but how informed is your character, the Bajoran mystic?

Part of the enjoyment of roleplaying is to become the character for the length of the game. Whatever method you prefer to put yourself in such a frame of mind is helpful. Whether you adopt a different posture, use a more technical vocabulary, or affect a colorful accent, the idea is to place yourself in the proper mood to act according to your character's motives and goals. Good roleplaying asks you to do what your character would do, not necessarily to make the smartest move (unless it's appropriate for your character to do so). A good rule of thumb: if you're playing a Vulcan and Spock wouldn't laugh at it, neither should you. Use that benchmark to help you visualize what your own character would do. As you build your character's responses, you may come to find yourself learning things about your own character you hadn't suspected—and that can be part of the fun of roleplaying.

Suspend Your Disbelief

One of the most important actions you can take to enjoy the game is to suspend your disbelief. Your *character* may search for the reasons why some odd alien junk dealer *can* fly when gravity shouldn't allow such a thing, but you as the player must be willing to accept that the being is indeed flying and that it can do so. Perhaps you won't discover why it is able to fly, but if you insist on adhering strictly to "late 20th-century thinking", you'll diminish your own—and maybe everyone else's—enjoyment. Allow the Narrator some leeway to tell an exciting story in the *Star Trek* universe. One might observe that, if you're playing *Star Trek* characters, you've already accepted faster-than-light warp drives, shape-shifting aliens, and transporter beams as "real." Of course, you should also cut the Narrator some slack if her story contradicts some minor part of previous *Star Trek* continuity. It can be fun to nitpick your favorite *Star Trek* episodes, but not your friend's adventure (especially while she's trying to entertain you). If you plan to nitpick, try playing a pedantic Vulcan who knows everything about everything, or a well-traveled Ferengi who delights in getting the last word—then, at least, you can stay in character.





Keep the Mood

One of the best ways to remain in character is to help the Narrator establish and maintain the mood or feel of the game. If the situation calls for serious speech and actions, refraining from out-of-game comments, puns, or levity helps everyone else stay within the spirit of the game. If you must crack wise, figure out how to say it in character—adding in-character byplay to the game actually enhances the mood rather than detracting from it and helps further define your character's personality.

During a tense negotiation or a planetary survey, listening carefully and responding as your character would instead of leaving the room, rattling dice, looking through papers, or munching on snacks can help you focus on the game and on your character's place within the adventure. Even if your character isn't in the spotlight during a particular scene, acting as a concerned member of the Crew and showing respect for the other players and the Narrator will help you keep the game on track. Who knows? While the captain and medical officer are busy with negotiations, your engineer might just spot a vital clue because he was paying attention—and those with vital clues tend to become the focus of subsequent scenes.

Copilot the Story

In any given scene, actively try to figure out what's going on and help move the story forward. If you suspect you're wasting time on meaningless action, you probably are. There's a reason we never see the away team meticulously search every inch of the alien prison for secret doors, or see the captain and chief officers take three hours to plan a boarding action in the middle of a firefight.

Just lie back, keep your eyes and ears open, and go with the flow—surf the story's wave and get ready to get your feet wet. Take opportunities to tie your character into the story; offer little bits of backstory if you have a neat idea. If Orion pirates board your merchant ship, and your smuggler was born on Rigel IV, try asking the pirate captain if he knows your relatives back in the Argus River country. Often, your Narrator is looking for just that kind of hint to involve you directly or to move the story forward in her own direction.

Sometimes, a really excited, involved, and organized group of players can drive an entire series in the direction they want. If you want to see more episodes of ship combat and gritty action, sign up your little mercenary band in the Dominion War. If you want to try an old-fashioned game of exploring the final frontier, send a request up through Starfleet channels to get your ship reassigned to the rimward edge of the Federation. If you think you've got a brilliant plan to break Sherman's Planet out of the Federation, call in some favors and convince the Klingon High Council to task your team with that glorious mission. Any Narrator worth her salt will jump at the chance to write episodes and story arcs that she knows her players are excited enough to request. It's your series—don't be afraid to add some stories of your own to it.





13 THE GALAXY

The Milky Way Galaxy spans 100,000 light-years and contains hundreds of billions of stars. The five *Star Trek* series and nine feature films provide an unparalleled level of detail for any game series. Because it would be impossible to cover everything known about the galaxy in one chapter, we have chosen to present an overview of the galaxy's history in the form of a detailed timeline. Much of what follows represents data any first year Starfleet Academy cadet would learn in his required history class.

THE FINAL FRONTIER

In *Star Trek* the galaxy is divided into four equal sections, called quadrants. Earth lies in the Alpha Quadrant, near the dividing line separating the Alpha and Beta Quadrants. Since the following history is necessarily presented from the point of view of the UFP, most of the events that follow occurred in the Alpha Quadrant or in nearby regions of the Beta Quadrant. Take some time to review the map provided. Connecting specific events to regions or worlds will give you an overall "sense of place" and should lay the groundwork for a better understanding of the scope of galactic history.

While the galaxy is large, certainly large enough for hundreds of races to explore for thousands of years without running out of "frontier", there *are* other galaxies. The Federation has already made contact with the Kelvans from the Andromeda Galaxy, for instance. We should not presume that the Milky Way represents the only opportunities for adventure in the *Star Trek* universe, only that it represents more opportunities for adventure than a normal character could exhaust in a thousand lifetimes.

The following timeline covers all of the major events in the Alpha and Beta Quadrants. You should use it regardless of what race you're playing or in what era your Narrator sets her series. Anyone playing a Cardassian, for instance, can learn from this timeline the present state of Cardassia and its current and former allies, and—using the map—easily see where Cardassia lies and what species and interstellar powers it borders. The timeline is not simply a list of things that happened; it's a guide to how the various political entities and species in the galaxy behave. Players and Narrators alike should use it as a guide when creating characters, episodes, and series.

WHAT HAS GONE BEFORE

10 Billion Years Ago: Formation of the Galaxy

Our galaxy is roughly 10 billion years old. Because Class-M planets are composed of heavy elements such as iron and nickel that can be created only in supernova explosions, life in the traditional carbon- or silicon-based sense could form only after the first stars died. Interestingly, life on the planets surrounding these second-generation stars tends to form

USING THE TIMELINE

The entries in this chapter represent events important to both the history of the galaxy and its current state of affairs. By necessity, the information is presented from the UFP viewpoint. Most players will already know about many of the events presented here. We recommend that Narrators deny players access to this chapter during play unless they research it using a PADD or access it through a computer data bank. Of course, if the player can recall what he has read here, he can assume his character remembers the same knowledge and can use the information during play.

You can assume that all of the entries (except those marked "Classified") can be found in any PADD with a relatively quick search. Make an Intellect test (TN 10) to find the required information as a full-round action. If you fail the test, you may retry as an extented test until you locate the information. Each subsequent attempt gives you a +1 modifier to your roll and takes another full round. Once you've located the desired information, you can refer to its entry in this chapter.

In some cases—where indicated—specific information may be classified. Classified information requires some Narrator-approved explanation for why your character is familiar with the subject. We include the Guardian of Forever, for instance, because it's a tool your character might think to use in an extreme situation. Of course, access to the Guardian is heavily controlled by Starfleet, and most people don't even know it exists. But if your character faces a temporal dilemma and needs to find a solution, the Guardian offers an excellent possibility.

Classified entries are not accessible on a normal PADD without the proper security clearance. If a character possesses the required clearance, he may access classified information as if it were general information. If a character tries to access classified information and does not possess the necessary clearance, he must make a successful Computer Use (Hacking) test in order to break into the system.

EXAMPLE: Dave's Vulcan Science Officer, Tevas, did his graduate work in the Academy's Temporal Physics Department. Part of the course introduction covered a history of time travel, beginning with the significance of the Guardian of Forever. Dave suggests his character has some basic knowledge of the Guardian, as well as the required security clearance to access the information. The Narrator agrees; Tevas is familiar with the existence of the Guardian and what it can do, although without additional clearance he does not know where it is or how to use it.

Tevas, facing some sort of temporal crisis, would naturally think of finding a way to use the Guardian. Even if this proves unworkable, the fact that Dave referenced it adds immeasurably to the feeling that you're playing *Star Trek*. The Organian entry, to use another example, can both serve as a source of historical data (the Organian Peace Treaty) and give your character some framework or precedent for dealing with other higher forms of life, such as the Q Continuum.

as rapidly as possible. If the proper conditions exist, life will almost always gain a foothold and begin to evolve. One of the basic tenets of the *Star Trek* universe is that the galaxy teems with life!

8 Billion Years Ago: Creation of the Guardian of Forever (Classified)

Various advanced dating techniques estimate the Guardian of Forever was created 8 billion years ago. First encountered by the crew of the *Enterprise* under the command of Captain James Kirk in 2267, the exact circumstances surrounding the Guardian's creation remain a mystery. The Guardian is sapient, describing itself as "my own beginning and my own end." Since the Guardian's purpose is to allow those who pass though it to journey instantly through time and space, it's possible the Guardian was sent into the past from a future civilization.

4 Billion Years Ago: Humanoid Life Is Seeded throughout the Galaxy

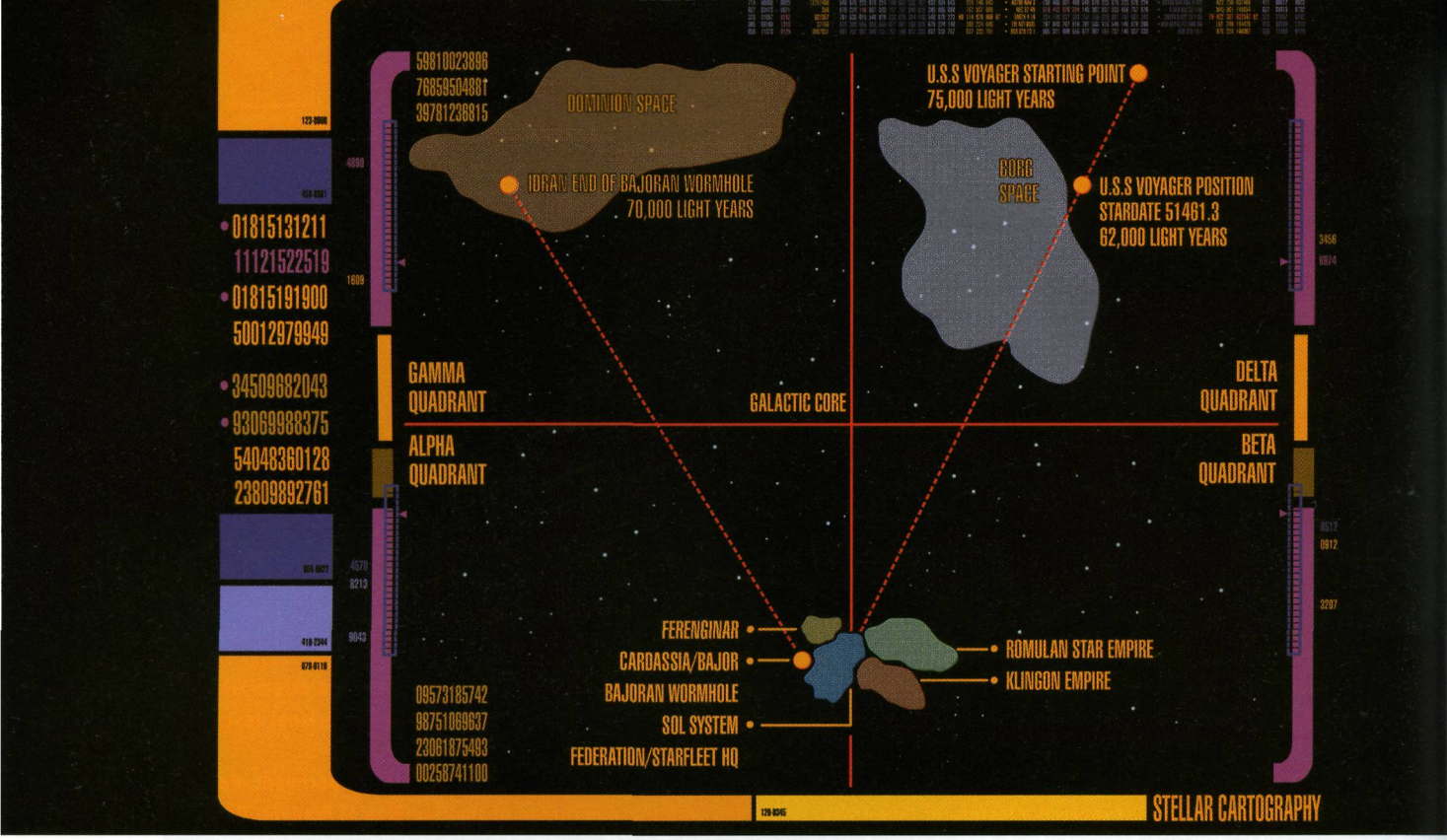
The Preservers, one of the oldest and most advanced races in the universe, travel through our galaxy, visiting Class-M planets and seeding their oceans with the DNA necessary for the formation of humanoid life. They express their intent—to give future intelligent life in the galaxy a common heritage from which peaceful relations naturally arise—by inserting a message to their creations into this primordial DNA. This message was finally decoded billions of years later when a multi-species archaeological expedition led by Jean-Luc Picard assembled the message fragments stored in the DNA of all humanoid life in the galaxy.

22 Million Years Ago: The Organians Evolve into Pure Energy

After shedding their corporeal bodies, the Organians evolve into beings of tremendous power and influence. When, 22 million years later, the UFP and Klingon Empire enter into a dispute over an Organian world, the energy beings not only stop the skirmish over the planet, but force a peace treaty on both governments.

200,000 Years Ago: The Iconian Empire Collapses (Classified)

The Iconians, ruling a vast interstellar empire, fall victim to a consortium of enemies fearing the advance of their near-limitless technology. The exact boundaries



of their empire remain undiscovered and may reach beyond our galaxy. They abandoned the use of starships after developing the Iconian Gateway, capable of instantaneous transportation of matter across interstellar distances. Several, perhaps hundreds, of gateways remain 200 millennia later when the Federation invades the Romulan Neutral Zone to prevent this ancient technology from falling into Romulan hands.

150,000 Years Ago: The Medusans Become a Spacefaring People

A noncorporeal life form, the Medusans are one of the oldest member races of the Federation and the first to develop warp technology. With bodies made of pure energy extruding into subspace itself, the Medusan mind intuitively grasps the fundamental workings of the universe, making their advancement from a primitive to an advanced civilization one of the fastest in the galaxy.



25,000 years ago: The Trill/Syrnbiont Union

The first humanoid Trill join with the sluglike symbionts, creating a symbiotic life-form greater than the sum of its parts. As a result of the symbiont's extremely long life span, Trill society develops quickly, scientifically as well as culturally.

12,700 years ago: The Borg Collective Forms

The Borg become a hive mind and begin assimilating other life-forms. Soon after this, the Borg become one of the most dominant and feared races in the Delta Quadrant. The chilling warning they issue when encountering another species—"Your technological and cultural distinctiveness will be added to our own"—belies the Collective's policy of removing all distinctiveness from its member species. Some cultural exoanthropologists suspect the phrase is a relic of a long-forgotten democratic and Utopian age.

7,500 years ago: Rules of Acquisition Drafted

The Ferengi Alliance abandons its previous form of government and adopts capitalism, an economic theory, as a basis for rule. Gint, the first Grand Nagus, drafts the Rules of Acquisition. The first rule neatly describes much of Ferengi history: "Once you have their money, you never give it back."

279: The Birth of Surah

Surak, the father of Vulcan philosophy, is born during a time of war and suffering on Vulcan. 33 years later, Surak banishes emotion from his thoughts, adopt-

ing a philosophy of pure logic. He and his teachings lead the Vulcan people out of their terrible cycle of war and death into a peaceful new age lasting to the present day. Virtually every living Vulcan studies Surak's teachings and follows his example.

369: The Romulan Diaspora

A core population of Vulcans rejects the philosophy of Surak, refusing to suppress their emotions. Vastly outnumbered, thousands of expatriate Vulcans board impulse vessels and follow their leader, Tellus, on an epic journey across the quadrant. Eventually a wormhole swallows their fleet, depositing it hundreds of light-years away. Tellus and his followers found a new homeworld there, Rom'lass. In Federation Standard, the planet is known as Romulus.

372: The Dominion Is Founded

A changeling species later known as the Founders, fleeing genocidal persecution for their alien physiology, establishes a new homeworld hidden in the Omarian Nebula. From this secret location, the Founders begin an aggressive campaign of colonial expansion as a means to protect themselves from further genocide. The Dominion eventually become the dominant force in the Gamma Quadrant.

579: The Gorn Develop Warp Travel

The Gorn, a violent reptilian race, develop warp travel and begin expanding their empire. They first prove fearsome enemies, then uneasy allies, of the Federation. Their alien psychology makes diplomatic initiatives with them difficult, even after hundreds of years.

801: Birth of Kahless the Unforgettable

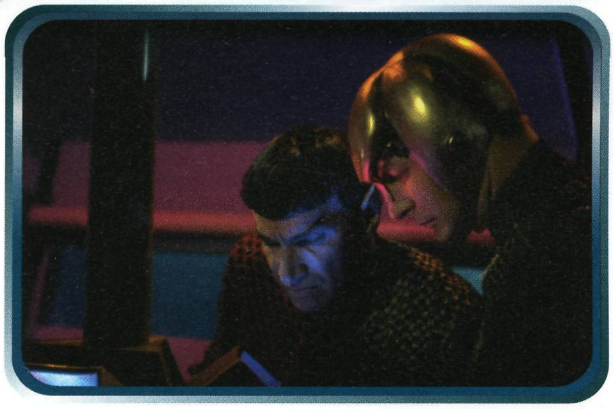
The first Klingon emperor, Kahless, is born. He sweeps across *Qo'noS,* conquering the Klingon homeworld, forming the first Klingon Empire, which lasts for 1,200 years. Kahless later represents the embodiment of Klingon virtue. Honor and courage through noble combat take root as the ultimate expressions of Klingon philosophy.

938: Founding of the Romulan Senate

Following the first meeting of the Romulan Senate, the Romulan Star Empire is formed. Afterword, the Romulan people and their government become recognizably modern, possessing the same culture and holding the same views as modern Romulans.

1270-1370: Romulan-Vulcan Wars

The reemergence of the wormhole that took them trf Romulus allows the Romulan people to return to Vulcan in impulse ships armed with atomic weapons. Their assault on their original homeworld ends only when the wormhole closes for the last time. Over the course of the war, Vulcan strategy and tactics prove superior to Romulan aggression.



1284: Andoria Unites under Krotus

Embarking on a planetary conquest armed only with swords and spears, the armies of Krotus the Conqueror rage across Andoria. The armies discover gunpowder over the course of the campaign, and cannons push Krotus' legions to victory. Andoria is united under a single ruler and a single language—Graalen—which is still spoken today.

1411: Romulans Invent the Singularity Drive

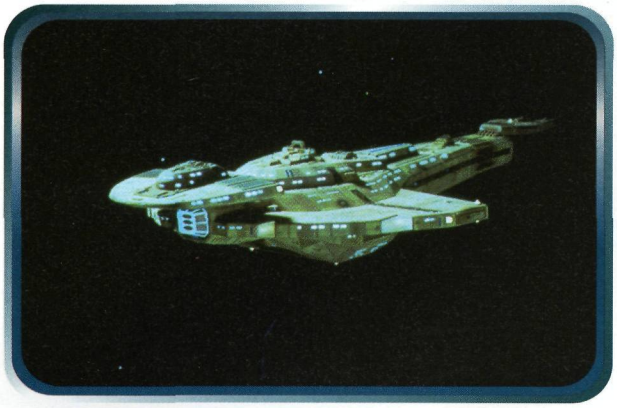
Romulan scientists working for the Tal Diann—the Romulan military intelligence service—discover a way to isolate the singularity at the heart of a black hole. By containing the singularity in a magnetic "bottle", Romulan starships can fling themselves across great distances at speeds faster than light. While not a true "warp" drive, this engine later powers both the Romulan cloaking device and—once they acquire it—true warp technology.

1440: Vulcans Develop Warp Technology

Following 70 years of scientific discovery after the end of the Romulan-Vulcan Wars, T'vran of Vulcan develops and tests Vulcan's first warp engine. T'vran herself pilots the first manned warp-driven probes. Vulcan begins an age of exploration as warp-driven ships peacefully explore the galaxy, preferring to observe developing species rather than make contact with them.

1670: Cardassians Develop Warp Travel

A crew of Bajorans journeying in solar sail vessels makes first contact with Cardassia, and the subsequent exchange of information teaches the Cardassian government that not all worlds are as resource-poor as their own. Filled with a passionate desire to climb out of the desolate poverty their planet imposes on them, Cardassian technology advances at a remarkable rate. In less than sixty years, Cardassians develop chemical rockets, then impulse vessels, and finally break the warp barrier. Liberated from their oppressive existence, the Cardassian government begins an aggressive colonization campaign.



1696: Praetor Rule Established on Romulus

Tired of grappling with emperors desiring power beyond their station, the Romulan Senate officially abolishes the position of Emperor, replacing it with a Praetor. As the supreme executive of the Star Empire, the Praetor commands the military and serves as an ideological example to all Romulans. The Senate carefully restricts the Praetor's power, keeping the position subservient to them in all important policy areas.

1670: Detapa Council forms on Cardassia

After two centuries of domination by the military, the *Detapa* Council is formed to govern Cardassia Prime and its client states. A civilian body established to ensure the fair distribution of spoils from military conquest, the Council embarks on a wholesale restructuring of the Cardassian government, forming the Cardassian Union.

1967: Tcllarites Develop Warp Travel

Working independently, Garas of Tellar develops warp technology. Using impulse-driven ships, the Tellarites had already explored and colonized most of their solar system. While still a relatively young race, Tellarite engineering develops quickly, leading to some of the most significant technological breakthroughs of the next four centuries.

1992-1996: The Eugenics Wars on Earth

Misguided scientists breed a group of genetically engineered "supermen" on Earth. Believing their enhanced strength and intelligence grants them the right to rule, these enhanced Humans take over the governments of 40 countries. A series of terrible wars follows in which the feudal nation-states attempt to annihilate each other, pushing Earth to the brink of a new dark age. An alliance of nations, under the banner of the U.N., opposes and eventually defeats the "supermen." Khan Noonien Singh, one of the most charismatic and successful supermen—having ruled one quarter of Earth—escapes.

2041-2069: Rornulan-Klingon Wars

Romulan expansion ends as the fiercely warlike Klingons ravage the Romulan fleets patrolling Klingon borders. While Romulan technology proves in all ways superior to that of their more primitive foe, Klingon aggression carries the day. Neither species possesses true warp travel.

2053: World War III on Earth

Although most records of the events leading up to this last war on Earth have been lost, it's known that failed American presidential candidate Colonel Green leads the first wave of attacks. Having stockpiled nuclear and biological weapons, Green attempts to solve Earth's population problems by launching strikes at South America, Asia, and Africa. The wars that follow leave over 600 million people dead. War ends only after the imminent threat of widespread nuclear holocaust makes pressing the war impossible.

Phoenix Rising

This era—beginning in 2063 with first contact between Earth and Vulcan and ending in 2253 with the Axanar rebellion—represents a time of phenomenal growth and prosperity in the Alpha Quadrant. Many of the familiar *Star Trek* organizations and technologies develop during this period, and many species break the warp barrier, allowing for true interstellar exploration and commerce. In keeping with the abundant nature of life in *Star Trek's* galaxy, the first warp flights for many species coincide with first contact. Often, as soon as a race breaks the light barrier, it finds other races waiting for it. Many of these encounters end in friendship and

WARP TRAVEL: BRIDGING THE STARS

Each spacefilling race in *Star Trek* eventually breaks the light barrier. How a species acquires warp technology and what is done with it can be seen as a snapshot of the species' philosophical approach to interstellar relations. Humans break the light barrier, and a species on the verge of extinction gains a new and lasting purpose—exploration. The Klingons steal warp technology in order to further their aggression. The Romulans develop a completely different technology for achieving faster-than-light travel. These facts reflect the fundamental underpinnings of each species. Humans are curious, Klingons are aggressive, and, even among the varied species of the galaxy, the Romulan mind seems particularly alien.

Many interspecies relationships also hearken back to this era. Much as in our world, understanding current conflicts and attitudes requires an examination of the past. Any complete explanation of the conflict between Bajor and Cardassia, for instance, must necessarily begin, "When the Bajorans first developed warp technology ...."

discovery, but sometimes conflict and hardship ensue. It is an exciting time to be a citizen of the burgeoning interstellar community.

2063: First Contact between Humans and Vulcans

A second dark age of man is prevented only through the preservation of Earth's cultures in small, isolated pockets of humanity. From one of these bastions of civilization, Zefram Cochrane launches the *Phoenix,* mankind's first warp-capable ship. Constructed in Montana from a modified Titan V rocket, the *Phoenix's* warp signature alerts Vulcan exosociologist Sevak to mankind's development of warp travel, leading immediately to first contact.

2069: Death of the Last Klingon Emperor

The Klingon High Council assumes control of the government after the death of Koth, the last Klingon emperor. This second Klingon empire, led by the Chancellor of the Council, seizes power quickly, preventing a civil war.

2112: Bajorans Develop Warp Travel

Hundreds of thousands of years after the cultural height of their civilization, Bajorans develop warp travel, spanning the short distance between each species' homeworld in the Bajor Sector to make contact once again with their closest neighbors, the Cardassians.

2118: Andorians Develop Warp Travel

After several catastrophic failures over the previous 200 years, Andoria launches the *Lor'Vela,* its first warp-capable ship. Over the next several decades Andorian explorers reestablish contact with former outposts established during the impulse era and begin their role as leaders in the larger interstellar community.

2139: Betazoids Develop Warp Travel

The *Avandar,* Betazed's first warp-capable ship, breaks the light barrier. Its crew explores nearby solar systems, making first contact with their neighbors, the Terabians, four light-years away. An initial period of peace and commerce lapses into war as the nontelepathic Terabians begin to mistrust their mind-reading neighbors. Betazoids living on Terabia are jailed in internment camps, and a seven-year war erupts between the two species. The war ends after Terabia surrenders. The conflict prompts the religious Betazoids to establish their first secular government.

2149: Transporter Technology Invented

Earth's scientists invent the the first practical transporter device. Though initially rated for transporting supplies and equipment, they later perfect the technology, enhancing its ability to transport living creatures by 2151.

ROLEPLAYING DURING THE NX-01 ERA

We call this period the NX-01 Era because, at this point in history. Humans begin to explore the galaxy for the first time, as represented by Captain Archer's *Enterprise.* Explorers of this era take few things for granted. Humanity has not traveled far beyond their own solar system, and there is much for them to learn. The frontier is limitless. Virtually anything can happen. You can play a Starfleet officer on one of the first Starfleet ships ever. You can play Klingon or Romulan soldiers bound for glorious conquest. Every journey during this era brings new and unexpected discoveries.

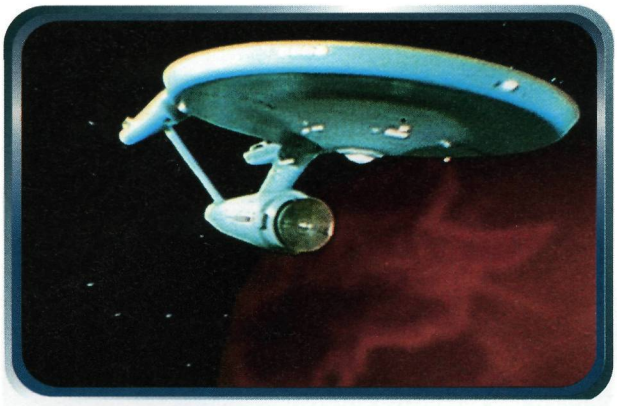
2151 Launch of Enterprise NX-01

Earth launches the Enterprise NX-01, a test vessel capable of traveling at the then-astounding speed of warp 5, over the objections of the Vulcan High Command. Commanded by Captain Jonathan Archer, assisted by Vulcan SubcommanderT'Pol, the Enterprise's first mission is to return a stranded Klingon courier to *Qo'noS.* With the stellar completion of this mission, Earth's nascent Starfleet orders Archer and his crew to continue to boldly go where no man has gone before....

2156-2160: Romulan-Earth Wars

A brief conflict between a Romulan vessel and the *U.S.S. Endeavor* near Cheron IV results in the retreat of the Human ship and a new understanding between the two races—war is inevitable. Romulan warships, far deadlier than their Terran counterparts, take months to cross the distance to Human space. The war that erupts swings immediately in the Romulans' favor, but as Terran ship production increases, the Romulan lack of faster-than-light technology ultimately prevents rapid response and reinforcement, costing them the war. The Cheron Treaty negotiated via radio establishes the Romulan Neutral Zone. During the war and throughout the subsequent negotiations, Humans never see a single Romulan. Romulan appearance remains a mystery for another 110 years.





2161: Founding of the UFP

Following hard on the heels of the Cheron Treaty, delegates from Andoria, Vulcan, Tellar, Earth, and Alpha Centauri draft the Articles of Federation on Epsilon Eridani. Talks break down once, but further meetings succeed in drafting a constitution acceptable to all. Its language focuses on individual rights and freedoms, granting each world the right to self-determination. Suvok of Vulcan suggests Earth assume the role of capital of the UFP. A representative government is formed, the Federation credit is established, and Starfleet receives its mandate as a multispecies defense force, while protection of the sovereignty of each world is secured by allowing each race its own space fleet. The Tellarites ratify the Articles of Federation first, with the other four races rapidly following suit.

2230: Spock of Vulcan Is born

Son of Sarek, the great diplomat, Spock becomes the first Vulcan to join Starfleet. In a distinguished career spanning over 100 years, Spock first serves as a science officer aboard the legendary *Enterprise* under three captains. In his later years, his duties become diplomatic rather than scientific, as he participates in the Khitomer Accords and later engineers the defection of Vice-Proconsul M'ret from Romulus to Vulcan. Toward the end of his life, Spock works diligently to establish Vulcan-Romulan relations.

2233: Jarnes Tiberius Kirk Is born

As legendary captain of the *U.S.S. Enterprise,* Kirk's tours of duty include some of the greatest adventures, battles, and discoveries the Federation will ever know. In later years, Kirk's tours of duty come to symbolize the spirit of the age for the Federation.

2245: U.S.S. Enterprise I70I Is Launched

The *Constitution-ciass U.S.S. Enterprise* is launched under the command of Robert April. The flagship of Starfleet, the *Enterprise*—in its various incarnations—is present at most of the important military and diplomatic events of the next 125 years.

2252: First Contact with the Bolians

After decades spent torn between two warring neighbors—the Uzor and the Iren—Bolarus IX makes first contact with the Federation. Bolian antigravity technology and metallurgy rivals that of the Federation, and the Bolian people prepare their first warp-drive tests. The Federation extends the offer of membership, but the three governments ruling Bolarus IX are too fractured to agree.

2252: Axanar Demands Federation Membership

The Axanari, an aggressive interstellar culture on the verge of developing warp technology, demand admittance to the Federation. The request, from an oppressive and rigidly hierarchical society, meets with division in the Federation Council. The Axanari take the ensuing debate over their admittance as rejection, quickly conquering several neighboring planets and offering them to the Federation as tribute. The Council disapproves of this action, and many member worlds threaten to secede unless something is done. The Council sends a fleet of *Constitution-class* ships to force the Axanari to retreat from their newly conquered worlds. The brief conflict ends with Axanari compliance, but the entire situation—specifically the passionate division in the Federation Council over Axanar's membership—proves one of the first significant challenges to the UFP's form of government.

The Cold War (Original Series Era)

Punctuated by constant skirmishes and posturing between the Federation, Romulan Star Empire, Second Klingon Empire, Gorn Empire, and Tholian Assembly among others, this period proves a time of great unease in the Alpha and Beta Quadrants. Beginning after the Axanar Rebellion and ending with the Khitomer Accords, the Cold War period marks the end of limitless expansion for the dominant races of the galaxy. While often seeming on the brink of open war, this period is exemplified by courageous individuals and a continued spirit of exploration and discovery.

2264: Kirk Takes Command of Enterprise

Captain James T. Kirk, already decorated for foiling an assassination against the leaders of the new Axanari government, takes command of the *Enterprise.*

2265: Axanar Admitted to the Federation

In the wake of the disastrous Axanar Rebellion, the Axanari abolish their old caste system and form a new world government. This new government, after several years spent undoing the mistakes of the past, succeeds in gaining admittance to the Federation.

ROLEPLAYIIUG DURING THE COLO WAR

Your Narrator may opt to set her series during the Cold War period, during the original series of Star Trek, shortly before. You may play a Starfleet officer, an Orion pirate, or a Romulan senator—that's up to you and your Narrator. But anyone taking on a role in this time period should keep the spirit and conventions of this era in mind.

This is an age of heightened tension. Almost every spacefaring race is ready to go to war at the smallest provocation. Even the Federation, with its devotion to peace and understanding, is willing to go to war if left no other option. While "tension" best describes the outlooks of the governments in this era, "swashbuckling" best describes the individual. Kirk is not an aberration. There are lots of Klingon captains out there ready to throw a haymaker and plenty of well meaning Starfleet captains ready to contaminate a culture.

Things *look* different in this era as well. Costumes are different and, let's face it, the budget for makeup goes quickly and buys little. Uniforms tend toward bright, primary colors, unless worn by a female NPC, in which case expect to see pastel nightgowns. Your Narrator paid for Technicolor and by god he's going to use it.

In short, don't be afraid to shoot someone, punch someone, or otherwise Get In Over Your Head. The repercussions of violence in this era are minor; you'll usually get away with nothing more than a little blood at the corner of your mouth. Although there is the off-chance a race of beautiful alien women in thigh boots will steal your brain. This can't be helped.

The El-Aurians, a long-lived humanoid species located on the edge of the Delta Quadrant, scatter throughout the galaxy after the Borg smash their homeworld. Few El-Aurians escape.

2267: First Contact with the Qorn

Gorn warships destroy a Federation outpost on Cestus III. The Metrons, an advanced, apparently humanoid species, prevent a large-scale war by forcing the Gorn commander and Captain Kirk to resolve their conflict in single combat. The combat results in a cessation of hostilities between the Federation and the Gorn, although years must pass before the two races establish a treaty.

2267: Rornulan-Klingon Alliance Formed

The expanding Second Klingon Empire, preparing for conflicts with both the Romulan Star Empire and the United Federation of Planets, signs a treaty with the Romulans in order to avoid a two-front war. More a nonaggression pact than a workable alliance, both sides initially benefit from the treaty, and the Klingons prepare for war with the Federation.

2267: Khan Revived

Captain James Kirk revives Khan Noonien Singh, warlord and escaped genetic "superman", when the *Enterprise* encounters the *S.S. Botany Bay.* Khan and his followers attempt to take over the *Enterprise* and begin their conquest anew, but fail. Kirk strands Khan and his followers on Ceti Alpha V.

2267: Organian Peace Treaty Established

The Organians, beings of near-limitless power, impose the Organian Peace Treaty. The Klingons, now forcibly prohibited from conflict with the Humans, begin to chafe at the confines of the Romulan treaty.

2268: Polaric Test Ban Treaty Signed

Though initial evidence suggests polaric ion energy might provide clean power on a planetwide scale, research into the technology is halted when a Romulan outpost is destroyed after discovering polaric ion energy can cause widespread chain reactions in subspace. The Romulans, Federation, and other races in the Alpha and Beta Quadrants sign the Polaric Test Ban Treaty to prevent further use of polaric energy as an unstoppable, uncontrollable weapon.

2266: First Contact with the Tholians

After gathering scant pieces of data from other cultures on the enigmatic species, the Federation makes first contact with the Tholian Assembly. The Tholians prove aggressive and intractable. Their territory, perhaps as a result of the manner in which they perceive space-time, is noncontiguous, resulting in several inadvertent incursions into their space. More than 100 years pass before the Federation officially establishes diplomatic relations with the Tholians.

2268: Federation Steals Cloaking Technology (Classified)

The Federation, fearing its use as a first-strike weapon, steals cloaking technology from a Romulan battle cruiser. Research indicates that, with its current technology, the Federation cannot outfit its vessels with cloaks unless the ships are heavy cruisers specifically designed for war. The Federation Council opts not to build such vessels, instead relying on proven strategy and tactics to compensate for the advantage cloaks give their opponents.

2271: The Battle of Dumok'azen

Dumok'azen, a small, mineral-rich world on the border of the Romulan and Klingon Empires, becomes the site of a bloody battle between the two allied races. The Klingons claim glorious victory while the Romulans retreat, increase productivity of warp-capable ships, and bide their time as the Klingon Empire stretches itself thinner.



2275: First Contact with the Breen

The *U.S.S. Eagle,* an all-Andorian Const/tut/on-class ship with the most decorated crew in Starfleet, makes contact with the enigmatic Breen. Captain Igrilan Kor beams over to the Breen ship and, although language barriers impede productive diplomatic negotiations, reports the Breen are a peaceful, if somewhat withdrawn, species. This contributes a great deal to future confusion over the Breen's attitude when they inexplicably become hostile.

2277: Enterprise Emblem Adopted as the Universal Symbol of Starflect

After the promotion of James Kirk to Chief of Starfleet Operations and the retirement of many of his crew, Starfleet adopts the *Enterprise* emblem as its symbol. Previously, each ship in the fleet had its own emblem, worn by each crewmember over the left breast.

2285: Khan Steals Genesis Technology (Classified)

The *U.S.S. Reliant,* dispatched on a survey mission, stumbles upon Khan Noonien Singh on Ceti Alpha V. Given a second chance to conquer the galaxy, Khan quickly takes control of the *Reliant* and steals the data and technology surrounding Project Genesis. Armed with the Genesis Device—miraculous when used for terraforming, devastating when used as a weapon—Khan sets out to build a new empire. Thwarted only through the efforts of Admiral James T. Kirk, Khan and his followers are killed in the Mutara Nebula when he detonates the Genesis Device aboard the *Reliant.*

2286: Cardassian First Contact with Klingons

Cardassian troops, expanding into the Betreka Nebula, make contact with the Klingon Empire. Initially considering the Klingons a race of incompetent barbarians, the Cardassian Union ignores their aggressive posturing. The Klingons eventually goad **the** Cardassians into open battle, resulting in eighteen years of border conflicts. While the Cardassian Union and Klingon Empire eventually enter into a truce, the Cardassians consider the agreement a humiliating failure.

2292: Klingon-Romulan Alliance Dissolves

After 21 years of worsening relations following the Battle of Dumok'azen, the Romulan Senate dissolves the Romulan-Klingon alliance. Klingon ships are ordered to quit Romulan space, and Romulus withdraws its ambassadors. This marks the beginning of a protracted open hostility between the two races that lasts several decades.

2293: Khitomer Accords

Praxis, moon of the Klingon homeworld and source of much of the Empire's energy reserves, explodes after overmining destabilizes the moon's core. The Klingon Empire, fearing attacks of opportunity from the Romulans, approaches the Federation for aid. The two governments meet at Khitomer, a Class-M planet near the Romulan/Klingon border, and hammer out the Khitomer Accords, enabling the Federation to aid the weakened Klingon Empire and making the two powers uneasy allies. With the exception of a one-year abrogation of the accords almost 100 years later, the alliance proves stable and prompts the development of a more diplomatically sophisticated Klingon Empire.

ROLEPLAYING DURING THE AGE OF DIPLOMACY

The UFP that we see in *Star Trek: The Next Generation,* following the missions of the Enterprise-D under Captain Picard, is often described as a "kinder, gentler Federation." This is not the case. The Federation is devoted to peace just as passionately during this era as it was during the period of the Cold War. The difference is simply that the member worlds of the previous era did not know if their reliance on diplomacy would carry the day. By this era, the Federation is confident in its diplomatic skills, and many believe that new conflicts with the Tholians and Cardassians can be settled peacefully.

This era represents not a kinder, gentler Federation, but one that has scored many triumphs in the diplomatic arena. Ships, while still powerhouses of offensive and defensive capability, now carry thousands of crewmembers, including families. These ships embark on longer missions, are more committed to exploration, and are better outfitted for a wide array of scientific, archaeological, and cultural tasks than their predecessors. If your Narrator sets her series in this era, you may still find yourself in the middle of heated battle, but most people now believe war is avoidable. Your character may seem less swashbuckling than those on the original series, but he's replaced swashbuckling with sophistication.

The Age of Diplomacy (TNG Era)

Beginning shortly after the Khitomer Accords and stretching to Commander Benjamin Sisko's discovery of a stable wormhole near Bajor, this era marks a long period of relative peace between the Federation and the rest of the galaxy. While many races—particularly theTholians and Cardassians—engage in hostile activities, peace with the Klingons and the withdrawal of the Romulans encourage many in the Alpha and Beta Quadrants to believe the specter of war has been left behind. Diplomacy rather than military posturing carries the day, at least for a brief time.

2294: Betazed Joins the Federation

After over a century of peace, Betazed applies for membership in the Federation. The Federation quickly accepts, and Betazoid diplomats and counselors become common advisors on Starfleet first contact missions. Betazed itself becomes host to the Federation's biannual Trade Agreement Conference.

2309: Cardassia Begins Diplomatic Relations with Bajor

The technologically more advanced Cardassian Union extends the diplomatic hand of friendship to Bajor. The Bajorans welcome Cardassian technological assistance and bureaucratic aid. Soon, Cardassians advise Bajorans at every level of government.

2311: The Tomed Incident

As Federation technology advances, Romulan intelligence suspects that Starfleet is now capable of building cloaking devices into their exploratory vessels. The Federation denies these claims. Acting on reports from the Romulan Senate's intelligence directorate, theTal Shiar, a Romulan incursion fleet attacks Starbase 247 in the Tomed system. The battle results in thousands of Federation casualties. The Romulans retreat only after Federation ships decloak and join the conflict. Romulan diplomats threaten war after the UFP duplicity. Federation officials claim the cloaking technology was developed by Starfleet Intelligence without the Federation Council's knowledge or approval. The two species, committed to solving their differences, draft the Treaty of Algeron. The treaty specifically prohibits Federation use of cloaking technology. This satisfies the Romulan Senate, but negotiations after this point are irregular, and the Romulan Empire abandons its interests in the Alpha Quadrant.

2313: The Taurhai Attack the Romulan Empire (Classified)

A previously unknown threat from the far side of the Romulan Empire reveals itself. The Taurhai, an aggressive, expansionist, technologically sophisticated race, employ artificially constructed subspace funnels to propel their ships. The Romulan Star Empire is weakened, losing battle after battle over the next 30 years.

2320: Bolarus IX Joins the Federation

After internal debates come dangerously close to open war, Bolarus IX adopts a single government—the World Council—and applies again for Federation membership. Though the new government is young, the Federation Council is impressed and admits Bolarus IX into the UFP. The Bolian government proves stable, and Bolian service in Starfleet is typified by near-tireless, hard-working men and women devoted to Federation principles.

2328: Cardassians Occupy Bajor

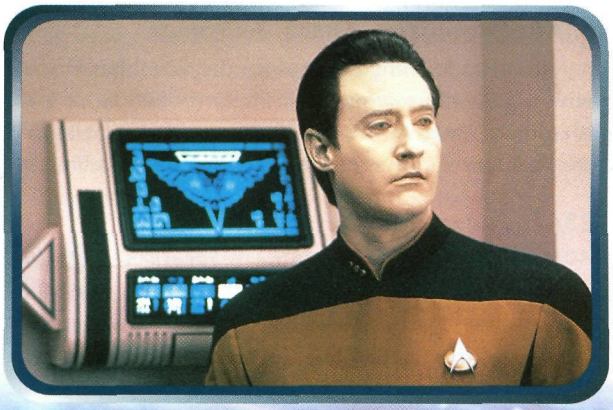
Cardassians across Bajor throw off the cloak of friendly neighbor and, in one swift insurgency, take over the planet. Mining camps are built to strip the planet of its natural resources, and millions of Bajorans are pressed into service as slave labor. The Vedek Assembly goes into hiding. Its first act of resistance is the abolition of the *D'jarra* caste system. The now casteless Bajorans are free to bear arms, and the Bajoran resistance forms. Eleven years later, the Detapa Council officially annexes Bajor in order to funnel more troops onto the planet.

2335: First Contact between the Federation and Cardassian Union

The Cardassian Third Order makes contact with a Federation exploratory vessel, and the Federation gains a new, aggressive neighbor. A series of border conflicts follow during which the Cardassian Central Command, a military body, slowly gains control of the government.

2335: Development of the Posifronic Brain

Dr. Noonian Soong and his wife Juliana develop the first functional positronic brain while on the Omicron Theta colony. After four unsuccessful attempts, the fifth—named Data—proves initially successful. After its activation, Soong programs the android with social and creative subroutines to compensate for its lack of emotion. Dr. Soong becomes disappointed with Data's social development and deactivates him, abandoning his research.





2343: Romulans AttacK the Taurhai Homeworld (Classified)

Fighting a desperate, losing battle, the Romulan Senate changes tactics. Mounting a suicide assault on the Taurhai homeworld of Chi'tai, the battered remnants of the Romulan fleet win for the day and defeat their opponents in one swift battle. With the Taurhai no longer a threat, the Senate prepares for renewed expansion.

2344 Romulans Attach Narendra III

Filled with renewed vigor after the decisive battle of Chi'tai, the Romulan Senate turns its attention to the Klingon Empire, whose opportunistic border raids went unchecked during the lengthy Taurhai assault. The Senate resolves to wipe out the Klingon Empire once and for all. When Romulan warbirds attack the Klingon outpost at Narendra **III,** the Federation comes to the aid of its Klingon allies. The *Enterprise-C* is destroyed in the conflict, but the outpost is saved. This marks the beginning of a true alliance between the Federation and Klingons. The Romulans, unwilling to face the Federation head-on after the long Taurhai siege, withdraw.

2345: Data Graduates from Starfleet Academy

After being discovered on Omicron Theta and reactivated by the crew of the *U.S.S. Tripoli,* Data joins Starfleet and graduates with honors. He is posted to the *U.S.S. Trieste.*

2346: Romulans Attach Khitomer

A renegade Klingon provides the Romulan Empire with codes permitting a Romulan fleet to assault Khitomer, slaughtering 4,000 Klingons. Once again, the Federation comes to the aid of the Klingon Empire.

2347: Federation-Cardassian War

Viewing Federation build-up on the Cardassian border as a sign of future aggression, the Obsidian Order—the Cardassian intelligence directorate—convinces the Cardassian Central Command to preemptively attack the Federation outpost at Setlik III. Even though the Obsidian Order learns the outpost is a civilian installation, the Central Command refuses to back down, following the attack with a series of skirmishes over the next several years. During this time, the Central Command gains additional power and begins to subvert the authority of the Detapa Council.

2351: Tholian Invasion Averted

Bolian Admiral Taneko, his fleet beaten and his ship crippled, attempts to retreat more deeply into Federation space after an assault by a Tholian fleet. When it becomes clear that reinforcements will not arrive in time, he detonates his ship's warp core, decimating the Tholian vessels and forcing the remainder to withdraw.

2352: Treaty of Alliance Signed

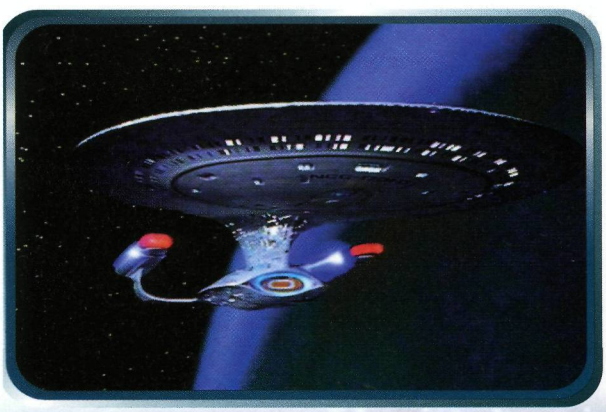
Operating openly as allies for several years outside the bounds of the Khitomer Accords, the Federation and Klingon Empire sign theTreaty of Alliance, formally uniting the two powers in diplomatic allegiance.

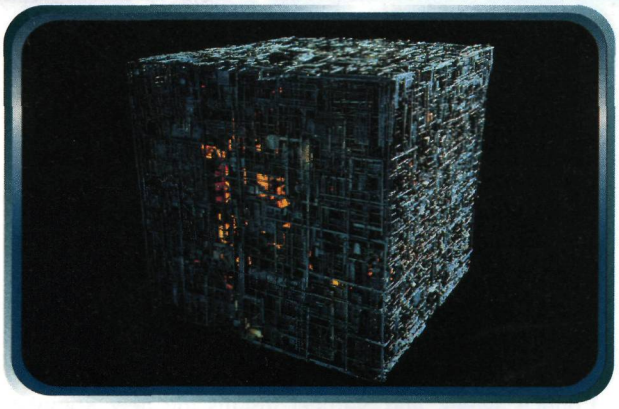
2353-2360: Federation-Tholian War

Starbase 277, constructed on the Federation-Tholian border to monitor ongoing Tholian activity, is attacked almost immediately upon completion. There is only one survivor—civilian mathematician Kyle Riker. The attack provokes a response by the Federation, and the two cultures engage in open warfare for the next seven years. The war ends in 2360 when diplomatic representatives from Betazed negotiate a truce.

2363: U.S.S. Gnterprise-D is Launched

Devoted equally to space exploration, science, and diplomacy, Jean-Luc Picard is given command of Starfleet's flagship, the newly commissioned *U.S.S. Enterprise-D.* This vessel and its captain prove instrumental in later negotiations with the Romulans, Klingons, and Cardassians.





2365: First Contact with the Borg

When a powerful intelligence known only as Q hurls the *Enterprise-D* into the Delta Quadrant, the Federation inadvertently makes first contact with the Borg. The Borg assess the strengths of the *Enterprise* and, finding them lacking, sets out to conquer the Alpha Quadrant.

2367: The Battle of Wolf 359

A lone Borg cube enters Federation space and heads for Earth, destroying everything in its path. Starfleet, caught unprepared, dispatches a fleet of forty ships to stop the Borg assault. Thirty-nine of the ships are destroyed and Captain Jean-Luc Picard is captured in a Borg attempt to gain access to Starfleet information and strategy. This tactic ultimately backfires when the crew of the *Enterprise-D* recaptures Captain Picard and debriefs him. The crucial understanding of the Borg they gain allows them to turn the tide of battle and repel the invaders.

2367: Klingon Civil War

Before his death, K'mpec, Chancellor of the Klingon Empire, selects Captain Picard as Arbiter of Succession. Picard refuses to accept the illegitimate son of the Duras family as the next Chancellor of the Klingon High Council, instead backing Gowron's bid in an attempt to install a Chancellor friendly to the Federation. The Empire erupts in civil war as the great houses choose sides. Picard roots out a Romulan conspiracy behind the Duras family's attempt at succession and advises the Federation to blockade the Romulans rather than enter the Klingon conflict. Without Romulan support, the Duras faction crumbles and Gowron becomes the new Chancellor.

2366: Romulan Invasion of Vulcan Foiled (Classified)

Ambassador Spock travels to Romulus to meet with the leaders of the Romulan Reunification Movement, who seek reconciliation with Vulcan. While the movement is real, Spock's invitation and presence are part of an elaborate ruse on the part of the Tal Shiar. Captain Picard, on Romulus in disguise, aids Ambassador Spock. The two men discover the Tal Shiar's involvement and foil the Romulan invasion of Vulcan.

2369: Tholian-Federation Truce

In a stunning and unexpected move on the part of the Tholian Assembly, representatives from the enigmatic species approach the Federation and propose a truce. The Federation agrees, and the two governments exchange ambassadors. The Tholians give no explanation for the change in outlook.

2369: Cardassia Withdraws From Bajor

After 60 years of Cardassian occupation, the Bajoran Resistance capitalizes on internal pressures within the Central Command and forces the Cardassians to leave the world. With their economy smashed as a result of Cardassian resource exploitation, the Bajorans petition the Federation for aid.

The Federation establishes a presence on Bajor by managing the former Cardassian mining facility at Terok Nor. Renaming the facility *Deep Space 9,* Starfleet posts Commander Benjamin Sisko to the station. Sisko is chosen for his skill at managing complex station-based activities such as the development of the top-secret, anti-Borg *Defiant* project.

The Age of War (DS9 Era)

The Federation faced many challenges throughout its history. Internal, external, political, and military threats emerge time and again, and the members of the UFP overcome them by standing together. Until now. The Dominion War represents the greatest conflict the Federation has ever known. The Dominion, a vast coalition of species ruled by the shapeshifting Founders, presents the first real threat to the fundamental political landscape of the Alpha and Beta Quadrants. To face these new enemies and the allies they recruit in the Alpha Quadrant, the Federation must form its own coalition.

At the center of this maelstrom sit the Bajoran wormhole and the man who discovered it. Just as James Kirk personified an era of high adventure, and Jean-Luc Picard represented the triumph of diplomacy over war, so does Benjamin Sisko represent this age of desperate conflict. A complex, sophisticated man, Commander Sisko proves equally adept at handling the subtle social dynamics surrounding the Bajor affair, dealing with internal conflicts from within the Federation, negotiating alliances with former enemies, and ultimately leading the Federation to war.

2369: Discovery of the Wormhole at Bajor

Commander Benjamin Sisko and science officer Jadzia Dax discover an artificial wormhole in the Denorios Belt, in the Bajor star system, which facilitates safe and regular passage to the Gamma Quadrant. The Bajoran people

ROLEPLAYIRie IIU THE AGE OF WAR

Your Narrator decides to set your series during this era. Consider that few species in the Alpha and Beta Quadrants remained unaffected by the Dominion War. Regardless of what character you're playing, the war affects you to some extent. The Dominion threatens your homeworld and your way of life, and there's the very good chance the Dominion might win, enslaving you and everyone you know. How you and your fellow crewmates choose to deal with this is up to you and your Narrator. If you're playing Federation or Starfleet characters, expect to see a lot of combat. Even the Klingon and Romulan Empires join the war against incredible odds to preserve their own cultures and territories.

War affects civilian characters as well as military personnel. Will your characters choose to ignore the war, hoping for business as usual? Will you attempt to persuade your governments to join the fight, or remain neutral? Rogue and merchant characters can exploit the war for their own benefit. As the Ferengi say, "War is good for business." The Dominion War provides an excellent backdrop for a series detailing Starfleet Intelligence or *Tal Shiar* missions. More advice for your Narrator on how to run this type of series appears in the Narrator's Guide.

ascribe deep spiritual significance to the wormhole and the aliens who reside within. They consider Commander Sisko a religious figure—the Emissary—whose arrival was foretold in their holy texts. Though uncomfortable with the notion, Sisko respects the Bajoran belief system, carefully walking a line between spiritual leader and secular authority.

Access to the Gamma Quadrant draws the attention of the Dominion, the dominant force in that distant region of the galaxy. Led by the Founders, the Dominion seeks nothing less than the conquest and subjugation of all species and cultures in the galaxy.

2370: First Contact with the Jem'Hadar

The Jem'Hadar, the Dominion's elite shock troops, destroy the *U.S.S. Odyssey,* a Ca/axy-class ship exploring the Gamma Quadrant. The Jem'Hadar are literally bred for war. With an average lifespan of less **than** 15 years, the Jem'Hadar require neither food nor sleep, and worship the Founders as gods.



2371: Destruction of New Bajor

A small but successful Bajoran outpost colony in the Gamma Quadrant is destroyed by the Jem'Hadar. This marks the end of any foreign power's presence in the Gamma Quadrant.

2371: Romulans Trade Cloaking Device for Dominion Intelligence (Classified)

The Romulan Senate authorizes an exchange with the Federation: a cloaking device for all of the Starfleet Intelligence data on the Dominion. The Federation Council agrees, and Starfleet installs the new Romulan cloaking device on the *Defiant.* A gunboat once designed for use as part of an anti-Borg assault fleet, Starfleet assigns the *Defiant* to Deep Space 9 for use against the Dominion threat. Production on the *Defiant* class—previously halted when the Borg threat was reassessed—resumes.

2372: Detapa Council Overthrows the Cardassian Central Command

The Detapa Council, long a powerless figurehead, overthrows the rule of the Cardassian Central Command. Reports of this reach the Klingon High Council, which interprets the coup as evidence that shapeshifting Founders have replaced key members of the Detapa Council. An assault on Cardassia Prime is planned.

2372: Klingons Attach Cardassian Outposts

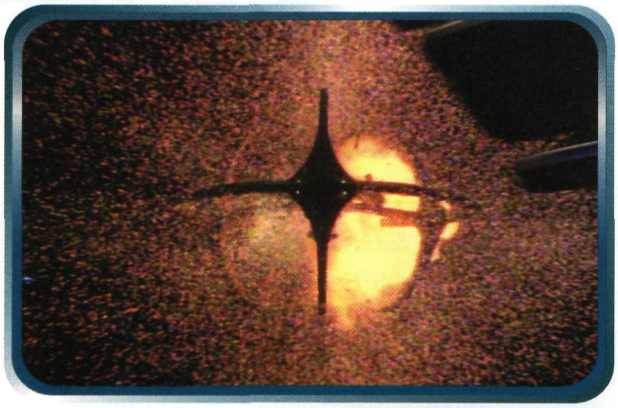
The Federation Council refuses to back the hawkish policies of Chancellor Gowron and instead supports the new Detapa Council. Gowron proceeds with his invasion plans and, when Federation officers help the members of the Detapa Council escape to Deep Space 9, he officially breaks the Treaty of Alliance, calls for the withdrawal of his ambassadors, and assaults the space station. Klingon troops lay siege to Deep Space 9, standing down only when a Federation fleet arrives. Klingon raids of key Cardassian worlds continue.

2373: Klingon Empire Breaks the Treaty of Alliance

A team of undercover Starfleet officers led by Captain Sisko identifies a key aide of Gowron's as a Founder spy. This revelation allows Gowron to understand the Founders' role in the anti-Cardassian movement, and he calls off the attacks on Cardassian outposts.

2373: Cardassia Joins the Dominion

With much of their industrial capacity destroyed by the Klingons, the Detapa Council finds itself ruling a battered Cardassian Union. Gul Dukat negotiates an alliance with the Dominion, hoping it will restore his people to their previous strength. The new allies assault Deep Space 9, taking it from the Federation. This marks the official beginning of the Dominion War.



2373: Deep Space 9 taken by Dominion

At the recommendation of Captain Sisko, Bajor negotiates a nonaggression pact with the Dominion, and Cardassian soldiers once more administer Deep Space 9.

2374: Federation-Klingon Alliance Retakes Deep Space 9

The Dominion presence on Deep Space 9 proves short-lived when Cowron reinstates the Federation-Klingon alliance. The subsequent battle to retake Deep Space 9 becomes the first decisive Federation victory in the war. After providing aid in the assault, Cowron leaves a contingent of Klingon troops on Deep Space 9, led by the brilliant General Martok. Martok and Sisko work together as joint military advisors to both Starfleet and the Klingon High Council, coordinating the war effort.

2374: Befazed Falls to the Dominion

The tide of war appears to turn after Captain Sisko convinces the wormhole aliens to collapse the wormhole, destroying a fleet of 2,800 Jem'Hadar ships en route to Deep Space 9. The loss of such a significant portion of their fleet does not deter the Dominion, and Cardassian-Jem'Hadar forces take Betazed.

2374: Rornulan Star £rnpire Joins the Federation-Klingon Alliance

With the war once again turning in favor of the Dominion, Captain Sisko—acting against his personal convictions—tricks the Romulan Senate into believing the Dominion plans to take and hold the entire Alpha and Beta Quadrants, including Romulus. The Senate agrees to join the Klingon-Federation alliance, and the tripartite power now opposes the Dominion with equal force.

2375: Breen Join the Dominion

Seeking to shore up the perceived deficiencies in Cardassia's contribution to the war, the Dominion enlists the aid of the Breen. The Breen prove potent allies as their energy-dissipater weapons shut down entire starships with a single blast. The Breen strike swiftly, carrying the battle to Earth.

The Breen assault on Earth destroys much of San Francisco and Starfleet Headquarters before the First Fleet, under the command of Admiral David Miles, can respond and force the Breen to withdraw.

Following the First Fleet's victory, the Federation develops a defense against the Breen energy dissipater and takes the offensive. Several decisive victories lead the Alliance to press the attack toward Cardassia, the center of Dominion command in the Alpha Quadrant.

2375: Cardassians Join the Federation-Rornulan-Klingon Alliance; the Dominion Falls, End of the Dominion War

The Alliance decides to attack Cardassia after learning of Cardassian rebel Legate Damar's attempts to lead his people out from under the oppressive rule of the Dominion. When the final assault on Cardassia begins, the Cardassian fleet, under the order of Legate Damar, turns against the Dominion and joins the Alliance attack. The leaders of the Dominion, upon learning of this treachery, order the destruction of all life on Cardassia. Over 800 million people are slaughtered before the Alliance can force the Dominion to sue for peace. This marks the first Dominion surrender in its history.

AFTER THE WAR

What happens to the Cardassian-Klingon-Romulan-Federation alliance in the wake of the Dominion War is up to your Narrator. If she chooses to set her series in the Alpha Quadrant after the events detailed here, you and your fellow players can influence the further development of the Alliance, for good or ill, and write your own entries into this history!



Current Affairs

CURRENT AFFAIRS

In the following sections you'll find brief descriptions of the current outlook for the major powers in the Alpha and Beta Quadrants.

The United Federation of Planets

The Federation remains a rich, prosperous alliance of worlds that rebuilds swiftly after the staggering losses incurred during the Dominion War. The only thing that might prevent the Federation from reestablishing its dominance over the Alpha and Beta Quadrants is another, as yet unseen, threat from the stars.

Many Federation diplomats see Cardassia as a potentially strong ally. Cardassian history is littered with conquests, since the seizure of resources was viewed as a necessity to compensate for the notoriously poor resources of Cardassia Prime. The benefits of membership in the Federation precisely match the Cardassians' long-standing plan for prosperity and cultural development. The only stumbling block: Cardassian stubbornness and pride. Cardassians, to put it bluntly, are not "joiners." Careful diplomacy, the UFP's greatest strength, will be necessary to soothe Cardassian fears as their sovereignty diminishes.

While the Federation rebuilds it will likely rely on its Klingon allies, but the Federation has other, as yet untapped resources at its disposal. Vulcan, Bolarus IX, and Andoria have vast populations devoted to UFP principles, only small fragments of which participate in Starfleet. If the need arises, expect to see huge influxes of Vulcans, Bolians, and Andorians into Starfleet, to protect the Federation they helped to build.

The Second Klingon Empire

Led by Chancellor Martok, the Klingon Empire has emerged as a strong and stable ally of the UFP. Martok understands the virtues of the Federation, and while the Federation Council continues to respect the sovereignty of the Empire, the Empire's citizens count on Martok to serve their best interests and decide the fate of the Alliance.

During the Dominion War, the Federation took the brunt of civilian as well as military losses. More Federation starships were destroyed and planets assaulted than any other faction in the Alpha and Beta Quadrants. Expect the Federation to rely upon the Klingon Empire to make up for the deficiencies in Starfleet's capabilities until the fleet is rebuilt.

It's no mistake that the Klingon ambassador to the Federation is former Starfleet officer Worf. Martok chose him because of his dual heritage, as well as for the personal debt Martok owes him. Born Klingon and raised by Humans, Worf understands the two peoples better than anyone. If war breaks out between the Federation and another race, Klingons would suffer high casualties as a result of Starfleet's dependence on the Klingon armada. If members of the Klingon High Council recommend breaking the Treaty of Alliance to spare Klingon lives, Worf would almost certainly advise against it. The two powers' fates are now inextricably intertwined.

The Romulan Star Empire

Like the Klingon Empire, the Romulans suffered comparatively few losses during the course of the Dominion War. As in virtually every other instance they have worked closely with another race, the Romulan alliance with the Federation and Klingons was built purely out of self-interest. Expect the Star Empire to continue to act in this manner.

Some believe the Romulan alliance with the Federation will dissolve after the cessation of the Dominion War. This is not necessarily the case. The Federation has skilled diplomats who, realizing Romulans ally only with those they feel they can exploit, may maneuver the Federation into a position to provide the Romulans with something they need in order to maintain the alliance.

If the Romulans return to conquest, it makes sense they would strike while the Federation remains weak. Considering the UFP's weakness with its necessary dependence on the Klingon Empire, whom the Romulans have tried to eradicate more than once in the past, and the Romulan notion of manifest destiny, known as *D'era,* and you're left with a Romulan Empire that might seize the opportunity war provides.

The Cardassian Union

The Cardassians, led once more by the Detapa Council, face many of the same problems the Second Klingon Empire did in 2293. Their population decimated, their industrial machine destroyed, the Cardassians almost certainly require the aid of a powerful neighbor in order to rebuild. The new leaders of Cardassia, inspired by the transformation of Legate Damar from militaristic opportunist to contrite reformist, may take advantage of Federation aid, at least for the present.

It's difficult to predict how a beaten foe will behave, and many other powers in the galaxy could approach the Cardassians, offering aid in exchange for support against the Federation or any of the other governments in the area. Past history has proven that Cardassia will attend to its own interests and needs above all else.

Finally, analysts must consider the unlikely notion that the Cardassian people could suddenly reject aid from *any* foreign power and attempt to rebuild on their own. The fact that the proud Klingons accepted aid from the Federation does not mean the Cardassians will do the same. Many outsiders view Cardassians as stubborn, and such a policy of isolationism at this time remains a possibility.

The Ferengi

The Ferengi, like the Cardassians, have emerged as a species in flux in the post-war era. Once passionately devoted to the principles of exploitative capitalism, the Ferengi under new Grand Nagus Rom have entered a period of increased political sophistication. Formerly, the Ferengi were simply a race of merchants and scoundrels. Now, with a new leader less convinced of the virtues of the classic Ferengi economic model of government, we may finally see a new era of Ferengi diplomacy. Already we've seen a Ferengi in Starfleet, and, when observed under pressure, individual Ferengi have exhibited strong, if somewhat underdeveloped, instincts for valor and courage.

While the Ferengi wouldn't subject themselves to the yoke of Klingon or Romulan rule, Ferenginar might ally itself with the Federation. While this prospect was inconceivable a few years past, the new political landscape of the Alpha Quadrant presents many new opportunities.

The Borg Collective

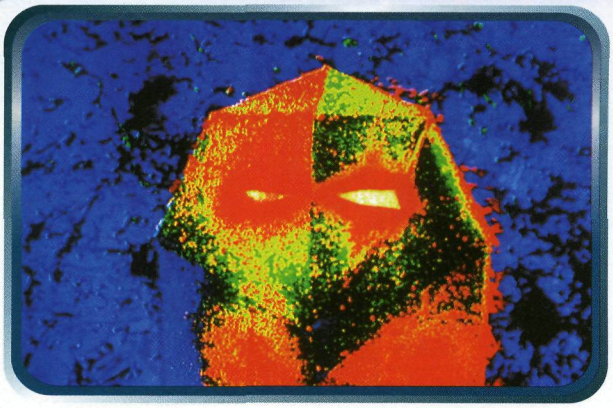
Reports from the recently returned *U.S.S. Voyager* are both promising and frightening. The Borg threat to the Alpha and Beta Quadrants has apparently decreased since the Battle of Wolf 359. This is in no way a result of any change in the Borg obsession with integrating every species in the galaxy into their collective. Instead, the Borg face their own threat on the home front. Species 8472, a powerful and violent race from fluidic space, hunt the Borg across their own territory. While *Voyager* Captain Janeway entered into brief negotiations with representatives from Species 8472, Federation xenobiologists fear the race may, as yet, prove a significantly more serious threat than the Borg.

Negotiation and diplomacy are meaningless when dealing with the Borg. As with the Dominion War, the races of the Alpha and Beta Quadrants may find their alliance tested once more if the Borg decide to invade Romulan and Klingon space. This ongoing threat, replacing the former threat of the Dominion, could result in an even stronger alliance among the Federation, Klingons, and Romulans. If significantly threatened, other species such as the Corn and Tholians could also join a new alliance.

The Tholian Assembly

The Tholians, currently coexisting in relative peace with the other species of the galaxy, represent a race as potent as they are enigmatic. The Tholians alternately attacked, made war with, then made peace with the Federation over a period of several decades. Nobody can accurately predict how they will behave from one moment to another.

The one constant of Tholian diplomacy is their unswerving intolerance for any intrusion into those



areas of space classified as "territorial annexes." This fierce territoriality extends beyond political policy, instead appearing to be almost an innate racial trait. In all instances, the Tholians have responded to any incursion with force.

The Tholians played no part in the Dominion War and currently remain in a state of quiet neutrality toward the rest of the species in the Alpha and Beta Quadrants. No race has yet enlisted the Tholians in any conflict, although—considering their unpredictable nature—this should not be discounted as a possibility.

Just as unpredictably, the Tholians could suddenly declare war on any of their neighbors, or on a distant species, for no easily discernable reason. Intelligence analysts can presume almost nothing about the Tholian Assembly.

The Gorn

The Gorn, a strong and powerful empire unto themselves, have yet to see their star rise to a position of eminence on the galactic stage. While aggressive and combative, the Gorn understand the notion of diplomacy, and Gorn ambassadors reside on many planets in the Alpha and Beta Quadrants. They are not as intractable a species as the Tholians; while their psychology remains distinctly alien, they seem to grasp the underpinnings of galactic politics and diplomacy.

Gorn space, like that governed by the Federation, Cardassians, or Tholians, includes a considerable number of worlds. Many cultural experts believe the Gorn have spent the last several hundred years carefully exploring world after world in their own domain. The expansion of borders seen during the Cold War meant many races, especially the Federation, Romulans, and Klingons, could explore only a small percentage of the systems encompassed by their new frontiers.

Others believe that the Gorn, a reptilian race not well adapted to many worlds, have extensively researched terraforming, ultimately perfecting it as a science. If the Gorn can transform a world to suit their needs in years rather than decades, a Gorn empire, distributed across thousands of terraformed worlds, could suddenly emerge as a major power in the Quadrant.



14 THE FEDERATION

In the previous chapter, we presented a history of the galaxy, necessarily from a Federation-centered point of view, but nonetheless covering a great deal of non-Federation history. We did this to encourage players and Narrators alike to run series set outside the bounds of the Federation. A Klingon pirate series, or a Romulan *Tal Shiar* series, can be every bit as fun as a traditional *Star Trek* game set on a starship.

A non-Starfleet Federation series can also be fun. Any Federation series, Starfleet-based or otherwise, requires at least a cursory knowledge of the nature of the UFP. In the first half of this chapter, we cover the structure and function of the Federation. Following that, we examine Starfleet itself.

THE FEDERATION

Two hundred years after its founding, the Federation stands at 150 member worlds, with dozens of planets under consideration for membership at any time. Ideally, the UFP would like all species in the galaxy to benefit from working together.

Benefits of Membership

There is strength in unity. With the thousands of inhabited worlds and dozens of alien species present in the galaxy, a forum where differing opinions can be peacefully resolved is valuable. Membership in the Federation offers mutual aid, protection, and political benefits. Governments can share their resources, sending medicine to a planet in need or relieving the burdens of famine. They can offer a united front against potentially hostile members. The Federation offers a forum where members can discuss their differences and find common ground on matters of galactic import. Moreover, members, by working together, can advance the cause of knowledge through shared research and exploration (best embodied by Starfleet).

INSTANT RECOGNITION: Once the Federation Council accepts a petitioning world into the UFP, that world instantly gains recognition as a full member, along with all associated rights. The planet earns a seat on the Federation Council and an equal vote just as Earth, Vulcan, and the other founding worlds do. This means the evaluation period is necessarily long—at least a few months, often a year or more—to ensure the prospective world is mature enough to shoulder this responsibility. Instant recognition and the voting equality of all members represent two of the strongest lures to membership for prospective worlds.

ECONOMIC SUPPORT: Worlds with economic difficulties need more than influxes of capital to solve their problems. Fortunately, the Federation has both vast experience in these matters and powerful technological solutions to most issues. The world of Bajor, though not a member world, represents an excellent example. After decades of exploitation at the

hands of the Cardassian Union, the Federation—as a sign of goodwill—provided industrial replicators capable of producing large agricultural equipment and the technology necessary to turn one of Bajor's moons into a limitless energy source.

MILITARY SUPPORT: The need for defense on the part of member worlds is of paramount significance, especially for those worlds near the border of a hostile or potentially unfriendly neighbor like the Romulans. Many potential members cite protection from more powerful aggressor species as a major reason for requesting admittance to the UFP. Once a world joins the Federation, Starfleet dispatches special tactical advisors along with the normal contingent of Federation ambassadors and diplomats to evaluate the extent of Starfleet's future presence in the system. In those cases where the new member world is under imminent threat, the Council postpones this requirement, tasking Starfleet Command with the responsibility of securing the planet's safety immediately.

Responsibilities of Membership

Membership in the Federation has its responsibilities; it is not a free ride at the expense of other members. The Council expects each world to contribute material or financial resources to maintain Starfleet, fund research by the Science Council, and provide emergency services for any Federation members in the area. Local officials must regulate local trade and protect the freedom of interstellar commerce, and provide facilities, either on the planet or in orbit around the planet, for Federation administrators. Finally, members agree to uphold Federation laws ensuring individual freedoms as well as those safeguarding due process.

So far, each Federation world admirably meets these expectations, and requirements are intentionally kept low enough for every world to fulfill its responsibility.

Joining

New worlds join the UFP in one of two manners. Either they and the UFP have a history of past relations and the world opts to petition for membership, or the world is unknown to the UFP and joins after first contact has been made. In both cases, the requirements for joining are the same.

FIRST CONTACT: Prior to considering a world for membership, the Federation Council must first make contact with the prospective civilization. Often, this first contact results from Starfleet's normal course of business—exploring the galaxy. Any time Starfleet discovers an intelligent species, it dispatches a first-contact team. The team reports directly to the First Contact Division, based on Vulcan, under the Director of Exosocial Relations. If the newly encountered species does not possess warp technology the team covertly observes the culture, evaluating its social and technological status. The contact team files its report along with a recommendation for further study, without the culture's knowledge. If the species possesses warp drive technology, the rules are somewhat looser. First contact can be made directly via subspace radio or direct intervention. Optimally, this occurs after a period of observation, but warp-capable cultures can usually detect such covert activities and often dislike the notion of being observed. As a result, any starship exploring the galaxy has the potential to make first contact with other beings. Almost every ship has at least one first-contact specialist aboard, often—in the case of *Galaxy*- or *Sovereign-class* ships—a whole division.



Both situations are delicate. First contact teams make mistakes, sometimes revealing themselves to the prewarp culture. Seemingly primitive cultures sometimes show surprising aptitude in detecting and ferreting out hidden observers. The team must rely heavily on technology as well as its own scientific training to remain hidden. Some officers operate within the culture itself. Known as heavy integration operatives, these agents spend months studying a society so they can insert themselves into it as seamlessly as possible.

Similarly, warp-capable cultures often represent their own coalition of worlds or single, very aggressive worlds. First contact with these cultures can not only damage the culture if not handled properly, but also damage the Federation if misunderstanding causes war. In all cases, a well rounded first contact team relies on psychology, sociology, diplomacy, and technology to get the job done.

REQUIREMENTS FOR M€MB6RSH!P: The requirements for acceptance into the Federation are kept intentionally simple. The Council considers complex requirements difficult to explain, difficult to meet, difficult to evaluate, and difficult to navigate. In every case, the Council appoints a cultural attaché, described below, to examine the issue.

Before being accepted, potential worlds must:

- POSSESS TRUE FASTER-THAN-LIGHT TRAVEL. This does not necessarily mean warp travel, although so far this has exclusively been the case. If the world developed FTL travel through means other than research and development—stealing it, trading for it, discovering it archaeologically, or through some other manner—the review process becomes more complex. The cultural attaché must spend more time evaluating FTL travel's impact on the developing cultures of the world. Societies acquiring warp travel through outside means—as with the Klingon Empire—often experience developmental problems as sudden access to other planets puts unnatural pressures on the indigenous society.

The Federation experienced first-hand the way in which exposure to an advanced race can corrupt the development of a younger race. The UFP believes each species has a right to develop on its own, even if this means risking the self-destruction of the society. The Council selected the milestone of warp travel, building it into the Prime Directive to protect developing cultures from this kind of shock.

- BENEFIT FROM ONE GOVERNMENT. The Council considers factionalism a sign of immaturity. The world must speak with a single voice. Furthermore, this global government must have a proven track record of internal stability and adherence to the principles of Federation.
- EXIST PEACEFULLY WITH ITS NEIGHBORS. In most cases, if a petitioning species meets the faster-than-light requirement, it dominates its local area technologically. How it uses or exploits this superiority is an excellent test of the planet's worth as a potential member race.

If a potential member is at war with its neighbor, the Federation often extends the opportunity for peaceful negotiation to both warring members. Responses to these overtures go a long way toward providing the Council some notion of the participants' demeanor. The Federation, in all cases, prefers any warring cultures to resolve their grievances peacefully. It is possible, however, for a potential world to impress the Council with its sincerity while at the same time the opposing race impresses the Council with its belligerence. In these cases a treaty with the potential member world is signed, aid is given, and the war usually comes to a peaceful end. Then the petitioning race is reevaluated.

- ACCEPT THE PRINCIPLES OF FEDERATION. This, the most obvious requirement, demands the most rigorous evaluation. The principles of Federation allow many fine interpretations, some of which result in behavior subtly contrary to the Federation's goals. The cultural attaché spends most of his time studying the potential world, trying to understand as precisely as possible the mores and folkways of the planet's cultures to make sure they understand and agree with the principles found in the Federation Constitution.

TH6 Review BOARD: The Review Board, a permanent subcommittee of the Council, has all first contact and diplomatic data at its fingertips, and often sends board members on fact-finding missions as well. Once the request is made the Board assigns a cultural attaché, with a team to aid him, to the culture in question.

The cultural attaché must be a skilled and highly experienced diplomat. The job requires nothing short of an extensive tour of the planet (or planets, in cases involving world- or system-spanning cultures) and an exhaustive review of the culture's society, economy, science, religion, government, and resources. The importance of attention to detail in these matters cannot be overstated. A cultural attaché might have no notion that, for instance, a society considers its children slaves belonging to the parents, usable for debt payment or as collateral on a loan. Such an attitude, contrary to Federation principles, could pass unnoticed until a review of the world's educational system took place. This makes the attaché's team necessarily large and the review period long.

When the review period ends, the attaché files the report with the Review Board, which returns a verdict usually within a few weeks. The verdict is rarely a sur-

prise to the potential member, since one of the attaché's duties is to explain the Federation Constitution to the culture and ensure the prospective species understands these principles.

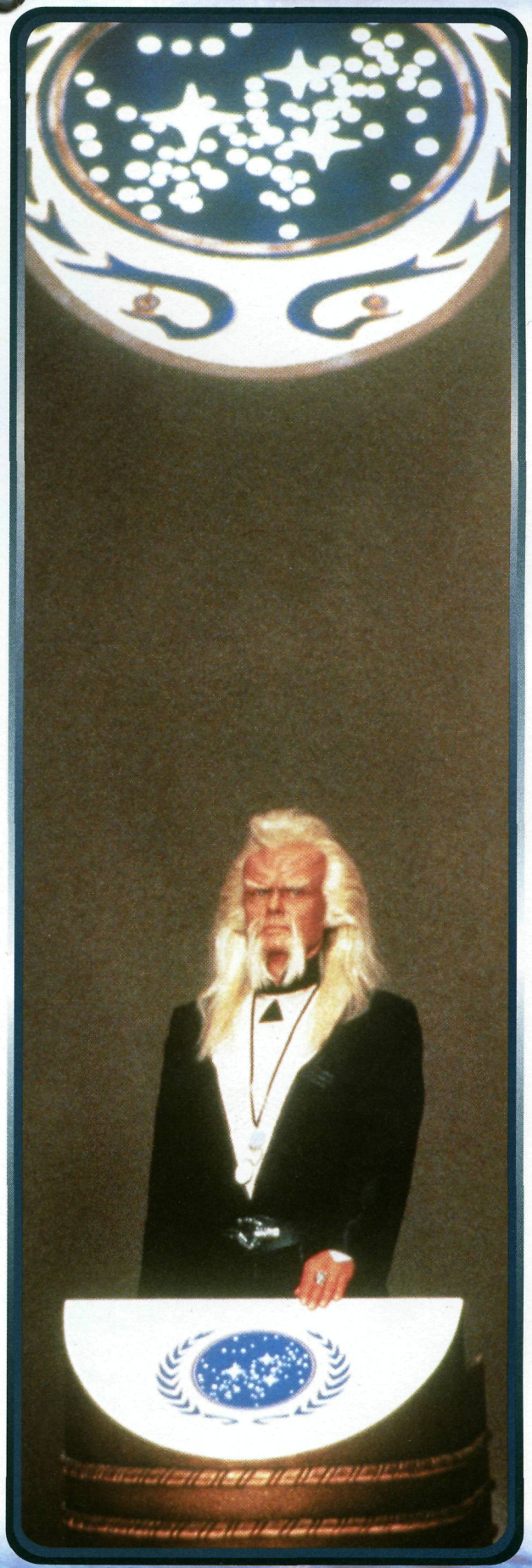
REJECTION: Those applicants who pass the review gain UFP membership and all associated benefits. For those worlds rejected, the reasons are usually obvious and fall into one of three categories: the culture is too belligerent, does not respect the personal liberty of its citizens, or does not respect the right of each citizen to achieve his full potential. While these last two may seem like the same thing, many cultures believe in personal liberty—the right of the individual to live free from fear or exploitation—while at the same time confining the individual's development to a given "caste" or other socio-economic subclass. Caste systems, for instance, often protect the rights of the individual and grant all members of every caste representation in the government, but do not permit members of one caste to rise beyond the limits of the caste into which they were born. These cultures often have a difficult time understanding why the Federation would reject them. These notions are covered in great detail in the Federation Constitution.

Rule of the Council

The Council is the Federation's legislative branch and as a result has the greatest impact on the daily lives of Federation citizens. Each member world sends a contingent of up to five representatives, formally known as "Councilors", to sit on the Council. Each world receives a single vote, regardless of how many representatives it sends, and the leader of each delegation—the individual who actually casts the vote—is that world's ambassador. Some worlds intentionally send three or five representatives to the Council, so each representative can weigh the issues, then vote on how to vote. The final vote represents a poll of the representatives, with the majority opinion holding sway. Other governments send only one ambassador with no fellow councilors and no staff. Still others maintain large offices in the buildings surrounding Federation Hall, from which hourly communications between delegation and homeworld dictate how the ambassador votes.

Voice of the Council

Every three years, the Council votes on a new speaker (though there is no restriction on the number of consecutive terms an individual may hold). The Speaker of the Federation Council has no legislative power, instead wielding considerable organizational power. First among equals, the speaker schedules debates, decides when a representative has spoken for his allotted time, and delays debates for given allotments of time. In most cases, the speaker's decisions



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THE CONSTITUTION OF THE UNITED FEDERATION OF PLANETS

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When the leaders of the live founding worlds met on Epsilon Eridani in 2161, they set about drafting a series of articles to define the structure of their new Federation. These articles, once ratified, became the Constitution of tlieOFP.

The Constitution both establishes the power and function of the government and guarantees the rights of the individual, as well as those of each member world. The entire governmental structure of the Federation is diagrammed in this document. There are twenty-seven original Articles:

- ARTICLES 01 AND TOO: Set forth the basic goals o! the Federation: to establish a coalition of worlds each relying upon the other to further the peace, prosperity, and continued expansion of knowledge of the whole.

- ARTICLE THREE: Establishes l e rights of the individoal. As the Constitution explains, these rights do not come from the Constitution, they come from the simple fact of individual existence. These rights cannot be given or taken away, but they can be oppressed or violated. The third article exists to ensure the Federation does not have the right to take its citizen's rights away. Article Three is similar in many ways to the United States of America's Bill ol Rights.

- ARTICLE FOUR: Ensures the right of each world to govern itself. The greatest fear of many non-Federation cultures is that joining the **Federation** means giving up the culture's current sovereignty over itself, submitting, in essence, to the government of a foreign power. While a certain degree of this is, by nature, necessary, the Federation goes to great lengths to minimize this at all times. If a world meets the eligibility requirements and agrees with the principles of the Constitution, it is free to employ any form of government it wants. Arguably, some forms of government are better suited to the principles of the Federation than others; so far no member worlds employ autocratic dictatorships, and most worlds use some form of democratic representation. Some planets, after analyzing the Federation Constitution, adopt it as their own governmental form.

- ARTICLE FIVE: Permits all member worlds to petition le Federation Council for arbitration in matters of dispute. These must occur between member worlds; internal legal matters must be resolved by the governing world's own judiciary system. The **Federation** Council only makes recommendations; it has no judiciary power over the member worlds. II either party in a dispute rejects the recommendations of the Council, it may appeal to the Federation Judiciary Board. Appeals to the Board may ultimately result in review by the Federation Supreme Court, the **ultimate** judiciary authority in the Federation.

- ARTICLES SIX THROUGH FIFTEEN: Describe the function and power ot the Federation Council and its legislative powers. These ten articles form the meat of the Constitution, setting forth voting powers of council members and establishing the different permanent cabinets. Article Thirteen, for example, establishes Earth as the seat of Federation government.

- ARTICLES SIXTEEN THROOGH NINETEEN: **Establish the office of** President of the Federation, as well as his bureaucratic undercabinet, the Secretariat. The President serves as chief diplomat, establishes foreign policy, and functions as commander-in-chief of Starfleet. This necessarily requires thousands of man-hours of work every day. The offices of the Secretariat perform this work, reporting directly to the President.

- ARTICLE TWENTY: Establishes Starfleet as the Federation's defense force and exploration fleet. This article names San Francisco as Starfleet Headquarters and establishes a subcabinet of fleet admirals to serve as Starfleet Command, reporting directly to the President.

- ARTICLES TWENTY-ONE THROUGH TWENTY-THREE: Set forth the powers of the judiciary branch. Article Twenty-two, foi instance, establishes the Federation Supreme Court as ultimate legal authority.

- ARTICLES TWENTY-FOUR AND TWENTY-FIVE: Set **forth** the rules for membership in the Federation, as detailed above.

- ARTICLE TWENTY-SIX: Delineates the process by which a member world or some subgroup of its population can establish a colony. The Colonial Rights article, as it is known, explains in great detail the limited authority the Federation has over its colonies and the aid to which colonies have a right. It also states that colonies must undergo the same rigorous review period and criteria established in the previous two articles if they wish to become full members.

- ARTICLE TWENTY-SEVEN: Explains the processes necessary to amend the Constitution. It explicitly forbids any alteration ol Articles Three and Four.

Influenced by several historic documents, including the Statutes of Alpha III and the concise Vulcan Theorems of Governance, the Federation Constitution shares many qualities with the Constitution of the United States of America. Unlike the American Constitution, however, the Federation Constitution intentionally grants the greatest power to the **Federation Council.**

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can be overridden by a two-thirds majority vote by the Council. This prevents the Speaker from abusing his power. It is possible for a Speaker to be removed from office after a vote of no confidence is called.

Powers of the Federation Council

The Council is the primary governing body of the Federation, with broad and sweeping powers. These powers can be expanded only by amending the Constitution, an arduous and lengthy process that prevents the Council from suddenly overstepping its bounds. The Council's responsibilities can be divided into several broad categories:

- PASS LEGISLATION: Any citizen may propose a law. This usually occurs at the planetary level, where the local legislative body debates the merit of the bill. If the planetary government considers the bill worthy, the planet's ambassador makes a formal proposition in Council. The President usually creates a subcommittee to evaluate the pros and cons of the law. The subcommittee researches the subject and presents its report to the Council, and the Council formally votes. As with most acts of the Council, a two-thirds majority is required for a bill to become a law. Legislation passed by the Council affects the entire Federation. Laws addressing a single planet's needs must be passed in that society's own legislative body.

- ELECT THE PRESIDENT: Every six years the Council elects a new President, by secret ballot, from among its ranks. Each President may serve only one term. Only members of the Council may vote, and only for another Council member. Any voting member can be nominated for the position, with no limit on the number of nominees possible. Voting takes place in a series of rounds, with each round eliminating roughly half of the nominees, until finally only two remain in the final round.

- RESOURCE ALLOCATION: Each year the Council receives an annual report from the Economics Council, detailing exactly what resources the Federation has available. The Federation Council then spends roughly one month working on the next yearly budget. Because the Federation's operation is neatly divided—between the various permanent subcommittees of the Council, Starfleet, and the Secretariat—into about 100 different departments, the process of determining which department gets how many resources is far less complex than might be expected.

- OVERSIGHT AND FACT-FINDING: Of the many other functions of the Council, only two more bear mentioning here. The Presidential Oversight

THE FEDERATION ECONOMY

The economy of the future is vastly different from that of previous centuries. The Federation meets the basic needs of the majority of its citizens, and few want for anything. Homelessness and starvation are horrors of the past. Greed is only a memory.

In earlier ages people worked for monetary gain, using the money they earned to buy goods and services. Disparate incomes led to a wide gap between what were called the "haves" and the "have-nots," with money (and greed) skewing the allocation of even the most basic resources. Each citizen of the Federation receives goods each according to his needs and is encouraged to provide for the Federation each according to his abilities. Traders ply the trade routes, selling wares from across the galaxy. Colonies produce the raw materials and agricultural goods the Federation needs. Merchants throughout the Federation—from Vulcan shopkeepers to Terran restaurateurs—provide their unique services to the general public. People are productive for productivity's sake, not because they are paid.

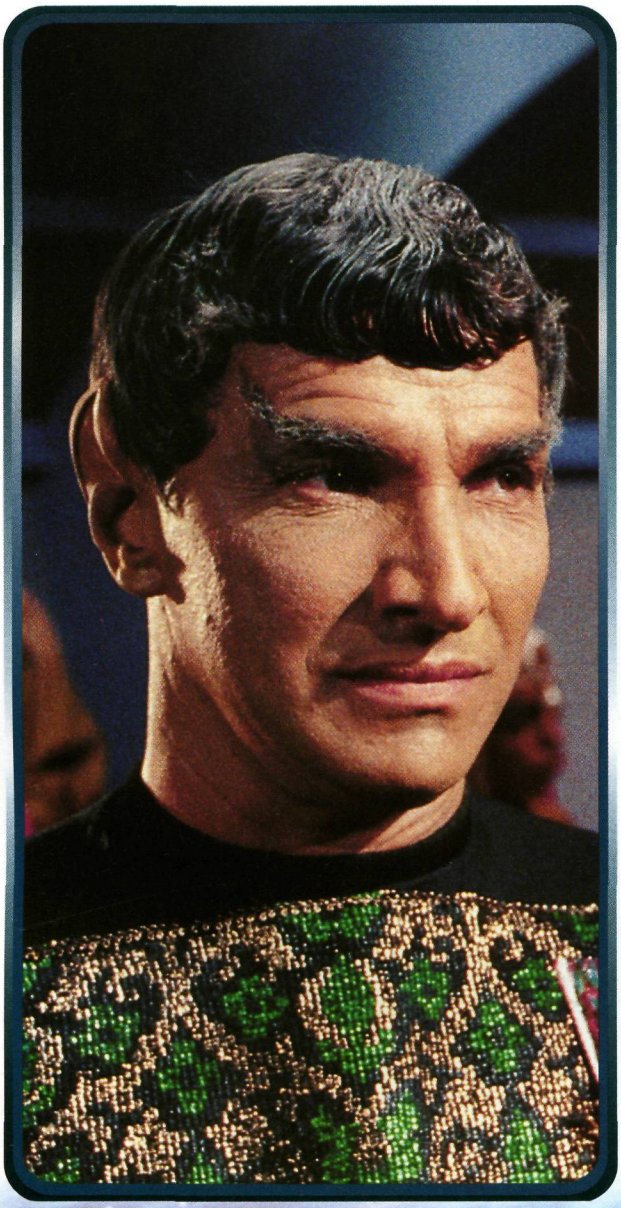
To handle interstellar trade, the Federation Constitution established the credit as the unit of exchange within the UFP, to determine the relative value of planetary economies and as a means of trading with other, non-Federation cultures. Most often, inside the Federation the credit simplifies the equation of the value of, for example, grain produced on Alpha Centauri and dilithium it imports. In this way, the credit serves as a stable unit of measure, allowing resources to move between worlds efficiently. Credits normally have a value tied to the local currency, set by the Federation Council. For example, on Vulcan the credit is worth 100 Vulcan *rials*.

Though intended for interstellar trade, there are times when Federation citizens require currency, and the credit fills that void. Although society provides for many basic needs, such as housing, food, and clothing, sometimes individuals want to acquire a memento of their visit to Risa, buy a tribble, or sample some of the local cuisine. Often, local proprietors expect payment for their work, particularly on non-Federation worlds. Although many worlds still use some form of local or regional currency—either out of tradition or because they have recently joined the UFP—some have abandoned coinage entirely in favor of the credit.

Federation computers keep track of credits electronically, making fraud and counterfeiting extremely difficult on anything but the most limited basis. Most starfaring races inside the Federation recognize the credit as the most stable and viable form of exchange in the quadrant. In this vein, the credit sees its widest use along the frontier and on worlds outside the Federation sphere of influence and tends to be more popular among reputable traders.

Subcommittee monitors the professional activities of the President, ensuring he does not abuse his power. Activity on this committee is low, as most Federation Presidents have been entirely trustworthy men and women with the support of the Council behind them. No Federation President has ever been impeached. Many important agencies—such as Starfleet Intelligence and the Economics Council—have permanent oversight subcommittees on the Council as well, reviewing their performance to prevent abuse of power.

Lastly, the Council forms and dispatches hundreds of fact-finding committees throughout the year to worlds, colonies, outposts, stations, ships, and anywhere else something significant to a Council vote takes place. Each fact-finding committee reports directly to the Council.



Life in the Federation

For the majority of Federation citizens, the local planetary government has a greater impact on people's daily lives than the Council. While the Federation Council oversees the legislative agenda for the entire Federation, governance of individual worlds remains with local officials. For instance, on Andoria the Council of Clans regulates planetary trade, establishes food and drug safety regulations, enacts local laws and ordinances, and allocates resources to various committees, bureaucracies, and groups. If a visitor inadvertently insulted an Andorian and he demands retribution (in the traditional Andorian fashion—a duel), the visitor would appeal to the Council of Clans for immunity. Appeal to the Federation Council is possible, but in almost all instances it would defer to the local planetary authority. Of course, you could accept the duel! Unless local laws violate the Federation Constitution, the Council is reluctant to interfere.

Traveling in the Federation

One of the great benefits of Federation membership is free and unrestricted travel throughout all the UFP's member worlds.

If a Vulcan scientist wanted to journey from Vulcan to Andoria, he would have several options. He could usually charter passage on a Vulcan Science Academy vessel, if he worked for the Vulcan Science Academy, for instance. Alternatively, he could use one of the many Federation vessels that frequently travel from one world to another. The Federation Bureau of Tourism and Trade would sponsor his journey in this case. This vessel could be any one of a wide variety of ships—traders, science vessels, dedicated tourism ships. Very rarely, a Starfleet vessel might be made available, although in these cases there must be special circumstances.

While unlimited travel is a legal right of every Federation citizen, the Federation monitors visa applications and immigration. Some planets, such as Risa and some worlds in the Rigel system, carefully monitor the influx of tourists over the course of the year to prevent overloading their civilian infrastructure. A world can accommodate only so many visitors before strains on the public and private sector become too great.

Local planetary authorities supervise permanent immigration to their worlds, and some restrictions may apply (usually based on population density, environmental impact, and infrastructure capacity). Earth, to use a popular example, simply couldn't accommodate the sheer volume of citizens who would move there if they could. Some planets, such as those along the frontier, are less attractive as tourist destinations due to the unique problems these planets face.

The Frontier

The frontier lies at the extreme boundary of the Federation's influence. Supplies and aid take longer to get to the frontier than anywhere else in the Federation. The frontier also lies closest to the Federation's enemies. Those governments, such as the Romulan Star Empire and Cardassian Union, typically view established colonies as staging points for potential invasion and new colonies as attempts to redraw interstellar boundaries. Yet the frontier also contains a large number of unexplored, unpopulated, and possibly inhabitable worlds. Because of these basic facts, the frontier is a harsher, more dangerous place. Federation colonies are both more numerous and more vulnerable.

Colonies

Colonies result from a number of factors. At any point in a planet's history, including the review period for Federation membership, some subset of the planet's population may desire to break off from the planet's governmental authority and form their own society. For some, it is a chance to start anew, far from perceived restrictions—a new beginning on worlds such as Cestus III, Caldos, or Deneva. For others, it is the chance to participate in some kind of social experiment, such as living the less technological lifestyle of Dr. Sandoval's colony on Omicron Ceti III. For still others, opportunity attracts them to even the harshest colony worlds—dilithium miners to Rigel XII, farmers to Coltar IV, or scientists to Omicron Theta.

The Federation and other powers willingly sponsor colonies. At any time, there are hundreds of extant Federation colonies, with roughly 10% of applications for Federation membership in a given year coming from colonial outposts. The UFP provides supplies, resources, advisors, and Starfleet protection. The Federation Bureau of Colonization must approve all prospective colonies. The Bureau assigns a survey team to examine the site, ensuring it meets the Bureau's requirements. The new site must not be on an inhabited world, must have sufficient resources to support a stable population, and must be relatively free of threat. If a group wanted to colonize an uninhabited world on which an Iconian gateway existed, the Bureau would turn the application down because of the possible risk to colony safety and Federation security (not to mention the scientific value).

For some people colonial life represents the best of two worlds. They gain some of the benefits of Federation life while benefiting from a higher degree of cultural and governmental freedom than might otherwise be possible as a full member. Most colonies start on moons or planets near the founding culture's homeworld. Occasionally, colonists desire to start completely anew, moving as far away from the parent homeworld as possible. Thus are frontier colonies born.

Colonial Life

Some long-established colonies, such as those on Mars, Rigel, and Deneva, are essentially member worlds, and life on these older colonies is indistinguishable from life on a member world. They enjoy a high degree of technological sophistication, such as replicators, a large, stable population, and local industry. On the stereotypical "rugged" colonies along the frontier, however, life is markedly different.

Colonists typically work hard for many of the things most Federation citizens take for granted, including their survival. Science outposts are often isolated and depend on supply shipments from the Federation. On farming and mining colonies, people work long hours to maintain their precarious existence. On some colonial outposts, replicators may be unavailable because they require phenomenal amounts of energy, and such basic requirements as food and water must be acquired through farming or supply shipments. Buildings may either be prefabricated structures or constructed locally using primitive techniques. Some colonies, by their nature, may be located in hostile environments or inhospitable worlds—underground pergium mines or penal colonies on barren rocks—requiring sophisticated life support. Governments typically range from appointed colony administrators (since small colonies cannot support large bureaucracies) to various political and social systems—democracy, socialism, Luddism, and so forth. At any time, a colony could suffer utter catastrophe, from a Borg attack on the Jouret IV colony to radiation-induced hyperaccelerated aging on Gamma Hydra IV, from famine on Tarsus IV to government collapse on Turkana IV

Finally, life on a colony requires, more than anything else, reliance on oneself and one's fellow colonists. Colonies are often so remote that, it can take time for a starship to arrive. If a strange alien race shows up in orbit, it is often up to colonists to decide the best course of action, whether to negotiate or fight, then follow through. To participate in a colony a colonist needs the ability and willingness to stand on his own two feet.

The Frontier and Exploration

The frontier also provides limitless opportunities for exploration. Starfleet's mandate devotes fully half its resources to exploration. Federation starships, unlike their Romulan, Klingon, or Cardassian counterparts, are packed with exploratory technology. From advanced sensor arrays sophisticated enough to catalog a planet's flora and fauna to dozens of probes designed for everything from atmospheric survey to spectrographic isotope isolation, Starfleet's capacity for exploration is unrivalled in the galaxy.

But the "frontier" of exploration is not always the edge of the Federation. New discoveries await on even the oldest, best known Federation worlds. Where Starfleet concentrates its resources changes from era to era.

The Frontier in Star Trek

In the 23rd century, starships sped outward from the Federation's core worlds, boldly exploring new worlds and encountering new civilizations. The frontier was often "just around the corner." Planets that would one day join the Federation had yet to be discovered at this time—Betazed, Bolarus IX, the Trill homeworld. Starships, with their relatively primitive, early warp drives, spent years seeking out new worlds and new life-forms—the cloud dwellers of Ardana, the computer-controlled planet of Gamma Trianguli VI, Talos IV__ the galaxy was a limitless expanse of opportunity and adventure. That is, until Federation starships strayed into the territory of hostile neighbors. The Klingons, Romulans, Tholians, and Gorn curtailed ceaseless outward expansion.

Starships typically operated far from home and were often the only enforcement in the sector. As the instruments of Federation policy, they safeguarded remote colonies from attack, delivered medical supplies in an emergency, and "showed the flag" when needed. Because of the limitations of subspace radio and the astronomical distances involved, captains had wide latitude in dealing with new problems and unknown threats. Any response from Earth wouldn't reach the ship until long after an exchange would be over. As long as captain and crew followed Starfleet policy, Starfleet often endorsed the captain's decisions. Still, despite rigorous training and psychological testing, mistakes occurred (the Horizon's contamination of Sigma Iotia II, Captain Tracy's actions at Omega IV), and of 12 *Constitution-ciass* vessels only one—the *Enterprise*—returned intact.

The Frontier in Star Trek: The Next Generation

During the 24th century, Starfleet devoted itself to exploring more fully those planets merely surveyed in the previous century. The Federation couldn't simply continue forward, crossing political boundaries for the sake of exploration. With the Romulans and Klingons thwarting outward expansion in the Beta Quadrant, Starfleet at first changed direction, exploring spinward until it ran into the Cardassians and Ferengi. In effect, the major powers of the Alpha and Beta Quadrants "bumped up" against each other, making further outward exploration difficult.

As a result, exploration during this era meant detailed surveys of planets and systems only cursorily reported on previously, if at all. Ships in the previous century often expanded the Federation's frontiers by hundreds of light-years at a time, without stopping to catalog all the planetary systems and other stellar phenomena they passed. Starfleet concentrated on filling in the gaps on its star charts. It seemed the frontier—represented by new worlds to explore and new civilizations to study—could be anywhere: the next planet, system, or sector.

Additionally, contact between starship captains and Starfleet Command became, thanks to improved technology, much more frequent. Starfleet Command could advise on emerging situations, provide information more readily, and dispatch reinforcements more quickly and in greater numbers. As a result, starship crews became less isolated. Rather than as a group of individual, far-flung ships, Starfleet could act as a concerted whole.

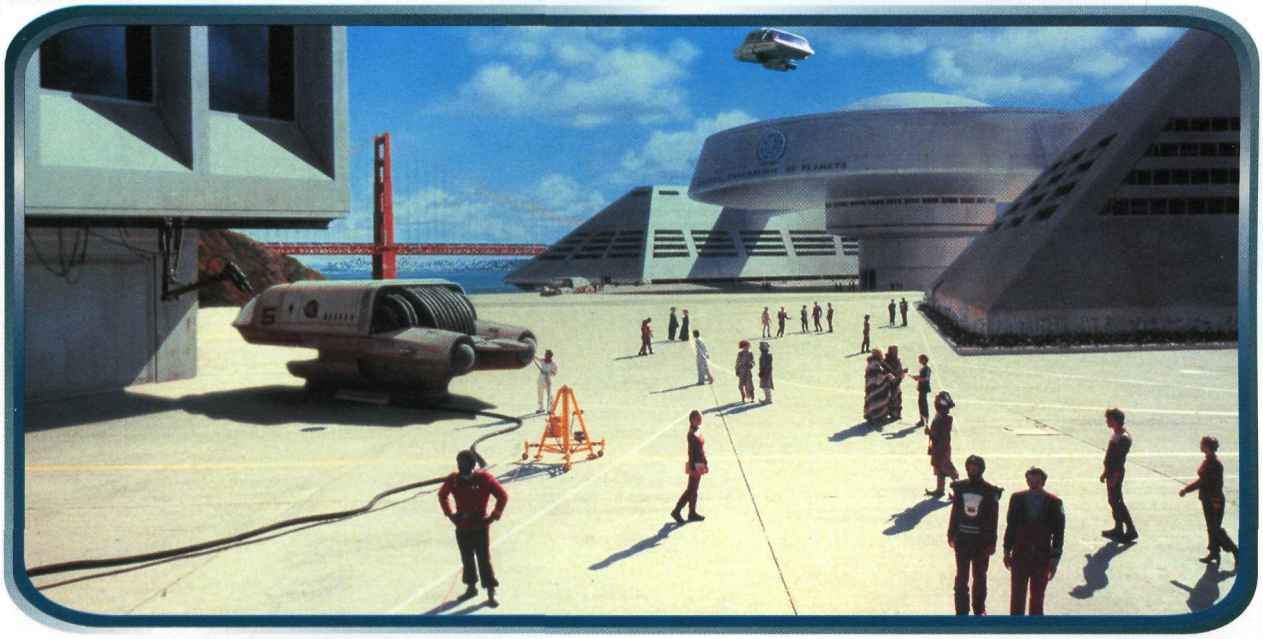
The Frontier in Star Trek: Deep Space Nine

By the time the Federation assumed nominal authority over Deep Space 9, the frontier had become a fixed boundary. Hemmed in by the Klingons and Romulans in the Beta Quadrant and the Cardassians and Ferengi in the Alpha Quadrant, it seemed as though Starfleet and the Federation had pushed as far outward as it could. Like American experiences in the Ancient West, the frontier became less about discovering new territory and more about settling the region. That is, until the discovery of a stable wormhole leading to the Gamma Quadrant.

With the discovery of the Bajoran wormhole came access to a new, unexplored quadrant of space and a way to peacefully circumvent old political boundaries. A new era of exploration seemed on the horizon. On the other side of the wormhole lay a whole new frontier, stretching thousands of light-years in every direction. Suddenly the Federation gained the opportunity to return to the previous age of near-limitless expansion and the challenges that came with it. Starships plunged through the wormhole, discovering new species such as the Hunters and Dosi... and the Dominion, a powerful alliance opposed to Alpha Quadrant incursions. The Dominion War put a halt to exploration along the frontier for several years.

The Frontier in Star Trek: Voyager

Pulled into the Delta Quadrant by a powerful being known as the Caretaker, the *U.S.S. Voyager* truly went where no one had gone before. Faced with a 70,000 light-year journey home, the crew of the *Voyager* took the opportunity to explore, in the best Starfleet tradition. They faced new political realities, as they crossed through Kazon and Borg space; faced new threats, from the plague-stricken Vidiians and the Hirogen; and encountered strange new life-forms, such as Species 8472. Moreover, they faced challenges few other starships had—maintaining their dedication under extreme circumstances, locating supplies like dilithium crystals and food, and finding ways to perform routine maintenance on their ship. The crew had no one to depend upon except themselves; there were no



Starfleet Corps of Engineers to repair the ship, no Starfleet Diplomatic Corps to back them up, no planetary survey reports from the Office of Planetary Exploration. Starfleet could not come to the rescue. *Voyager's* experiences demonstrate that exploration beyond Federation borders remains possible—including other times, dimensions, and galaxies.

STARFLEET
STARFL€€T

Starfleet serves as the instrument of policy for the Federation, as well as safeguarding its borders and expanding the boundaries of knowledge through exploration and research. No other organization in the UFP embodies its principles of brotherhood and peace as Starfleet does. Serving among Starfleet's ranks is one of the highest aspirations for citizens (and many noncitizens) of the UFP.

Control over the fleet is centralized at Starfleet Command, located in San Francisco near the Federation Council hall. Because of the vast distances involved in space exploration, starship crews answer to their captain, who in turn reports to a fleet admiral, in order to coordinate operations and maintain cohesion. The Chief-in-Command of Starfleet oversees a staff of fleet admirals charged with various responsibilities ranging from a specific region of space to a related set of operations (such as exploration and research, or intelligence gathering). The C-in-C answers directly to the Federation President, though he is also answerable to the Federation Council.

Each Starfleet officer, from a lowly cadet to a fleet admiral, is expected to follow Starfleet regulations. While a starship crew may find itself two weeks' journey from the nearest starbase and have wide latitude in dealing with unexpected circumstances, it does not have carte blanche. Starfleet's regulations are meant to ensure a standard code of conduct, and serve as guidelines for how a Starfleet officer is expected to behave. The *Starfleet Manual of General Orders and Regulations* contains rules governing virtually every facet of starship operation, from manual checks of warp core efficiency and dilithium crystal degeneration to the behavior of flag officers during diplomatic dinners. These rules come in three types: General Orders, Orders, and Regulations. General Orders are broad, sweeping rules of primary importance to the continued functioning and security of Starfleet, the most famous of which is the Prime Directive. Orders cover more mundane operational rules, such as outlining a vessel's chain of command and establishing officer responsibilities aboard ship. Regulations detail specific codes of conduct and procedures, such as mandating the ship go to yellow alert when detecting an unidentified ship or establishing a weekly check of deuterium tanks. Violations of the Regulations could be met with a simple reprimand (for neglecting a Regulation) to a court-martial (for violations of a General Order).

The Function of Starflect

Starfleet's two basic functions, defense and exploration, manifest themselves in a wide variety of mission types. A given ship may, over the course of the year, undertake several of each mission type. Other ships serve for long periods in one mission posting—threat alert or deep-space exploration, for instance. Indeed, entire fleets are sometimes posted to a narrow category of duties because of the specific strengths of the fleet's ships—Starfleet's Extended Exploration fleet, for example, comprised mostly of Nova-class science ships. The basic mission types are listed below.

STARFLEET GENERAL ORDERS

Over 24 General Orders form M e e t ' s guiding principles. Below is an abbreviated list covering those orders of most interest to players.

GENERAL ORDER ONE: THE PRIME DIRECTIVE: Prohibits interference in the normal development of any society and mandates that any M e e t vessel or crew member is expendable to prevent violation ot this rule. In most cases, this rule applies to civilizations that have not yet developed warp drive. Even learning of the existence of other life-forms can damage a developing culture, so great care must be taken io ensure first contact teams remain well hidden.

GENERAL ORDER TWO: PROTECT FEDERATION CITIZENS: One Of StarJet's two mandates is the defense of the Federation. This order allows Starfleet officers to violate orders or duty requirements in order to assist Federation citizens in need. For instance, the captain of a Starfleet vessel en route to a starbase for a regulation inspection invokes General Order Two to break off and assist a Federation colony under attack from the Tholians. Usually this order need not be referenced. Simply noting the incident in the captain's log is sufficient.

GENERAL ORDER THREE: OESTRUCT SEQUENCE: Starships are unbelievably potent and sophisticated devices, arguably the most sophisticated machines man has ever built. The danger should a ship fall into the wrong hands is not merely that the enemy may gain vital technologies to improve his own fleet, but that the enemy gains a new weapon of powerful destructive force. To prevent this, the third General Order permits the captain to enable the ship's destruct systems when capture of the vessel appears imminent or the ship constitutes a danger to Federation security. If the captain is dead or unable to evaluate the situation, the acting captain is authorized to do so.

GENERAL ORDER FOOR: NOTWITHSTANDING PROTOCOL: This order allows commanding officers to countermand Starfleet regulations in the event ol extreme threat to Federation security (though not General Orders).

GENERAL ORDER FIVE: WELFARE OF THE CREW: This Order allows a captain to disregard regulations and mission priorities in order to save the lives of a crewman or crewmen. It also prevents commanding officers from taking actions that would unnecessarily jeopardize the lives of those under their command. General Orders One and Four supercede this order.

The regular Orders are more general, governing the behavior ot most Starfleet officers.

ORDER 104.R: CHAIN OF COMMAND: This section describes Starfleet's rank structure, establishing the requirements of junior officers to respond promptly to the commands of senior officers.

ORDER 104 C: FITNESS FOR DOTY: Section 1O4.C grants to the Chief Medical Officer the right to relieve the commander on duty if the CMO can demonstrate the commanding officer is physically or mentally unfit. The C i i must log in his medical records the test results that led to this conclusion.

ORDER 118: MISSION PRIORITIES: Section 118 categorizes all mission types by priority, enabling commanding officers to determine which mission requirements supercede other mission requirements. Order 118 allows a commander to break off a routine mission (type D) to undertake an urgent mission (type B.) The four mission types are:

- CATEGORY A: VITAL MISSIONS: AEso known as a Priority One command, a Category A mission supercedes all other mission types and overrides all orders and regulations under General Order Four. The fate of the Federation rests on this mission, and all Starfleet lives are considered expendable for its completion.

- CATEGORY 0: OflGENT MISSIONS: Urgent missions usually involve rescuing or protecting the lives of thousands, if not millions, of Federation citizens. A ship carrying the cure for a plague threatening to wipe out large populations undertakes an urgent mission. Typically, only vital missions supercede these.

- CATEGORY C: STRATEGIC MISSIONS: These missions usually involve securing or defending resources or Starfleet outposts. Missions of high threat factor during peacetime, such as patrolling the Romulan Neutral Zone, are Category C missions because of the high probability of danger, as are escort duties.

- CATEGORY 0: ROUTINE MISSIONS: Encompassing the majority ot Starfleet missions, a starship crew may undertake dozens ol routine assignments at the same time: categorizing gaseous anomalies, measuring pulsar fluctuations, researching le life cycle of the Gamelan root beast, conducting soil analyses, and putting in an appearance at Caldos Colony, for example. Routine missions include most patrols, exploration, and research duties.

Gxploration

In every era, exploration comprises the bulk of ship missions. Every ship in the fleet, in every era, over the course of a five-year tour of duty, adds immeasurably to the sum total of Federation knowledge of its own space and that of the frontier. Consider the discoveries made by the *Enterprise* over the course of two TV series. TheTholians, the Gorn, the Borg, the Iconians, the Cardassians, and over a dozen more races and countless planets and systems were encountered and explored by the *Enterprise.* Multiply that by the hundreds of ships in Starfleet, and you gain some notion of the role of exploration in Starfleet. Each ship is responsible for volumes of new information every year, yet at the same time Starfleet has explored only a tiny fraction of the galaxy. There are two broadly defined types of exploration mission:

DEEP-SPACE EXPLORATION: These missions involve cataloguing planetary systems, nebulae, black holes, and other stellar phenomena. A deep-space exploration mission might catalog the location of a planetary solar system. The number of planets, their types, locations, and number of moons, and any comets or asteroids would be filed for examination by Starfleet's Department of Astronomical Phenomena.

PLANETARY GXPLORATION: Starfleet's primary goal is the search for new worlds, life-forms, and civilizations. Once a noteworthy planet has been discovered, Starfleet dispatches a ship to explore its surface. Planetary missions begin with extensive sensor scans of the surface, cataloguing atmosphere, hydrosphere, geology, and abundance of plant life. Modern sensors can accumulate a wealth of information before an away team beams down. Often, after the sensor scans are completed and the planet's surface is fully mapped, survey teams are sent to examine the world more closely. This might mean traveling through the upper atmospheric layers of a gas giant in a shuttlecraft, or actually setting foot on the planet's soil.

Most observation of intelligent life occurs during planetary missions. Extensively trained first contact teams can spend weeks studying a new species without their subjects' awareness. Warp-capable cultures, however, are usually contacted by the deep-space survey crews, since most warp-capable cultures are able to detect Starfleet warp signatures.

Defense

The second half of Starfleet's mission statement as set forth in the Federation Constitution, defense missions fall into one of four basic categories:

PATROL MISSIONS: These form the bulk of all nonexploration missions. Some areas of space contain known threats, others contain recently discovered species who may pose a threat. Patrol missions intentionally give Starfleet a high profile in these areas, to ensure hostile and potentially hostile species understand Starfleet's commitment to defense, and to maintain a ready defense force should any potentially hostile species attack.

THREAT ALERT MISSIONS: Patrols along currently hostile borders, such as the Romulan Neutral Zone or, in some eras, the Klingon border, and responses to acts of aggression against the Federation constitute threat alert missions. If a starbase or colony is attacked, a ship is dispatched on threat alert to respond.

TACTICAL MISSIONS: These missions almost always involve combat or the threat of combat. Federation lives or the lives of its allies are at stake and ships are required to defend against the aggressors. These include everything from the incursion of alien probes intentionally or unintentionally threatening the Federation to full-fledged war.

CONVOY AND €SCORT: Universally considered the most uneventful of defense missions, convoy and escort missions require a starship to follow along with a fleet of freighters or serve as hosts to important dignitaries on their way to an important diplomatic function. Despite the "babysitting" aspect of these kinds of mission, their completion is often vital, and starship crews remain on alert for potential threats. In the event of trouble, a starship's primary duty is to avoid danger and get its charges through safely.



Diplomacy

As instruments of Federation policy, starships and their crews are often called upon to handle diplomatic affairs, from attending state ceremonies such as the inauguration of a new leader to representing the Federation's position at an intergalactic conference, from negotiating peace treaties to simply demonstrating the Federation's concern. In this capacity, every starship serves as a floating embassy and every crewmember represents Starfleet.

FIRST CONTACT: Starfleet officers, in their capacity as explorers, are often the first to establish contact with a previously unknown species. In the case of pre-warp societies, a first contact mission is meant to evaluate the culture secretly, so as not to contaminate the society's natural evolution. While this may seem a facet of exploration missions, because of the delicacy of such missions Starfleet considers it a matter of diplomacy. In the case of species already possessing warp drive capability, a first contact mission is intended to reveal the existence of life on other planets and welcome them into the interstellar family of nations.

INT6RGALACT1C AFFAIRS: The bulk of diplomatic missions fall under this category—negotiating trade agreements, arbitrating local disputes, participating in diplomatic conferences, and demonstrating the Federation's interest as a neutral observer. These missions involve tact, courtesy, and a fine understanding of interstellar politics. Starship crews are often the first on the scene of emerging diplomatic situations and can be dispatched much more quickly than a mission from Earth. Starship captains often have wide latitude to represent the Federation's interests and are authorized to speak on behalf of the Federation.

Emergencies and Natural Disasters

Whenever a planet or system undergoes a cataclysmic upheaval—giant solar flares, geological or meteorological disturbances, potential asteroid impacts, outbreaks of disease or famine—Starfleet is called in. These kinds of mission include:

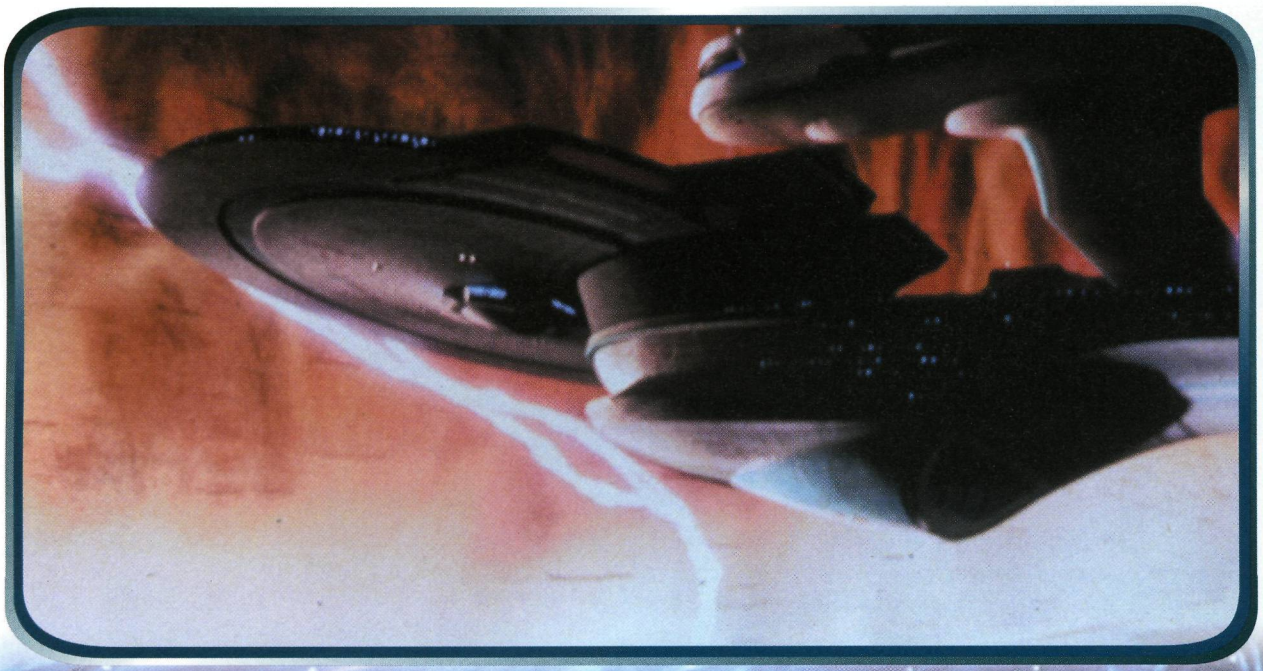
A I D AND R€U€F: This mission profile involves any of a number of related solutions to planetwide disaster, such as transporting critical medical supplies to a world engulfed by plague, ferrying food to a world affected by famine, destroying approaching asteroids, and relieving tectonic stress using the ship's phasers.

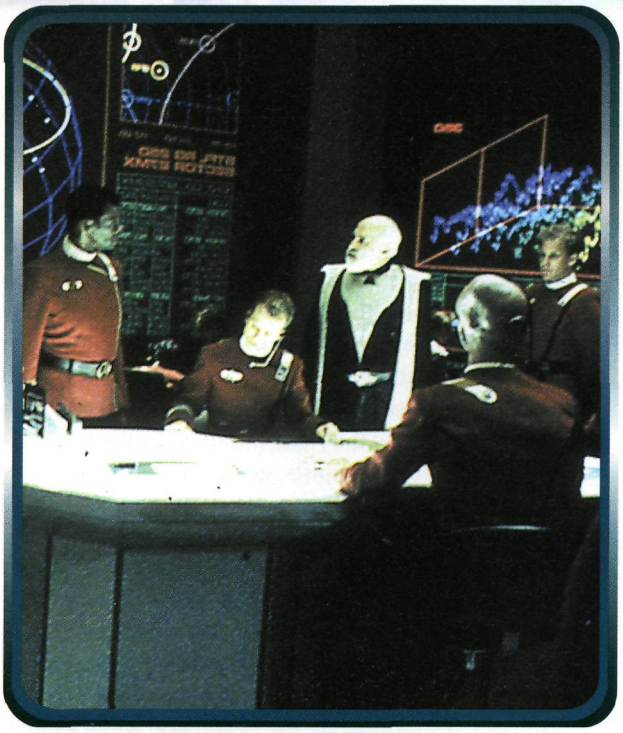
EVACUATION: When a mission to provide relief fails or nothing can be done to save a planet, starships are called upon to evacuate as much of the population as possible. A flotilla of Starfleet's largest spaceships takes on hundreds or thousands of people and transports them to the nearest starbase or refugee world.

Scientific

Scientific missions are often considered as going hand in hand with exploration missions. What good is it to discover a new world if nothing is learned from its unique environment? What good is identifying a new class of pulsar without performing a spectrographic analysis? Scientific missions include:

€:XP£RIM€NTATION: These missions involve testing new theories or new equipment. The starship and her crew host a visiting scientific team with the intention of putting their work to the test—trying a new warp field geometry, observing the collapse of a red giant star. Alternatively, the starship pays a call on a research station and serves as witness to a scientific experiment.





INVESTIGATION: At any given time, the many laboratories on board a starship engage in various inquiries related to the phenomena they encounter over their operational lifetime. A starship, by virtue of its extensive travels, encounters a wide variety of specimens (sometimes never before seen) and can gather a wealth of information across a broad spectrum, from a comparative study of primitive cultures to a detailed investigation into supernovae.

Divisions of Starfieef

Just as a starship, Starfleet Command is organized into various departments. Officers posted to a starship technically serve within the Department of Fleet Operations. Some departments serve in a purely organizational role, as with the Office of Fleet Operations, while others oversee various operations, such as Starfleet Intelligence and the Office of Planetary Exploration. Often, a mission objective transmitted from Starfleet Command originates from one of these departments. A starship dispatched to escort the Dolmen of Elas to a conference comes from the Starfleet Diplomatic Corps, while a mission to defend a mining colony from possible Ferengi attack comes from the Office of Strategic Operations.

THE JOINT CHIEFS: With its far-flung operations across vast distances of space, Starfleet is too large to be overseen by one person. The Joint Chiefs—comprised of the Chief-in-Command, Chief of Fleet Operations, Chief of Research and Exploration, Chief of Strategic Operations, and Chief of Interplanetary Affairs—represent the five major departments in Starfleet Command. Chosen from among Starfleet's most capable admirals, the Joint Chiefs are collectively responsible for setting policy and guiding operations.

FLEET OPERATIONS: The office of the chief of Fleet Operations manages the deployment and mission rosters of all ships in the fleet. Other departments task Fleet Operations with mission profiles, with Fleet Operations selecting the best ships for the missions. Starfleet organizes its ships into 27 separate fleets, with each assigned to a particular region of space and with its own numerical designation. The First Fleet, for instance, stationed at and around Alpha Centauri, protects Earth, Vulcan, Andoria, and the rest of sector 001. Each fleet is commanded by a fleet admiral, who oversees the ships under his command and serves as the linchpin between the fleet and Fleet Operations. Fleet Operations keeps track of the present locations of every ship in the fleet and can quickly ascertain which ship is available to respond to emergencies. Departments under the Office of Fleet Operations include Starbase Operations, the Judge Advocate General's office, and the Corps of Engineers.

STRATEGIC OPERATIONS: while Fleet Operations manages the routine deployment of ships in large areas, Strategic Operations manages the planning of strategic defense. One of the smallest divisions of Starfleet, Strategic Operations is nonetheless the most vital in maintaining the defense of the Federation. This division draws up Starfleet's battle plans, conducts threat assessments, and reviews the fleet's preparedness for defense. It monitors emerging threats and, through the Strategic Planning Council, devises new tactics and strategies. Defense missions originate with the Strategic Operations office. Departments under the Office of Strategic Operations include the Strategic Planning Council and Starfleet Intelligence.

RESEARCH AND EXPLORATION: One of the most important divisions within Starfleet Command, this office supervises and coordinates the fleet's exploration efforts—from surveying newly discovered planets to studying the effects of warp fields on chroniton particles. Missions to explore a sector, survey a planet's surface, or study a black hole come from this department. It collates incoming information, reviews various discoveries, and prioritizes scientific endeavors. Departments under this office include Starfleet Medical, Planetary Science Operations, and Astronomical Science Operations.

INTERPLANETARY AFFAIRS: Responsible for coordinating Starfleet's diplomatic efforts, the Office of Interplanetary Affairs oversees first contact efforts, colonization programs, and interplanetary affairs. This office dispatches experts to attend diplomatic conferences, evaluates species for possible contact, instructs starship captains in negotiating strategies, and coordinates diplomatic responses with the Federation Council. Diplomatic missions ranging from establish-

ing contact with the Malcorians to ferrying diplomats to Babel typically originate here. The office of Colonial Affairs, First Contact Division, and Starfleet's Diplomatic Corps fall under this division.

Tours of Duty: Serving in Starfleet

The most sought-after posting in Starfleet is an assignment to a starship. What more glamorous image is there than traveling the galaxy (even in the smallest class of starship), seeing what no one else has seen, going where no one has gone before? Yet Starfleet is more than state-of-the art spacecraft, and includes postings to starbases, Starfleet Command, scientific outposts, sensor arrays, and more. No matter where an officer is destined, he selects a particular branch, which loosely describes his duties.

Branches and Duties

Starfleet divides its operations into three basic categories—command, operations, and science. Members of Starfleet enjoy some latitude when moving between its branches. It is not unusual for an officer to transfer from the science division to command, or for a command officer to move into operations. Starfleet in the 23rd century identified these branches by a particular service uniform color—yellow for command, red for operations, and blue for science—though this changed sometime in the 24th century (switching the duty colors between command and operations).

Command

Command personnel are responsible for the smooth operation and administration of people under their command, from science labs to management of the entire crew. While starship captains and starbase commanders are the most apparent members of this branch, command officers can be found throughout a facility's ranks. Officers involved in flight control (navigators, helmsmen) are also counted among the command ranks, because of their importance in guiding a starship, for example, while command officers in various departments coordinate activities and supervise smaller teams. Junior command officers report to the First Officer on matters related to the ship's smooth operation and coordinate with various department heads. For example, a command officer might supervise repairs on the main deflector array, contributing his organizational talents and reporting to both the First Officer and the Chief Engineer. Command personnel are trained in crisis management, diplomacy, leadership, and tactics. Positions include such well known areas as helm, navigation, flight control, first officer, and captain, along with lesser-known jobs such as quartermaster, strategic operations, and shuttlecraft pilot.

Science

From the science officer on the bridge to the lab technician belowdecks, Starfleet facilities are heavily staffed with science personnel. Every ship maintains several laboratories (and even the smallest vessel has at least one multipurpose lab) where vital experiments and investigations take place. In orbit over a newly discovered planet, for instance, plant surveys are handled by the botany lab, weather studies are conducted by the meteorology department, the chemistry lab conducts an analysis of everything from soil composition to atmospheric gas composition, and so forth. Starships and starbases include among their crews experts in the hard sciences (astronomers, chemists, geologists) and "soft" sciences (like the ship's historian and A&A [archaeology and anthropology] officer). The Chief Science Officer supervises all scientific efforts on board, prioritizes tasks, and interprets data for the captain. Individual scientists are often called in to advise the command staff on particular matters, as when an astrometrics officer advises on a wormhole's potential threats. The medical department, responsible for the health and well-being of the ship's crew, falls under the Chief Medical Officer, who holds equal rank with the Chief Science Officer. Science personnel are trained in at least one science, sensor use, computers, and deductive reasoning.

Operations

Responsible for the daily operation of the starship or starbase, members of the Ops branch repair and maintain equipment, provide security for ship and crew, and operate various critical systems. Operations is a catch-all for a wide range of duties.

ENGINEERS maintain the physical operation of ship or starbase. From the environmental controls to the warp core itself, the engineering crew diagnoses, maintains, and repairs every piece of equipment on board, making sure everything is ship-shape in Bristol fashion. Engineering duties range from structural engineering (maintaining the integrity of the hull) and servo systems (maintaining the operation of the ship's moving parts, such as the doors) to propulsion engineering (monitoring and operating the ship's warp and impulse drives) and various systems engineering (transporter, phaser, computer, and sensor specialists). Each engineer is assigned to a team, related to his area of expertise, and teams either collectively tackle complex problems or make repair calls where needed. The Chief Engineer, who reports directly to the commanding officer, supervises the engineering department.

SECURITY personnel guard the ship from threats both internal and external. Internal security includes responding to altercations on board, answering intruder alerts and boarding actions, beaming into potentially hostile landing zones, protecting dignitaries, and guarding pris-

oners in the brig. Security officers charged with defending against external threats man the ship's tactical systems—the phasers, photon torpedo bays, and deflector grids. While this function is traditionally thought of as the sole responsibility of the Chief Security Officer on the bridge, tactical experts staff each phaser array and deflector emitter, supervising and coordinating the ship's tactical response. The Chief Security Officer supervises both types of security officer.

Crew collectively known as OPERATIONS officers handle additional operation duties not included above. While an engineer keeps the transporters in tip-top working condition, transporter specialists actually operate the equipment. Each operations officer receives extensive training in one area of expertise, though they are capable of serving anywhere in a pinch. In the 24th century, an important position was added to the bridge crew—the Operations Manager. This position is responsible for monitoring a vessel's resources, as well as nominally overseeing all operations personnel on board. Positions generally relate to specific systems, such as computer ops, environmental ops, and transporter ops.

Rank and Responsibility

The chain of command establishes clear lines of authority and responsibility. Each level in the chain of command answers to the level above it. Because of the unexpected situations a Starfleet crew may encounter, Starfleet encourages flexibility in the chain of command. What does that mean? Ideas or solutions can come from any quarter, and even the most junior officer may find himself handling a vital assignment.

RANKS IN STARFLEET

Flag officers administer the larger operations of Starfleet. Their duties stretch beyond the running of a single ship. Commodores, for instance, often work from starbases in areas with large local contingents of Starfleet vessels, serving somewhat as regional commanders. Fleet captains, vice admirals, and admirals direct the various branches of Starfleet. Some direct the operations of entire fleets, usually doing so from the command chair of a given ship. Fleet admirals run Starfleet itself from positions within Starfleet Command.

FLAG OFFICERS

- Fleet Admiral
- Admiral
- Vice Admiral
- Fleet Captain*
- Commodore**

Line officers carry out the orders of the flag officers. They direct the daily operation of starships, starbases, and other Starfleet facilities.

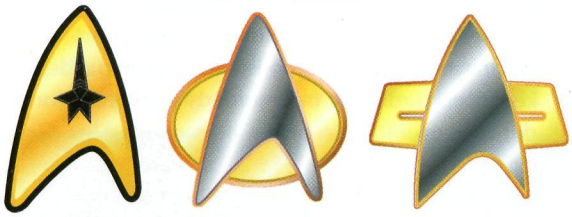
LINE OFFICERS

- Captain
- Commander
- Lieutenant Commander
- Lieutenant
- Lieutenant Junior Grade (J.G.)
- Ensign

*Sometimes referred to as Rear Admiral.

**Starfleet dropped this rank in the 24th century.

STARFLEET INSIGNIA

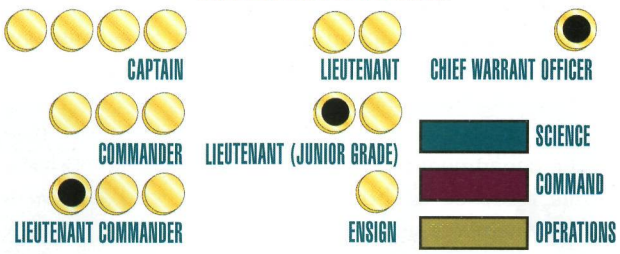


COMMAND BADGE
U.S.S. ENTERPRISE
STAR TREK:
THE ORIGINAL SERIES

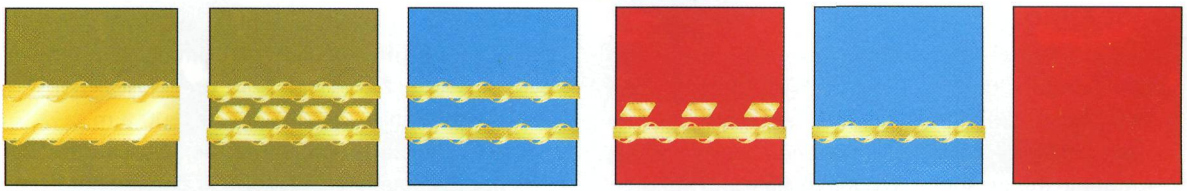
COMMUNICATOR PIN
STAR TREK:
THE NEXT GENERATION

COMMUNICATOR PIN
STAR TREK: DEEP SPACE NINE
STAR TREK: VOYAGER

OFFICERS' RANK PIN-ON DEVICES (WORN ON RIGHT COLLAR)
STAR TREK: THE NEXT GENERATION



STARFLEET OFFICERS SLEEVE STRIPE RANKS
STAR TREK: THE ORIGINAL SERIES



COMMODORE
COMMAND DIVISION

CAPTAIN
COMMAND DIVISION

COMMANDER
SCIENCE DIVISION

LIEUTENANT COMMANDER
ENGINEERING AND SECURITY
DIVISION

LIEUTENANT
SCIENCE DIVISION

ENSIGN
ENGINEERING AND SECURITY
DIVISION



Commanding Officer

On a starship, starbase, or other Starfleet installation, the commanding officer is the person in charge. This person often holds the rank of commander or higher, though on smaller installations the commanding officer can rank as low as lieutenant. On starships, no matter their size, the commanding officer is traditionally called Captain, no matter his true rank. The commanding officer takes responsibility for the operation of his starship or starbase and the behavior and performance of his crew.

First Officer

The First Officer, also known as the Executive Officer, is the commanding officer's right hand. When the captain leaves the bridge, the First Officer takes over command in his absence. First Officers often accompany the captain on important away missions, though to safeguard the captain they usually lead missions off-ship. Typically responsible for routine operations such as maintaining duty rosters and supervising the department heads, the XO maintains the most visible presence on board a starship or starbase. Many crewmembers never see the captain in a given week, but often see their department heads conferring with the First Officer. First Officers usually hold the rank of commander, though there have been instances of captains serving as executive officers to other captains.

Senior Officers

Senior officers supervise various departments and include positions such as Chief Medical Officer, Chief Engineer, and Chief Science Officer. These officers oversee activities falling within their departments, determining things such as duty rosters and mission assignments. These department heads report directly to the commanding officer and first officer, and ensure that orders are carried out efficiently.

PULLING RANK

Any series set in a hierarchical organization, such as Starfleet or the Klingon Defense Force, poses a challenge to players—how to deal with players of higher and lower rank. The ability to tell another character what to do, with the in-game legal authority to make him to do it, is a power to be used with caution. No one likes to have a character ordered to his death, or bossed around into sitting at the communications station all night.

Remember that you can communicate with the other players in character and out of character. If a decision needs to be made by a senior-ranking character, debate the issue out of character, come to a decision as a group, then have the senior officer give the order as though his character had made the decision. Alternatively, especially in Starfleet, officers in *Star Trek* often come to a consensus before acting. While "in character," have the group meet in a ready room or a hastily convened conference over a console and discuss various options. This is a good way for a captain to gauge the mood of his crew and look for options he may not have thought of.

In addition, as any real officer will say, the key to leading others is getting them to follow. Those under your command must believe in you, be willing to follow your orders, must be on your side. Bossing the rest of the group around leads to dissension in the ranks; remember to treat others as you would like to be treated.

A Day in the Life

Life on board a starship or starbase involves routine. Everyone, from the captain to the ensign on deck 34, has a schedule outlining his duties for the day. Starfleet officers have tasks to accomplish according to a deadline, to keep things running in an orderly fashion. A look at the duty roster for Lieutenant Commander Alex Gonzalez, Chief Engineer on the *U.S.S. Resolute,* provides a good idea of a day in the life of a Starfleet officer.

This is essentially a "to do" list for Alex Gonzalez, a list of things Alex must do on this particular stardate. The duty roster is regimented to manage his time effectively and ensure that he gets to everything on his list. The language is a bit formal because each officer's daily schedule is part of his daily report and the ship's log. It is a combination of elements both personal and professional, set by Alex and his superior officer.

For example, Lieutenant Commander Gonzalez's day begins at 7:00 a.m., with breakfast scheduled for 7:30. Although his schedule lists 7:00 a.m. as his time to wake up, this is something Alex chooses for himself (it's not as though the first officer cares what time Alex wakes up); this is the time he chooses to awaken, and when he likes breakfast. While his schedule says "0730 Breakfast", it's not a *rule.* He doesn't sit alone in his

quarters with a knife and fork waiting for a bell to ring so he can start eating. He can eat and get ready in any order; the entry simply denotes how he spent his time during that hour. Similarly, although his schedule lists 2300 hours as his bed time, this is simply the time Alex generally goes to bed. He also chooses to review sensor performance logs in his off-duty time and schedules dinner for himself with Lieutenant Commander Ivari.

His professional day is less about his personal choices and more about the responsibilities of his job. After breakfast, Alex reports for his duty shift at 0800 hours. This is the time when he begins his work day, established by the crew's duty roster. The duty roster is usually developed by Alex's supervisor, the First Officer, who logs the report. Work on a starship is broken down into three shifts, each eight hours long, referred to as Alpha, Beta, and Gamma watches. During extended periods of critical performance, the shifts are usually shortened to four six-hour shifts to relieve stress on the crew.

Alex begins his duty shift by spending an hour reviewing the ship's status and answering questions or handling problems. Afterward (0900 hours) he holds a staff meeting in which he debriefs everyone in his department on the ship's status and their duties. This is typically brief, since everyone usually knows what their jobs for the day are, but if someone's going to be assigned a new task, he learns about it at this meeting. This is also the place where any unforeseen difficulties can be discussed and clarifications can be made. At 0930 hours Alex supervises an inspection of the *Resolute's* ablative armor, something mandated by Starfleet regulations. Afterward, at 1 000 hours, he meets with the other senior staff members, where they discuss issues that might impact the other departments. Alex, for instance, informs everyone that his crew plans on performing the monthly warp drive maintenance, which means running on impulse power for a few hours.

DAILY SCHEDULE, STARDATE 51265

0700	End Sleep Period
0730	Breakfast
0800	Begin Duty—Alpha Watch
0900	Daily Departmental Review
0930	Scheduled Servicing: Ablative Armor
1000	Senior Staff Meeting: Warp Drive Maintenance Schedule
1130	Tactical Defense Division: Review Phaser Enhancements
1200	Meal Break (Captain MacKenzie)
1300	Prepare Maintenance Schedule: Stardate 51266
1400	Supervise Shuttlecraft Maintenance: Ensigns J. Vittetow and Z. Vittetow
1600	End Alpha Watch
1615	Review: Sensor Performance
1800	Evening Meal (Lt. Cmdr. Ivari)
2300	Begin Sleep Period

After the meeting, Alex talks with one of the many teams on his staff, the Tactical Defense Division. These junior officers are responsible for the maintenance and repair of the *Resolute's* shipboard weapons systems. Alex has made a note to talk to them about the performance of the phasers and projected modifications to enhance their effectiveness. Afterward, he'll have lunch with the *Resolute's* captain, Matthew MacKenzie (scheduled by Captain MacKenzie).

And so on through the day until the end of Alex's duty roster and a return to his personal schedule.





APPENDIX

When your character tries to scan a planet for alien life-forms, fix a burnt-out flux capacitor in the warp coil, or stun a charging *targ* with a phaser, the game rules dictate how the Narrator determines the outcome of your action.

Sometimes these actions can be described over the normal course of play as part of an overall scene. Saying "Negotiate with the Nekrit merchant" or "I scan the planet" during the Narrator's description of your ship's approach are good examples of performing actions as part of a running narrative.

At other times, it is important to know precisely where your character stands, how long it takes to get from point A to point B, or whether or not you can fix the warp drive before the star explodes. In these cases, the Narrator may break things down into action time.

This chapter sets forth the rules for keeping track of your character's actions when it's really important, beginning with the structuring of game time and character actions, followed by movement, and ending with perhaps the most important kind of tactical operation—combat resolution. Combined with the information on attribute tests (page 83), reaction tests (page 146), and skill tests (page 102), the material in this section covers everything you need to know in order to undertake the actions and confront the situations that emerge during *Star Trek* game episodes.

CALL TO ACTION

During a *Star Trek RPC* game, the Narrator and players together establish the pace at which events transpire. At first, the Narrator sets the pace by describing events that have already occurred and presenting the current circumstances to which the your characters can respond. Depending on what you do, the Narrator may handle each action one by one, calling for dice tests now and then, or she may simply jump forward in time to describe the eventual outcome of your characters' actions. These two different modes of handling the story action call for distinct methods of handling action in game time: namely, breaking events down into "action time" or maintaining more fluid pacing in "narrative time," respectively.

Action Time

Action rounds are useful for determining whether one character can initiate an action before another, as well as for determining whether someone can finish a task before another event begins. Although action time moves swiftly round after round, it takes longer to play through a short period of an episode using action time because the Narrator must describe what transpires during every 6 second round. Action rounds represent the default manner for handling combat scenarios, vehicle chase scenes, and other fast-paced action sequences.

Narrative Time

In contrast, narrative time advances the story line much more rapidly by enabling the narrator to jump ahead to important events and gloss over the intervening "down time." Narrative time is the default method for recounting

most events that occur in a scene or episode, as well as for resolving game tests made to perform extended actions lasting minutes, hours, or days (such as repairing a malfunctioning impulse drive).

Actions

Characters accomplish things by performing "actions." An action represents a single feat such as running down a corridor, using a Vulcan nerve pinch, or requesting information from the ship's computer. Many of the actions a character attempts can be assumed to be automatically successful; in other words, they do not require any type of dice test to determine success. Walking, conversation, picking up an object—characters can automatically do these sorts of things in most circumstances without worrying about failing in their attempts.

Other actions require tests. Traversing a narrow ledge, explaining a scientific theory in an alien language, lifting a fallen bulkhead to unpin an injured companion—these actions challenge the average character and require specific dice tests to determine his success or failure. Moreover, these feats represent actions preventing the character from performing other activities at the same time. While a Starfleet officer can explore a strange environment and communicate through his combadge simultaneously, he might not have sufficient focus to issue commands in an alien language while trying to deactivate an overloading phaser.

Many of the efforts *Star Trek* characters attempt translate into a series of sequential actions, such as drawing, aiming, and firing a phaser. While seeming to be a fluid motion on screen, these three acts represent separate actions in the *ST:RPC.* In order to handle such feats, the Narrator needs to break them down into manageable actions which occur one after another in sequential action rounds. Determining what a character can and cannot do in a round, then deciding what the character will do, is what makes the *ST:RPC* so fun and challenging to play.

The rest of this section presents an assortment of actions that characters commonly perform during an episode of the game. These actions fall into one of several categories, including movement actions (running or diving), combat actions (aiming or firing), free actions (dropping an object or issuing a command), and full-round actions (searching for a concealed object or deciphering an alien glyph). Within each category, the action descriptions present the intended effects, the type of dice test required (if any), and the action cost of performing the deed.

Movement Actions

During a round, a character may perform any of the movement actions listed on Table A.1. Each movement option requires the character to spend 1 action to achieve the desired effect.

Combat Actions

During a round, a character may perform any of the combat actions listed in Table A.2. Some actions a character may wish to perform during combat (administering first aid, repairing a weapon malfunction) are treated as full-round actions (see "Full-round Actions"). For more information on combat and actions, see "Combat", page 247.

Free Actions

During a round, a character may perform the free actions listed in Table A.3. Free actions do not cost any actions and may be conducted simultaneously with other actions.

Full-round Actions

During a round, a character may perform a single full-round action instead of multiple combat and move-

TABLE: A.1: MOVEMENT ACTIONS

Action	Cost	Effect	Test
Crawl/Step	1	move 2 m	no test
Walk	1	move 6 m	no test
Jog	1	12 m per round	no test
Run	1	move 18 m	Run (TN: 5+)*
Sprint	1	move 40 m	Run (TN: 10+)*
Swim	1	move 2 m	Swim (TN: 5+)
Jump	1	move 1 m V, 2 m H	Jump (TN: 5+)*
Climb	1	move 1 m V	Climb (TN: 5+)*
Drop Prone	1	become prone	no test
Stand Up	1	stand from prone	Agility (TN: 5+)*

*A test is required only if the character is engaged in combat or if the character attempts to move farther than normally allowed by the action. If the moving character is involved in a combat situation, test TNs normally increase by +5.

merit actions. Full-round actions include any number of deeds or feats the Narrator believes to be accomplishable within the span of 6 seconds, such as using a tricorder to scan for life-forms or powering up a shuttlecraft for flight. See Table A.4 for sample full-round actions. Generally, noncombat skill tests should be treated as full-round actions. Skill-based actions that require several full rounds to complete should be conducted as extended tests (see "Extended Tests", page 105).

Performing Actions

Most characters can perform two actions per round without suffering penalties for trying to do too much. Full-round actions are the exception: each full-round action consumes all of a character's action allowance for the round. If a character tries to perform multiple actions in excess of his allowance, he suffers a test penalty to any test equal to -5 times the number of actions attempted in excess of the allowance. See Table A.5.

- EXAMPLE: If a Starfleet officer with an allowance of 2 actions attempts to draw, aim, and fire his phaser in a single round, the attack test for firing the phaser (third action) incurs a -5 dice roll penalty (-5 x 1, for the first action beyond his allowance). If the officer were to try to fire a second time in the same round, the second attack test would be at -10 (-5 x 2, for the second action beyond his allowance).

Although the accumulation of test penalties makes succeeding at three additional actions Challenging (see Table A.5), the Narrator can forbid characters from attempting more actions than twice their allowance per round.

Movement

Before you can explore the ancient alien ruins of Risa or see the vast White Sands on Tellar, you need to get there. Sometimes it's important to know how' long it takes your character to get somewhere. The Narrator determines whether to measure movement for a particular scene and how precisely. If the characters simply wander through the streets of an alien city to "get a feel for the place," you probably won't need to track movement too carefully. If they're racing a group of Nausicaan thugs through a wasteland in an attempt to reach a remote starport before their pursuers, the Narrator will need to track each group's movement carefully.

There are three types of movement:

- **TACTICAL:** Tactical movement is measured in meters per action round and is always used for combat, other forms of conflict, and when characters are engaged or adjacent to other characters.
- CASUAL: Casual movement is measured in meters per minute and is used for completing tasks when every second isn't critical (for example, when negotiating a treaty or exploring an abandoned starship).
- **TRAVEL:** Travel movement is used for long journeys or marches and is measured in kilometers per hour.

TABLE A.2: COMBAT ACTIONS

Action	Cost	Effect	Test
Aim	1	+1 or +3 to attack test	no test (see Table A.12)
Dodge	1	dodge incoming attack	Quickness reaction test (TN: opposed)
Draw	1	draw weapon	no test
Armed Attack	1	attack with melee weapon	attack test (TN 10+)
Ranged Attack	1	attack with ranged weapon	attack test (TN: range)
Reload	1	change ammunition/setting	no test
Recover	1	pick up dropped weapon	no test
Unarmed Attack	1	punch, kick, grapple	attack test (TN 10+)
Parry	1	block incoming attack	attack test (TN: opposed)

TABLE A.3: FREE ACTIONS

Action	Cost	Effect	Test
Target	0	acquire a new target in combat	no test*
Observe	0	notice something	Observation (TN: variable)
Command	0	issue a several word command	no test*
Drop Object	0	drop item/weapon to ground	no test*
Warn/Alert	0	shout warning/sound alert	no test*
Ride Mount	0	stay mounted, guide steed	no test*

*Specific environmental (actors such as obscuring haze, choking smoke, or loud din may warrant tests (or specific actions.

TABLE A.4: FULL-ROUND ACTIONS

Action	Cost	Effect	Test
Hide	F/R	hide in cover/shadows	Stealth (TN: variable)
Search	F/R	search 1m x 1m area	Search (TN: variable)
Computer Work	F/R	perform computer function	Computer (TN: variable)
Read Thoughts	F/R	perform Telepathy test	Telepathy (TN: variable)
Set Explosive	F/R	prepare explosive charge	Demolitions (TN: variable)

Extended Full-round Actions

Action	Cost	Effect	Test
First Aid	F/R ext.	give first aid	First Aid (TN: variable)
Repair Weapon	F/R ext.	fix malfunction	Repair (TN: variable)
Deactivate Explosive	F/R ext.	disable detonation device	Demolitions (TN: variable)
Disarm Alarm	F/R ext.	disable trigger/terminate alarm	System Engineering (TN: variable)

Pace

Regardless of whether your Narrator is using tactical, casual, or travel movement, your character always moves at one of the following *paces.* Table A.6 lists movement rates by pace and movement type.

WALK: A normal brisk walk (approximately 5 km/hour) requires a single movement action.

JOG: A jog (approximately 10 km/hour) normally requires two movement actions.

RUN: A run (approximately 15 km/hour) normally constitutes a full-round action and may require a test if the character is engaged in combat.

SPRINT: A sprint (approximately 25 km/hour) normally constitutes a full-round action and may require a test if the character is engaged in combat. Encumbered characters cannot sprint.

TABLE A.5: ADDITIONAL ACTIONS

Action Allowance	2–5 actions*
1st Add'l Action	–5
2nd Add'l Action	–10
3rd Add'l Action	–15

* A character's action allowance = 2 (plus any from traits and professional abilities).

Obstacles

The pace rates listed on Table A.6 assume characters move over flat, unobstructed surfaces, such as starship corridors, floors, roads, and so on. Numerous obstacles and obstructions hinder a character's movement. The Narrator decides what obstacles, if any, impede character movement.

TABLE A.6: PACE

Pace	Tactical	Casual	Travel
Walk	6 m per round	60 m per minute	5 km per hour
Jog	12 m per round	120 m per minute	10 km per hour
Run	18 m per round	180 m per minute	15 km per hour
Sprint	40 m per round	400 m per minute	25 km per hour

*If using action time, the distance covered is per action spent. See "Movement Actions," page 243.

TABLE A.7: OBSTACLE

Obstacle	Movement Penalty	Example
Uneven/moderately obstructed terrain	3/4 normal pace	scrub-covered hillside; swampy ground
Broken/heavily obstructed terrain	1/2 normal pace	dense forest or jungle; mud flats or marsh
Slick surface/uncertain footing	1/2 normal pace	muddy or sandy ground; moderate slope
Slippery surface/poor footing	1/4 normal pace	wet rock or oily surface; steep slope
Poor visibility	1/2 normal pace	Dense fog or smoke

If the characters use casual or travel movement to journey from one place to another or to conduct an extended search, Table A.7 provides a list of penalties for obstructed movement over longer periods of time. These penalties are cumulative; a character moving through dense foliage (1/2 normal pace) in a hilly region (1/2 normal pace) would move at only 1/4 his normal pace.

Movement and Fatigue

Certain types of forced or prolonged movement can fatigue or exhaust characters. The following guidelines apply for characters moving at the various paces.

FATIGUE

Sustained activity leads to fatigue. Characters typically grow tired from sustained movement, prolonged activity (such as computer programming), and lost sleep.

Your character makes Stamina reaction tests to resist fatigue depending on the type of action in which he or she engages, as described on Table A.9: Fatigue Rates.

LEVEL: Refers to the level of activity in which your character is engaged. Manning a bridge station during **a** normal eight-hour shift is considered Relaxed, while climbing Mount Seleya is considered Demanding. Thus, climbing a mountain prompts fatigue-related Stamina tests more frequently than operating a duty station.

BASE TIME: The amount of time in which a character can engage in a particular level of activity before prompting the first Stamina reaction test.

INTERVAL: Defines the amount of time your character can sustain activity before making an additional Stamina test. This test is made as soon as the time interval passes, with modifiers resulting from failed tests applying immediately.

EXTREME: Actions requiring rigorous activity, such as combat, psionic use, and sprinting. Some physical skill tests are considered Extreme, such as Athletic tests made to run a foot race or Demolitions tests to defuse a bomb. All combat-related skills (Armed, Unarmed, and Ranged) are considered Extreme activities.

DEMANDING: Actions requiring rigorous, sustained activity or attention to detail, such as most sports, heavy manual labor, searching a house, and mountain climbing. Academic skills tests performed under pressure or used in a physical test, and many non-combat physical skills, are considered Demanding.

STANDARD: Actions requiring an average amount of activity, such as jogging, administering first aid, searching a room, and routine uses of most physical skills. Most social tests are considered Standard.

RELAXED: Actions requiring minimal physical activity, such as walking at an easy pace, performing research, and simple uses of most physical skills. Most academic tests are considered Relaxed.

TABLE A.8: FATIGUE

FATIGUE LEVEL	PENALTY
Energetic (normal)	none
Winded	−1 to all tests
Tired	−2 to all tests
Fatigued	−4 to all tests
Exhausted	−8 to all tests
Collapse	character collapses from exhaustion; no tests possible

TABLE A.9: FATIGUE RATES

LEVEL	BASE TIME	INTERVAL
Extreme	10 minutes	5 minutes
Demanding	1 hour	30 minutes
Standard	2 hours	1 hour
Relaxed	4 hours	2 hours

The difficulty for fatigue-related Stamina tests isTN 10. Characters progress through six stages of fatigue, from Energetic to Collapse. Table A.8: Fatigue illustrates the fatigue levels and associated penalties. If a character fails a Stamina test to resist fatigue, he becomes "Winded" and suffers a penalty. If he fails another Stamina test, he becomes "Tired" and suffers additional penalties. If the character continues to push himself and fails his Stamina tests, he becomes more fatigued and the penalties increase accordingly. These penalties are cumulative with injury penalties. For example, a character who is both Injured (-2 to all tests) and Tired (-2 to all tests) suffers a cumulative -4 penalty. These penalties apply to future Stamina tests to resist fatigue. Should a character continue to push himself while Exhausted, he collapses if he fails another Stamina test.

EXAMPLE: Lieutenant Ward attempts to decipher ancient Debrune glyphs on an obelisk, which the Narrator considers to be a Computer Use test. After four hours of research, the Narrator calls for a Stamina test to resist fatigue and determines it to be a Relaxed activity. Ward's first Stamina test has a TN 10, which she fails with a test result of 7, and suffers -1 to all future tests. Ward continues the job, and after two more hours makes a second TN 10 Stamina test. This time the test is modified by - 1 , and she rolls an 11. She succeeds with a modified test result of 10. After another two hours of uninterrupted study, Lieutenant Ward attempts another test, and so on until she either rests or collapses.

A character can remain awake and active for a number of hours equal to (1 6 + Vitality modifier) without suffering from fatigue. Thus, a character with a +2 Vitality modifier can remain awake for 18 hours. Beyond this point, a character must make a Stamina test (TN 10+1 per additional hour) every hour to avoid accumulating fatigue. Whenever the character fails a test he accumulates fatigue levels and will eventually reach the level of Collapse (see Table A.8: Fatigue for more information).

These conditions are cumulative. A character (+2 Vit mod.) remaining awake for 19 hours and then engaging in a Demanding physical test for 1 hour makes a total of three Stamina tests—the first for loss of sleep, the second to perform an hour-long Demanding test, the third for remaining awake for another hour. Should the character fail the first test, he suffers a -1 penalty to all tests. Failing the second test (for the Demanding activity), he drops to Tired (-2). Finally, failing his second test for remaining awake, he drops to Fatigued (-4).

A character must rest to recover a fatigue level, as described on Table A.9: Fatigue Rates. These rates are cumulative. An exhausted character who rests for four hours becomes Fatigued. After another two hours of rest, he is only Tired. The Narrator defines what constitutes "rest;" sleep obviously counts, but in many cases simply sitting, relaxing, and engaging in no strenuous activities may suffice (particularly for lower fatigue levels). Less than restful circumstances may prevent recovery of fatigue levels altogether.

Encumbrance and Carrying Capacity

A character can normally carry his Strength x 5 in kilograms without suffering any penalties or hindrances. Thus, a character with Strength 6 could carry 30 kg as a normal load. A character can carry up to twice his normal load (Str x 6 to10 kg) as a heavy load, and up to three times his normal load (Str x 11 to 1 5 kg) as a very heavy load. Characters suffer penalties to their movement rates when carrying heavy or very heavy loads. Heavier loads also fatigue characters more easily. Consult Table A.10 for specific fatigue modifiers. Both movement and fatigue modifiers are cumulative with other game modifiers, such as obstacle penalties or injury effects.



COMBAT

Of all the action sequences typical to a *Star Trek* adventure, combat scenarios generally create the most dramatic tension because of the potential for physical injury and death. Although combat-related actions are generally resolved as standard skill and attribute tests, combat tests are somewhat more involved in terms of the number and type of test modifiers and character options available.

Action Rounds

Whenever hostilities erupt into violence, the Narrator should begin describing events in terms of action rounds. Your character may take a number of actions equal to his action allowance each round. Although you describe what your character does in any amount of detail, the Narrator interprets the actions in terms of the rules options available to you.

Initiative

Initiative determines the order in which characters act during a round. Initiative must be determined at the start of a combat encounter, immediately prior to the first combat round. Narrators can use the initiative results to establish the action sequence for the entire combat, or permit a new test at the beginning of each new action round.

To determine initiative, every active participant makes a Quickness reaction test. Characters act in order from highest to lowest test results. When it is your character's turn to act, he performs a number of actions equal to his action allowance (see page 243), or more with the imposition of multiple action penalties (see page 245). Thus, a character with two actions per round performs both actions on his turn.

TABLE A.10: ENCUMBRANCE AND MOVEMENT

Load (in kg)	Movement penalty	Fatigue modifier
Normal (Sfr x 5)	N/A	N/A
Heavy (Str x 6-10)	3/4 normal pace	Stamina test to resist fatigue made at +10 TN
Very Heavy (Strx 11-15)	1/2 normal pace	Stamina test to resist fatigue made at +20 TN

TABLE A.11: COMBAT ACTIONS

ACTION	ACTION COST	TEST TYPE	COMMON MODIFIERS
Aim	1	none	+1/+3
Armed Attack	1	Armed Combat	Close Combat
Charge	2	Armed/Unarmed	Close Combat
Delay	0	none	none
Dodge	1	Quickness reaction	Close/Ranged Combat
Parry/Block	1	Opposed	Close Combat
Ranged Attack	1	Ranged Combat	Ranged Combat
Unarmed Attack	1	Unarmed Combat	Close Combat
Free Action	0	see Table A.3	none
Full-round Action	see Table A.4 for details; character must disengage from combat to perform		
Movement	see Table A.! for options, costs, tests, and modifiers as applicable		

Surprise

If a character is unaware of assailants or simply doesn't suspect violence, it is possible for one or more attackers to surprise him and automatically win initiative. To determine if your character is surprised, the Narrator might require you to make an Observe test (TN 1 0 plus any applicable modifiers). Characters who succeed at the test then make initiative checks, whereas characters failing the test automatically lose initiative and suffer the loss of one action during the upcoming round.

ACTIONS IN COMBAT

When it is your character's turn to act, you must describe what your character attempts to do. Typically characters perform one or more combat actions (see Table A.11 for options), but you might instead disengage from combat to perform noncombat actions such as making repairs, administering first aid, or hailing the ship.

Combat Actions

Table A.11 presents some of the more common actions performed during combat encounters. Narrators determine the costs and test factors for any variations on these actions.

Common Attack Actions

ATTACK: TO inflict damage with a weapon (including natural weapons such as fists and feet), a character performs an appropriate skill-based attack action (Armed, Unarmed, or Ranged Combat) and makes an attack test (see "Attack Tests," page 249). An attack costs one action. If successful, an attack inflicts damage based on weapon or attack type (see "Inflicting Damage", page 250).

AIM: An aim action gives the attacker a +1 modifier to Close Combat and a +3 modifier to Ranged Combat attack skill tests.

CHARGE: Charging permits a character to use his strength, mass, and momentum to deliver a particularly forceful attack after running a short distance. If successful, the character multiplies the damage inflicted by 1.5 (round up) and forces the target to make a Strength attribute test (TN = charging character's Strength +2) to avoid being knocked prone. Charging gives the attacking character a +1 bonus on his attack test roll, but also confers a -3 penalty to any dodge or parry test results he makes during the same round. In addition, the charging character's Defense is lowered by 1 for the remainder of the round.

To perform a charge, the character must be at least 5 meters, but no more than 12 meters, away from the target. Charging costs 2 actions (this combines the cost of moving plus a single attack). A character cannot split the movement and the attack into subsequent rounds and still receive the benefits of a charge.

DELAY: Instead of acting in order of initiative, a character may delay one or more of his actions until he sees what other combatants do. A character who has delayed one or more actions may interrupt any character acting in order of initiative and act before him. However, if two or more characters all have delayed actions and then try to act simultaneously, they must make new quickness reaction tests to determine who acts first. You cannot "carry over" delayed actions from one round to the next. Delayed actions not used by the end of the current round are lost. See "Dodge" and "Parry" for more information about delayed actions.

Common Defense Actions

DODGE: In response to any close combat or ranged attack, a character may dodge to avoid injury. Dodging costs 1 action, and you must declare your dodge action prior to the attacker rolling his skill test. The attacker then makes the appropriate skill test. If successful, the attacker's modified test result becomes the target number

for the target's dodge action, conducted as a Quickness reaction test. With a successful Quickness test, the character dodges out of the way and avoids all damage. If the attacker's attack test fails, no Quickness reaction test need be made; the character defers the **roll until** he is successfully hit within the same combat round. Declared dodges that remain unused—either because remaining attackers fail to successfully hit or no further attacks are made—are lost.

Once a dodge action has been declared, the action applies to all attack tests made in the current round. Thus, a character who declares a dodge, but does not make a Quickness reaction test (because the first attacker failed his test), still gains the benefit of the declared dodge for attack tests made later in the round. If the dodge action is successful, this test result becomes the new Defense rating for the character for the rest of the round. Finally, the defender can use additional dodge actions in a single round, to improve his chances of being missed.

EXAMPLE: Kor rolls a Ranged Combat test to shoot Lieutenant Ward. Ward's player declares a dodge action. Kor fails his attack test, rolling under Ward's Defense. Koloth makes a Ranged Combat test and successfully hits with an 11 test result. Ward's player now makes a Quickness reaction test for her previously declared dodge action, rolling a 12. She dodges out of the way. Ward's test result (12) becomes the TN to hit her when Kang attacks her later in the round.

A character **may** use delayed actions to perform a dodge action, and may dodge even if he has already used up his action allowance (but suffers a cumulative —5 test penalty per additional action required). Your character can declare a dodge action prior to his turn in response to an attack, though this counts toward your action allowance for the round. See "Actions" and "Action Allowance" for more information.

PARRY/BLOCK: In close combat, your character may attempt to block an unarmed attack or parry an armed attack to avoid injury. Resolving a parry or block action works just as resolving a dodge action. Blocking or parrying costs 1 action, and you must declare your action in response to the attacker rolling the skill test. The attacker then makes the appropriate skill test. If successful, the attacker's modified test result becomes the target number for either an Armed or Unarmed Combat test (parry or block respectively). With a successful Armed or Unarmed Combat test, the character thwarts the incoming attack and avoids all damage. Unlike dodge actions, however, parrying or blocking only applies to a single incoming attack.

Resolving a parry or block action works just as resolving a dodge; the player makes an opposed Armed Combat or Unarmed Combat test against his opponent's attack test result. Parrying and blocking each cost one action, and you must declare the action prior to the attack test. If the block or parry succeeds, it entirely thwarts the incoming attack and prevents the attacker from making a damage roll.

NONCOMBAT ACTIONS: If your character attempts noncombat actions in combat, you conduct the tests normally, but must pay special attention to the amount of time (action rounds) taken to complete the intended actions. If you're disengaged from combat you might be interrupted by other combat participants depending on your character's proximity to the conflict. In such cases the Narrator determines whether injury, evasion, or any other type of distraction affects a noncombat action in progress, and if so to what extent.

TABLE A.12: CLOSE COMBAT MODIFIERS

SITUATION	TN MODIFIER
Defender prone	-5 TN
Attacker in advantageous position	-1 to - 3 TN*
Defender in advantageous position	+1 to +3 TN*
Defender behind cover	See Table A.I S
Off-hand penalty	+8 TN**

*Narrator must determine exact modifier based on her assessment of the situation.

**The off-hand penalty applies whenever a character relies on his nondominant hand to perform a close combat action (such as swinging a club or blocking a punch).

ATTACK TESTS

Attack tests are conducted as skill tests of the appropriate type (Armed Combat, Unarmed Combat, or Ranged Combat). See the skill descriptions in *Chapter 6: Skills* for more information about these skills.

Armed Attach Tests

When your character uses an Armed Combat skill to perform an attack with a weapon, make an Armed Combat skill test. The base difficulty of the attack test equals the target's Defense. Physical test modifiers and close combat test modifiers (see Tables 6.3 and A. 12) may apply to the test.

Scoring a marginal success or better (see p.104) indicates a successful attack. You roll the weapon's damage dice to determine the damage inflicted. If the attack test resulted in an extraordinary success, you inflict maximum damage for the weapon used (consider all dice rolled for damage to come up 6's). To try to avoid damage from an incoming attack, the target may perform a dodge or parry/block action and make any necessary tests.

Unarmed Attack Test

When your character uses his body (fists, elbows, feet) to make an unarmed attack, make an Unarmed Combat skill test. The base difficulty of the attack test equals the target's Defense. Physical test modifiers and



TABLE A.13: RANGED COMBAT MODIFIERS

RANGED COMBAT MODIFIERS

RANGE CATEGORY	TEST TN
Point Blank	-2
Short	0
Medium	+2
Long	+4
Extended	+2 TN/movement

SITUATION	TN MODIFIER
Defender prone	+5 TN
Attacker in advantageous position	-1 to - 5 TN*
Defender in advantageous position	+1 to +5 TN*
Defender behind cover	See Table A. 15

TARGET'S SIZE	
1/8 man-sized (.25 m height)	+9 TN
1 /4 man-sized (.5 m height)	+8 TN
1/2 man-sized (1 m height)	+6 TN
Man-sized (approx. 2 m height)	+0 TN
1.5 x man-sized (3 m height)	–4 TN
2 x man-sized (4 m height)	–6 TN
3 x man-sized (6 m height)	–8 TN
4 x man-sized (8 m height)	–12 TN

TARGET MOTION	
Moving 3 to 6 m per round (walk)	+2 TN
Moving 7-12 m per round (jog)	+4 TN
Moving 13-18 m per round (run)	+6 TN
Moving 19-40 m per round (sprint)	+9 TN
Moving 41-80 m per round	+12 TN
Moving 81-160 m per round	+15 TN
Moving 161+ m per round	+20 TN or more
Off-hand penalty	+8 TN"

'Narrator determines exact modifier based on her assessment of the situation

**The off-hand penalty applies whenever your character relies on his nondominant hand to perform a ranged attack (such as firing a phaser).

close combat test modifiers (see Tables 6.3 and A.I 2) may apply. A character can perform a dodge or parry/block action in response to an incoming attack.

Scoring a marginal success or better indicates a successful attack. The attacker rolls damage equal to 1 d3+STR modifier to determine the damage he inflicts. Complete success increases the damage of an unarmed attack by +2, extraordinary success by +4.

Ranged Attack Tests

Make a Ranged Combat skill test to successfully hit a target. The base difficulty of the test equals the opponent's Defense. Physical test modifiers and ranged combat test modifiers may apply. Stationary, inanimate objects are considered to have a Defense of 5 (modified by size and range). Each ranged weapon is assigned five range increments: point blank, short, medium, long, and extended range. Determine the physical distance from shooter to target and consult the weapon's range increment (see Table 10.3: *Star Trek* Weapons for weapon range increments). Apply the appropriate target number modifier for range listed on Table A.13: Ranged Combat Tests. If the distance doesn't match one of the range increments exactly, use the next highest range increment. A character can perform a dodge action as an opposed test in response to an incoming attack (See "Dodge," page 248).

GXAMPLG: Lieutenant Ward attempts to fire her Type I phaser at a Cardassian soldier 25 meters away. The range increments for her weapon are 5/10/25/5O/+10, so the Cardassian is at medium range. The base TN to hit the soldier equals his Defense (9), modified by range (medium: +2 TN) for a total attack TN of 11. Ward's player rolls an 8, and adds +4 (Energy Weapon skill) + 1 (Agility mod.) for a test result total of 13. She hits!

Scoring a marginal success or better indicates a successful attack. Roil the weapon's damage dice to determine the damage inflicted. If the attack test resulted in an extraordinary success, your weapon inflicts maximum damage (consider all dice rolled for damge come up 6's).

INFLICTING DAMAGE

Successful attacks inflict a certain amount of damage on the defender. The amount of damage varies by weapon or attack type. See Tables 10.3 and 10.4 in *Chapter Ten: Equipment.*

A character's Strength modifier applies to the damage tests made for all close combat attacks, but not to ranged weapons or ranged combat attacks.

The degree of success a character achieves on an attack also modifies the damage he causes. If he achieves an extraordinary success, the attack inflicts maximum damage to the target. Don't roll damage;

TABLE A.14: STUN EFFECTS

Setting and Power	Reaction TN	Duration	Effect (Failed/Successful*)
1 Light Stun	9	3d6x3 rounds	Unconscious/–5
2 Medium Stun	12	2d6+3 minutes	Unconscious/–9
3 Heavy Stun	15	1d6x10 minutes	Unconscious/–12

*The listed penalty applies to physical tests (including combat-related tests); for academic tests apply half the listed penalty.

instead, simply calculate the maximum damage (12 on 2d6, for example), and add the Strength modifier for close combat attacks.

If a character scores an extraordinary success when using a weapon set to stun, kill, or disintegrate the target, the degree of success doesn't inflict additional damage, but imposes a +5 TN increase on the target's reaction test to avoid or resist the damage.

Stun, Kill, and Disintegration Gffects

Certain weapons can stun, kill and/or disintegrate targets with a successful attack. When set to accomplish these affects, the weapon does not inflict damage normally, but instead initiates a reaction test to determine the final outcome of the attack. Refer to Tables 10.3 and 10.4 in *Chapter TO: Equipment.*

Characters can set many weapons in the *Star Trek* universe (phasers, disruptors, stunrods, and the like) to deliver nonlethal stun effects. Generally, these types of weapons possess variable power settings that amplify the potency of the attack at the expense of increased power consumption.

When struck by such weapons, characters must make a Stamina reaction test at a TN based on the weapon's setting (see Table A.14: Stun Effects) to minimize the stun effects. A character failing the test suffers the full stun effect and is knocked unconscious for a variable number of rounds. A character who succeeds at the test shakes off the worst of the effects and suffers dice test penalties similar to injury effects for the duration of the stun effect.

Cover

Your character can hide behind cover, such as a metal bulkhead or stone pillar, to deflect damage from an attack. Cover offers differing degrees of protection depending on the materials involved and attack type (and/or weapon type) being deflected.

Each time an attack inflicts damage to your character, his cover "absorbs" a number of points and reduces the amount that gets passed on as injury by the same amount. Cover can absorb only so much damage before attacks destroy it, leaving your character vulnerable to attack (unless there's more cover to hide behind). See Table A.15: Cover Protection for more information.

Of course, an attacker can try to shoot *around* cover by aiming specifically for the parts of the target's body that remain exposed (you can use the modifiers for target's size on Table A.13 to target specific parts of your opponent's body).

TABLE A.15: COVER PROTECTION

Cover Type	Damage Absorbed	Damage Sustainable
Thin wooden door	6 (all types)	5
Wooden door	8 (all types)	10
Thin metal door	10 (all types)	15
Reinforced metal door; large rocks	14 (all types)	25
Armored metal bulkhead	20 (all types)	40
Heavily armored security door	24 (all types)	50

Shooting Around Cover/Called Shots	
Degree of Cover	**TN Modifier**
100% (nothing exposed)	Impossible to shoot around (+12)
75% (head, arm exposed)	+8 TN
50% (some or all of upper body exposed)	+6 TN
25% (all upper body, some lower body exposed)	+4 TN
10-24% (most of body exposed)	+2 TN

INJURY AND HEALING

Whenever your character sustains damage, he may be injured or killed depending on the total amount of damage he has accumulated. As characters suffer damage from attacks, they progress from Healthy to Injured, then Incapacitated to Near Death. Characters can also suffer damage from other sources, such as poison and radiation.

WOUND LEVEL

As your character suffers damage, he progresses through a number of *Wound Levels* describing his overall degree of injury. Starting with Healthy, the wound levels include Dazed, Injured, Wounded, Incapacitated, and Near Death. Surpassing Near Death indicates your character has died from sustained injuries. Within each wound level, your character can withstand an amount of damage equal to his Health (see page 146). Once a character has accumulated damage equal to this threshold, he begins accumulating damage in the next wound level and suffers action penalties as a result of greater injury (see Table 8.5: Effects of Injury). These penalties apply to your character's dice tests, such as skill and attribute tests. This process continues until either the damage ceases to accumulate and the character begins to heal, or the character dies from his injuries, whichever comes first.

Once a character has suffered damage equal to his Health, he drops to the next wound level and immediately incurs action penalties resulting from greater injury (see Table 8.5: Effects of Injury).

OTHER SOURCES OF DAMAGE

Aside from combat, characters can suffer damage and injury from a variety of sources, such as fire, falling, poison, and radiation. The *Star Trek RPC Narrator's Guide* has information on these other sources of damage.

HEALING

With medical attention and time, injuries heal as the body restores lost fluids and regenerates damaged tissue. There are two ways to heal—natural healing and medical attention.

TABLE A.16: NATURAL HEALING

SUBJECT'S WOUND LEVEL	STAMINA TN
Dazed	10
Injured	15
Wounded	20
Incapacitated	25
Near Death	30

Natural Healing

Injuries heal naturally over time, although First Aid, Medicine, and medical technology can speed the natural healing process dramatically. Without the benefit of medical attention, characters must rely on their innate vitality and Stamina to fight off infection, regenerate lost tissue, and recuperate lost fluids.

Natural healing requires substantial rest, decent nutrition, and a sanitary environment. Assuming a character sleeps at least six hours per day, maintains a sufficient diet, and keeps open wounds clean of infection, he recovers 1 wound point per day. In these conditions, a character can also make a Stamina test (see Table A.1 6) at the end of every week to recover a number of additional wound points equal to his Vitality modifier. If your character has received successful first aid, he may make a Stamina reaction test twice per week to recover a number of additional wound points equal to his Vitality modifier. Failed Stamina tests incur no **ill** consequences; your character just doesn't show remarkable progress in his healing.

If the Narrator determines that your character has not taken the proper precautions during a particular day, he may suspend the recovery of wound points for the day. Weekly Stamina tests can also be denied on the same grounds.

Recovering from Attribute Reductions

Some hazards, such as radiation and toxins, temporarily reduce attributes as they wreak havoc on your character's body. Should one or more of your character's attributes be reduced to zero (or lower) through such an attack, he remains alive but suffers reduced attribute modifiers until his attribute recovers.

Recovering from Stun Effects

Stun effects wear off naturally without the need for medical attention of any kind. Once the duration of a stun effect expires, your character regains consciousness (if unconscious) and returns to full functionality; any action penalty for being stunned ceases to affect the character.

Medical Attention

Medical attention enables characters to recover from damage even more rapidly. Advancements in 23rd- and 24th-century medical science permit medics and physicians to mend flesh and knit bone with miraculous results. The skill descriptions for First Aid (page 115) and Medicine (page 120) have information on healing damage through medical attention.

A

Ability. See Profession and Species.
Academic tests: 101, 102.
Actions: 242-244; action rounds: 242, 247; action time: 108; combat: 243, 244, 248-249; extended: 105-106; free: 243, 244; full-round: 243-244, 245; movement: 243; non-combat: 249; performing actions: 244; retrying failed actions: 108.
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Adept elite profession: 156-157.
Advancement: 152-169; experience points: 152; picks: 152-153; professional ability upgrades: 52; trait upgrades: 128.
Adventure. See Episodes.
Adventuring: 200-207.
Affinity: 102-104, 108.
Age: 144-145.
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Ahn-woon: 184.
Aiming: 248.
Alert edge: 130.
Ally edge: 130.
Alpha Quadrant. See Galaxy.
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STAR TREK
ROLEPLAYING GAME

CHARACTER RECORD SHEET

CHARACTER NAME
PROFESSION
ELITE PROFESSION
EXPERIENCE POINTS
ADVANCEMENTS

PLAYER NAME
CAMPAIGN
AGE
GENDER
SPECIES

HEIGHT
WEIGHT
EYES
HAIR

ATTRIBUTES

	SPECIES MODIFIER	NUMBER ROLLED	TOTAL	ATTRIBUTE MODIFIER
STRENGTH				
AGILITY				
INTELLECT				
VITALITY				
PRESENCE				
PERCEPTION				

REACTIONS

	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS			
SAVVY			
STAMINA			
WILLPOWER			

INITIATIVE

QUICKNESS	MISC. MODIFIER	TOTAL

DEFENSE

7+

AGILITY MODIFIER	MISC. MODIFIER	TOTAL

SKILL NAME	SPECIALTIES	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
APPRAISE		ACAD	INT				
ARMED COMBAT •		PHYS	AGL				
ATHLETICS •		PHYS	STR				
COMPUTER USE		ACAD	INT				
CONCEAL •		PHYS	INT				
CONSTRUCT		PHYS	INT				
CRAFT		PHYS	AGL				
DEMOLITIONS		PHYS	INT				
ENGINEERING		ACAD	INT				
ENTERPRISE •		ACAD	INT				
ENTERTAIN •		SOC	PRS				
FIRST AID •		PHYS	INT				
FORGERY		PHYS	AGL				
GAMING •		SOC	INT				
GYMNASTICS •		PHYS	AGL				
IMPERSONATE •		SOC	PRS				
INDOCTRINATE		PHYS	INT				
INFLUENCE •		SOC	PRS				
INQUIRE •		SOC	PRS				
INVESTIGATE •		PHYS	PER				

SKILL NAME	SPECIALTIES	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
KNOWLEDGE		ACAD	INT				
LANGUAGE		ACAD	INT				
MEDICINE		ACAD	INT				
NEGOTIATE •		SOC	INT				
OBSERVE •		PHYS	PER				
PERSUADE •		SOC	PRS				
RANGED COMBAT •		PHYS	AGL				
REPAIR		PHYS	INT				
SCIENCE		ACAD	INT				
SLEIGHT OF HAND		PHYS	AGL				
SPORT •		PHYS	AGL				
STEALTH •		PHYS	AGL				
SURVIVAL •		PHYS	PER				
SYSTEM OPS		PHYS	INT				
TACTICS		ACAD	INT				
UNARMED COMBAT •		PHYS	AGL				

• SKILL CAN BE USED UNTRAINED (0 SKILL LEVELS).

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STAR TREK
ROLEPLAYING GAME

CHARACTER RECORD SHEET

WOUND STAT

	MODIFIER
HEALTHY	
DAZED	
INJURED	
WOUNDED	
INCAPACITATED	
NEAR DEATH	

PSIONIC SKILL

PSIONIC SKILL	TEST CATEGORY	KEY ABILITY	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
EMPATHY	PSIONIC	PSI				
MIND CONTROL	PSIONIC	PSI				
MIND SHIELD	PSIONIC	PSI				
TELEPATHY	PSIONIC	PSI				

	TOTAL	CURRENT
COURAGE		

	RENOWN MODIFIER	CURRENT
RENOWN		

TRAITS

EDGES

FLAWS

EQUIPMENT

	MASS

NOTES

WEAPONS

	RANGES	DAMAGE	CHARGE	SETTING	PARRY MOD	SPECIAL

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STAR TREK™
ROLEPLAYING GAME

STARFLEET PERSONNEL JACKET

CHARACTER NAME | PLAYER NAME
PROFESSION | CAMPAIGN
ELITE PROFESSION | AGE | HEIGHT | EYES
EXPERIENCE POINTS | GENDER | WEIGHT | HAIR
ADVANCEMENTS | SPECIES

ATTRIBUTES

	SPECIES MODIFIER	NUMBER ROLLED	TOTAL	ATTRIBUTE MODIFIER
STRENGTH				
AGILITY				
INTELLECT				
VITALITY				
PRESENCE				
PERCEPTION				

REACTIONS

	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS			
SAVVY			
STAMINA			
WILLPOWER			

INITIATIVE

	QUICKNESS	MISC. MODIFIER	TOTAL

DEFENSE

	AGILITY MODIFIER	MISC. MODIFIER	TOTAL
7+			

SKILL NAME	SPECIALTIES	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
APPRAISE		ACAD	INT				
ARMED COMBAT		PHYS	AGL				
ATHLETICS		PHYS	STR				
COMPUTER USE		ACAD	INT				
CONCEAL		PHYS	INT				
CONSTRUCT		PHYS	INT				
CRAFT		PHYS	AGL				
DEMOLITIONS		PHYS	INT				
ENGINEERING		ACAD	INT				
ENTERPRISE		ACAD	INT				
ENTERTAIN		SOC	PRS				
FIRST AID		PHYS	INT				
FORGERY		PHYS	AGL				
GAMING		SOC	INT				
GYMNASTICS		PHYS	AGL				
IMPERSONATE		SOC	PRS				
INDOCTRINATE		PHYS	INT				
INFLUENCE		SOC	PRS				
INQUIRE		SOC	PRS				
INVESTIGATE		PHYS	PER				

SKILL NAME	SPECIALTIES	TEST CATEGORY	ATTRIBUTE	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
KNOWLEDGE		ACAD	INT				
LANGUAGE		ACAD	INT				
MEDICINE		ACAD	INT				
NEGOTIATE		SOC	INT				
OBSERVE		PHYS	PER				
PERSUADE		SOC	PRS				
RANGED COMBAT		PHYS	AGL				
REPAIR		PHYS	INT				
SCIENCE		ACAD	INT				
SLEIGHT OF HAND		PHYS	AGL				
SPORT		PHYS	AGL				
STEALTH		PHYS	AGL				
SURVIVAL		PHYS	PER				
SYSTEM OPS		PHYS	INT				
TACTICS		ACAD	INT				
UNARMED COMBAT		PHYS	AGL				

* SKILL CAN BE USED UNTRAINED (0 SKILL LEVELS).

STARFLEET PERSONNEL JACKET

STAR TREK™
ROLEPLAYING GAME

CHARACTER NAME		PLAYER NAME	
PROFESSION		CAMPAIGN	
ELITE PROFESSION		AGE	HEIGHT EYES
EXPERIENCE POINTS		GENDER	WEIGHT HAIR
ADVANCEMENTS		SPECIES	

PSIONIC SKILL

	TEST CATEGORY	KEY ABILITY	ATTRIBUTE MODIFIER	LEVELS	MISC.	TOTAL
EMPATHY						
MIND CONTROL						
MIND SHIELD						
TELEPATHY						

SPECIES ABILITIES

PROFESSIONAL ABILITIES

WOUND STATUS

HEALTHY	INJURED	INCAPACITATED
DAZED	**WOUNDED**	**NEAR DEATH**

TRAITS

EDGES

FLAWS

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STAR TREK
ROLEPLAYING GAME

SERVICE RECORDS

BORN

PLANET/YEAR

PERSONAL DEVELOPMENT

ENTERED ACADEMY

GRADUATED ACADEMY

CADET CRUISE

ASSIGNMENTS

STARSHIPS/STARBASES	C.O.	YEARS	ENDING RANK

PLANETARY LOG

PLANET VISITED

YEAR/STARDATE

LENGTH OF STAY

MISSION NOTES

COMMENDATIONS

C.O.

YEAR/STARDATE

CITATION

STARFLEET PERSONNEL LOG

STAR TREK
ROLEPLAYING GAME

RENOWN

EQUIPMENT

ITEM	MASS	CHARGES	NOTES

72

11

89

NOTES

PERSONAL LOG

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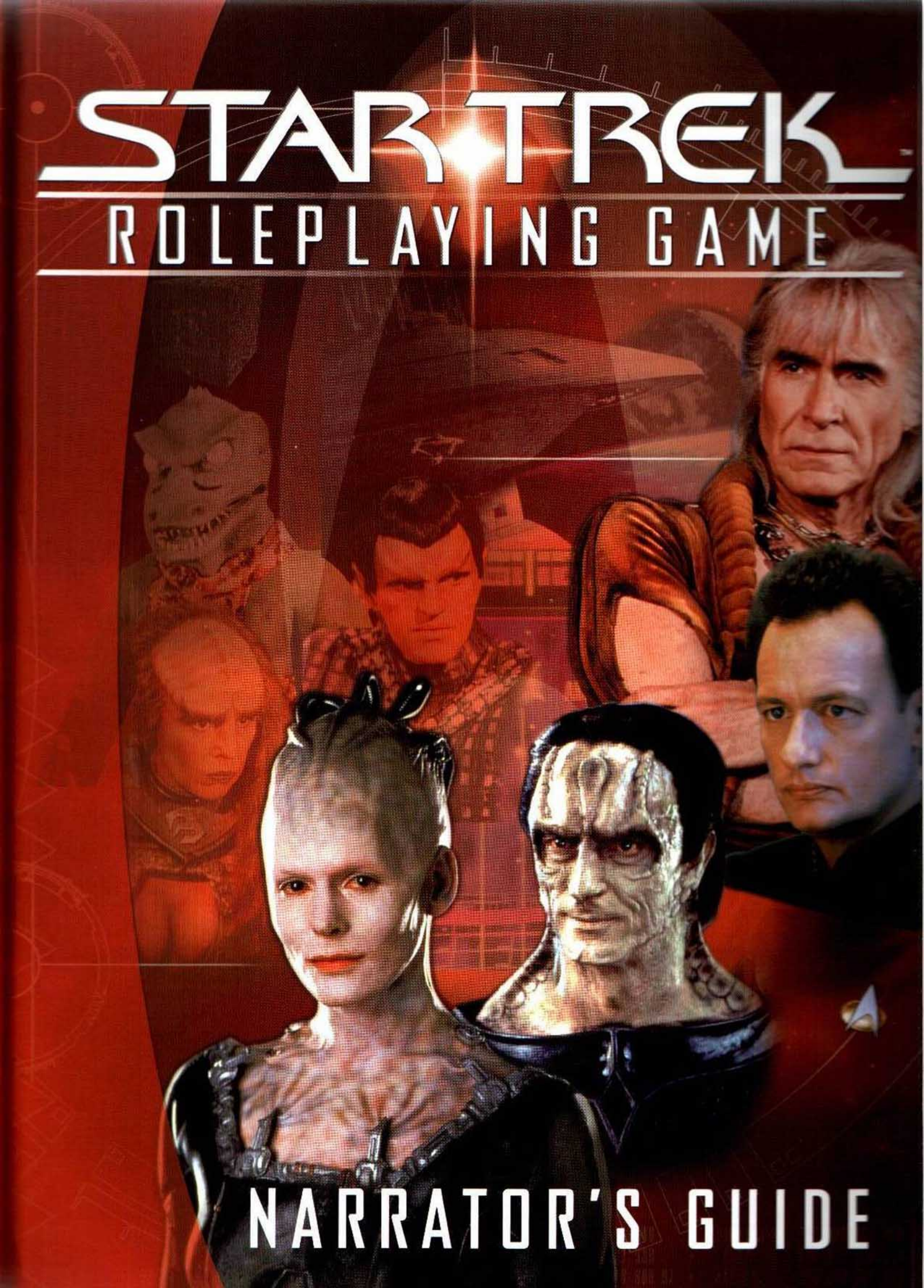
STAR TREK

ROLEPLAYING GAME



NARRATOR'S GUIDE

STAR TREK®
ROLEPLAYING GAME
NARRATOR'S GUIDE

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Disclaimer:

While Decipher Inc. has researched extensively to make this the most authentic *Star Trek* Roleplaying Game possible, the depth of information necessary for a fully-realized roleplaying game is not always revealed during a weekly television show. While we have tried to extrapolate logically within the flavor of *Star Trek*, we have taken some liberties and players should remember that only the events, characters and places that appear on the show or in films are canon.

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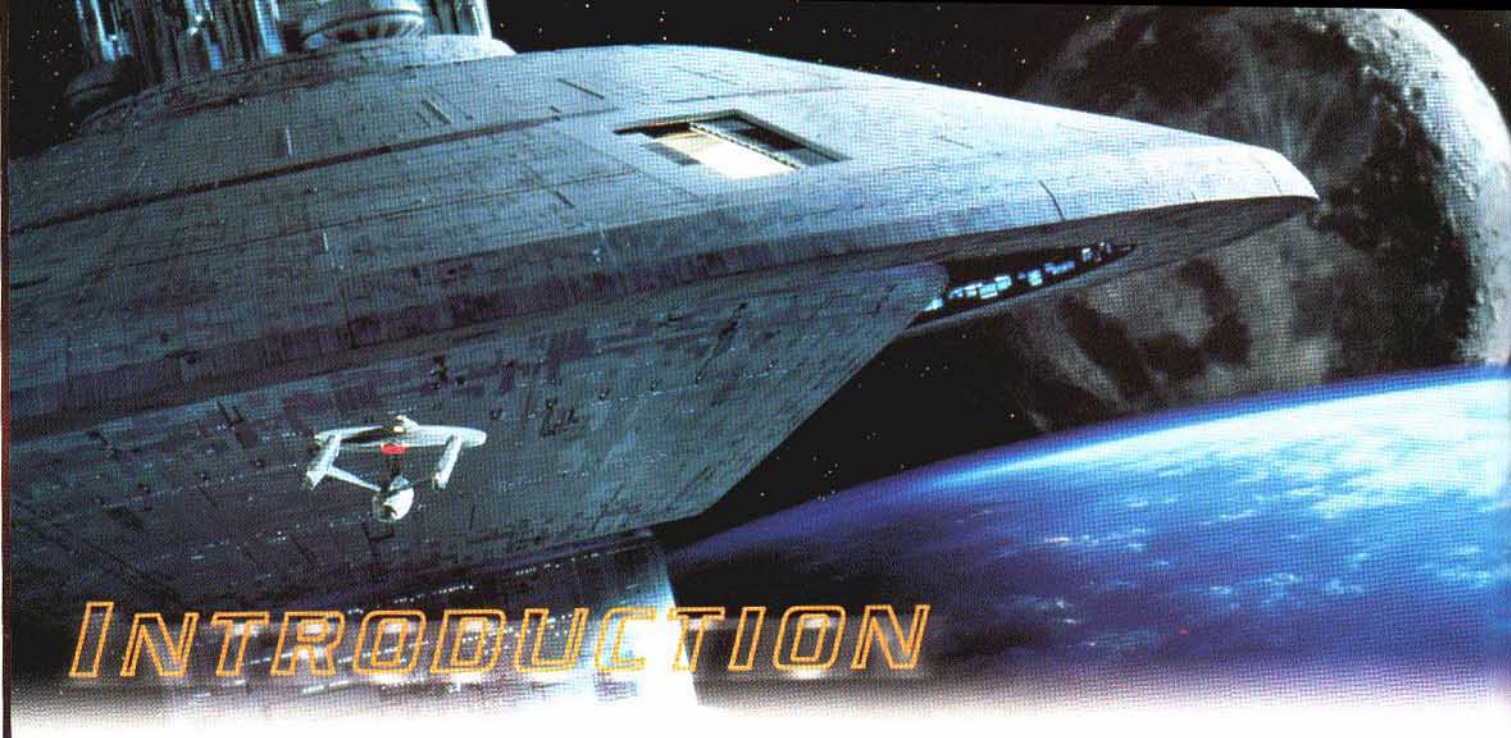


INTRODUCTION

Welcome to the wondrous world of *Star Trek!* As a Narrator, you're taking on one of the most important and rewarding tasks in the game: telling the story. To you falls the responsibility and the enjoyment of creating everything that populates your version of the *Star Trek* universe—the exotic settings, supporting cast characters, alien species, and creatures. You also come up with the basic plots for game episodes (and for your series as a whole), then partner with the players to create enjoyable, engaging *Star Trek* stories you'll remember for years to come.

Running a *Star Trek* game series requires creativity, familiarity with the rules, and a reasonably thorough knowledge of the *Star Trek* setting. To help make your task as Narrator easier, this book, the *Star Trek Narrator's Guide*, provides you with rules, suggestions, and advice.

So—what are you waiting for? It's a big galaxy out there, and it's time for you and your players to begin exploring it....

NARRATOR'S ROLE

The job of Narrator can be richly rewarding. On you falls the role of planning and preparing a game episode, and then actually narrating it. For the most part, you decide the who, what, when, where, why, and how of encounters, scenes, and story arcs. In addition to these basics of preparing and running an episode, the role of Narrator requires you to do three important things: know the rules; know the setting; and maintain game balance.

KNOW THE RULES

You are the person who tells players when and why to make tests, sets the difficulty for tests, interprets the rules, and answers the players' questions. You have to *know the rules*.

Knowledge of the rules is important because of the nature of roleplaying games (RPGs). RPGs don't have rigid rules that apply the same way in every situation, like the rules of chess or baseball. The Coda System attempts to model a fictional reality, but it's impossible to think of every situation in advance, or every potential rules question, and provide an answer in writing. So the rules remain flexible, subject to your interpretation (and, where necessary and desirable, alteration). If a rule doesn't work the way you like, or would work better another way, change it! But to make beneficial changes intelligently, you have to know the basic rules in the first place.

Of course, knowing the rules doesn't require you to memorize them word for word. You simply have to have a sufficient knowledge and understanding of them to learn how they deal with most situations, so you can apply them in unusual situations. You should also have a good idea of where to find various rules in the rulebooks, so that when you have to look something up, you can locate it quickly.

When applying and interpreting the rules, do so consistently. If you decide a particular rule works a specific way, it should work that way every time—don't change your mind from week to week. If you apply a rule to a particular situation, apply it the same way in identical or similar situations that crop up in later games. Similarly, if a rule works one way for supporting cast characters, it should work the same way for player characters (and vice versa). Inconsistency makes it impossible for players to rely on the rules when determining their characters' actions. Do your best to avoid it.

Know the Setting

The *Star Trek Roleplaying Game* takes place in a well-known setting described through over 600 hours of television and movies. To run games properly in this setting, you have to possess a respectable knowledge of its who, where, what, when, and how. Naturally, no one, not even the producers and writers of the *Star Trek* shows, knows everything about the setting. But you should at least have a basic understanding of the setting's major aspects—things like the significant events of various time periods (including those depicted in all the television series), the nature and characteristics of major species such as Vulcans and Klingons, significant starship classes, what a phaser is, and the functions and limitations of transporters.

If you haven't mastered every facet of *Star Trek*, don't worry! You don't need to be an obsessive fan to narrate a game of *Star Trek* (though it helps). First, rely on the two *Star Trek Roleplaying Game* core books (this book and the *Player's Guide*), which contain the information you need to know in a condensed, easily-referenced format. Second, create your own corner of the setting—a space station, a sector or three—and put your series there. If you create it, you know it better than anyone. Third, prepare your episodes carefully. If you know the next episode features some Andorian ambassadors and Klingon mercenaries, spend a few minutes before the game reviewing information about Andorians and Klingons. Watch episodes of *Star Trek* and make notes about supporting cast characters, locations, technologies, and events. You never know where a good plot hook might show up.

Even with all the *Star Trek* information at your disposal, there are elements of the setting that remain unknown, things like undiscovered planets and new aliens species, or periods of Vulcan or Cardassian history, or new technologies. *Star Trek* is always evolving as the writers add new information. This is the fun of playing a *Star Trek* roleplaying game, for you can add whatever elements you desire, just like a scriptwriter. And the best way to do this consistently is to know the setting.

Maintain Game Balance

Perhaps the most important responsibility for the Narrator is to maintain "game balance," which means three things. First, you have to try to ensure balance among the player characters (PCs)—each one should be roughly as capable and competent as the others, lest someone feel left out or incompetent. While you can't compensate for unequal playing skill, you can try to keep the PCs peers, at least on paper. Second, you have to balance the opposition against the PCs. Through a thorough knowledge of the PCs and the rules, you can create supporting cast characters with just the right "power level" for your story. Otherwise, you risk having a too-powerful NPC easily overwhelm your player characters, or the PCs walk right over an opponent who was supposed to present a greater threat. Third, you have to strive for "story balance," ensuring that each protagonist (the PCs) receives equal attention and possesses equal importance. In a given story, one PC may take center stage, but over the course of the series each character should get his own moment in the sun.





Unfortunately, no hard and fast rules, or even firm guidelines, exist for any of these things. You simply have to remain aware of them and learn how to accomplish them through common sense and experience. Over time, you'll get a feel for your players' abilities, and get a sense for what challenges their characters (and what doesn't). Just pay attention and you'll have things running smoothly soon enough.

CHAPTER OVERVIEW

This book is organized into three sections: Series Creation, Episodes, and Narrator Resources.

SERIES CREATION: The first section provides the starting point for designing your own *Star Trek* setting (or using the setting of one of the television series). Whether you set your series in the familiar territory of *Star Trek: The Next Generation* or *Star Trek: Voyager*, or you create your own series concept, these chapters are designed to help you organize your thoughts and create an exciting series.

CHAPTER 1: THE SERIES CONCEPT starts you out on the road to running your own *Star Trek* series set in one of the five television series, or designing your own, unique *Star Trek* setting. Proceeding step-by-step, this chapter helps you conceptualize your setting.

CHAPTER 2: ESTABLISHING THE SERIES takes you from your concept to actual game play. From establishing your Crew's home base to establishing the conflict in your series, this chapter provides the tools you need to get a *Star Trek RPG* series up and running.

CHAPTER 3: RUNNING THE SERIES covers subjects relating to maintaining your *Star Trek RPG* series over time. This chapter provides advice in planning your series for an entire "season," choosing between an episodic or serial approach, and switching the focus of your series to a new concept.

PLAYING THE GAME: The second section, *Playing the Game*, gives you the information you need to design and run your own *Star Trek* adventures. From designing your own exciting adventures to advice for presenting them at the gaming table, these chapters should help you organize and manage your individual episodes.

CHAPTER 4: BUILDING EPISODES describes in step-by-step fashion how you can design your own *Star Trek RPG* episodes so they look and feel like an actual television episode. From defining the types of episode you can design and establishing the central conflict to actually writing your adventure, this chapter provides the tools you need to create exciting episodes.

CHAPTER 5: NARRATING EPISODES provides practical advice on running a game session. With an example of play, advice on managing things at the gaming table, and some "tricks of the trade," you can feel confident as you take your Crew where no one has gone before.

CHAPTER 6: CODA RULES presents the rules for playing the *Star Trek RPG*. This chapter will help you establish target numbers, know when to call for an opposed test or extended test, and how to handle combat between characters.

STYLES OF PLAY

This book covers the four *Star Trek* television series completed to date—*Star Trek, The Next Generation, Deep Space Nine,* and *Voyager*. This game supports campaigns and adventures set in these four settings, which we loosely term a style of play. Each *Star Trek* series has its own feel and theme. *Star Trek: The Next Generation* is about exploration, diplomacy, and big, galactic events, while *Star Trek: Deep Space Nine* has a darker, more complex feel. Even if you choose to set your series on board a Klingon freighter or follow the exploits of a diplomatic delegation, the style of play you choose affects many decisions about your game.

You can set your series during the events of *Star Trek*, when the Federation had yet to make peace with the Klingons, many worlds remained undiscovered, and space travel could be dangerous. Or, you can jump to the period described by *Deep Space Nine*, when the Federation battled one of its greatest threats. Choosing a *Star Trek* series defines what the Crew will do, where they'll go, and what technology they have at their fingertips.

While a fifth series, *Enterprise*, is currently in production, we have avoided numerous references to it because many series elements remain unknown. Over the course of *Enterprise*, we'll no doubt learn more about the era pre-dating the voyages of Captain Kirk and crew. Although *Enterprise* isn't covered in detail, nothing stops you from setting your series during this exciting period. As you watch each week's episode, jot down notes on new worlds discovered and new life forms encountered, and use the tools presented herein to support an *Enterprise*-style campaign. And as we continue following the adventures of Captain Archer, Decipher plans to bring you further roleplaying information.

Chapter 7: Starship Operations gives you the tools you need to handle various starship systems during your game sessions. Covering things like near-warp transport and sensor use, you can be ready for any number of technological questions that may arise. This chapter also covers ship-to-ship battles.

Chapter 8: Rewards provides information and advice on assigning experience points to successful characters based on the goals of scenes and episodes, as well as information on guiding your players through their character's advancements.

Narrator Resources: The *Resources* section of this book provides the tools you need to create all the elements of a *Star Trek* series—starship construction, sector and planet design, alien and creature creation, and various kinds of encounters. This section is a valuable resource to which you will refer again and again, whether you're writing this week's episode or in need of an NPC quickly during a game.

Chapter 9 Starships includes many ships seen in the *Star Trek* TV series, from the plain old U.S.S. *Enterprise* NCC-1701 to the *Sovereign*-class *Enterprise*-E, and several "threat" starships. You'll also find detailed starship construction rules for designing your own vessels.

Chapter 10: Space provides you with the tools you need to create planets, star systems, and sectors, as well as providing information on the geography of space. In this chapter, you'll find wormholes, T Tauri planets, cosmic strings, and ion storms. Whether you need to design a sector for your series or a planet for an episode, you'll turn to this chapter frequently.

Chapter 11: Aliens covers the design of alien beings to populate your series. Whether you're designing a new player character species or an "alien of the week" for an episode, this chapter provides all the starting tools you'll need to create strange life-forms. This chapter also includes the Andorians, Orions, and Romulans for use as player character species.

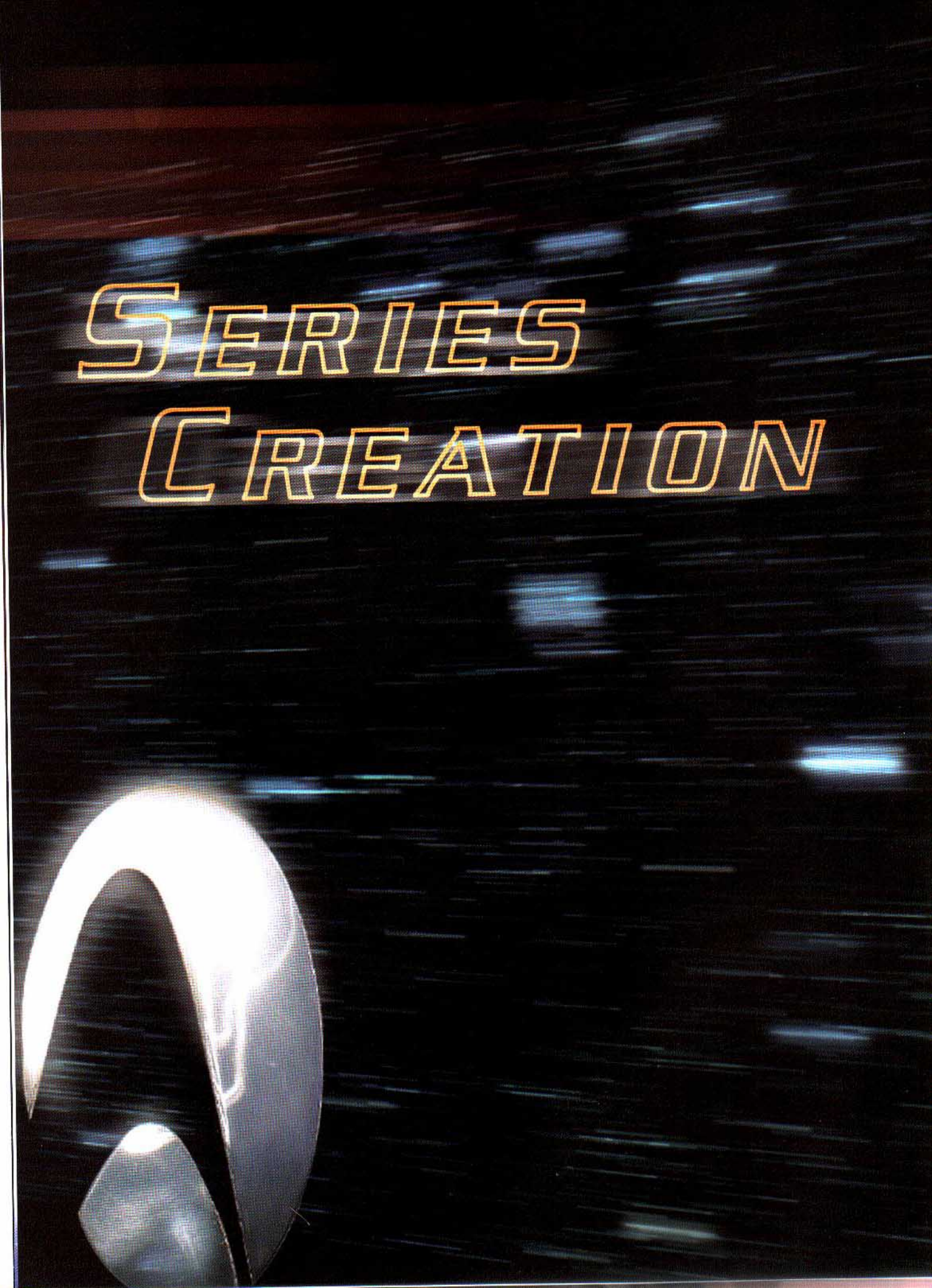
Chapter 12 Creatures presents the design rules for creating your own alien monsters. From the ape-like muga-to to Denevan Neural Parasites, you'll be able to design a host of exotic creatures for your Crew to encounter.

Chapter 13: Hazards provides the rules for the various dangers a Crew can encounter in the vastness of space. From personal hazards like radiation and fire to Galactic dangers like ion storms and plasma fields, this chapter gives you all the information you need to endanger your Crew.

Chapter Fourteen: Supporting Cast presents fast, simple rules for creating supporting cast characters to populate your setting.



SERIES CREATION







THE SERIES CONCEPT

Before you can let your players boldly go where no one has gone before, you'll need to decide what sort of *Star Trek* series you want to play. This chapter guides you and your players through the process of developing a concept that appeals to you, one that can sustain your interest over many episodes and seasons.

While there are virtually limitless possibilities to explore, conceptualizing your *Star Trek* series is easy and fun. Whether you decide to base your series on intrepid Starfleet officers exploring the galaxy, rough-hewn colonists striving to tame a newly discovered planet, or maverick scientists researching some alien artifact, you and your players hold the power to create a series that explores the elements of *Star Trek* canon that you find most interesting.

In other words, establishing your series is the first step in making the *Star Trek* universe truly your own. The decisions you and your players make at the beginning affect everything about your game—the setting (Alpha Quadrant, Bajor Sector, Draconis Outback), the Crew's base of operations (a starship, starbase, colony), their species (Human, Klingon, Ocampa), their missions (exploration, research, defense), and so on. Although you develop a series concept over time, exploring your series options before your players create their Crew—the starring cast of your series—helps guide the process. By knowing something about the setting and types of adventures the Crew will experience, your players can better generate characters that are up to the challenge. The same goes for creating the adventures that will later define your series: Having agreed on a series concept, you can use the concept as an outline for your episodes, and be confident that the adventures you design will not only appeal to your players but also suit the characters they've created as the Crew.

WHAT IS A SERIES?

Like a television series, a *ST:RPG* series is a sequence of connected "episodes" united by a common cast, setting, and idiom. The idiom of the series pervades all of the series' adventures, as the series evolves and takes new directions over time. Meant to imitate life experience, the series enables players to play through a string of dramatic events, and witness how these events change the starring characters who experience them.

All *Star Trek* series consist of several principal elements—setting, base of operations, crew, and so on—that engender entirely different types of stories depending on how they come together. Later sections of this chapter identify these elements and offer many choices and guidelines for creating your own *Star Trek* series.

This book is intended to empower you to create virtually any type of series you can imagine, within the context of established *Star Trek* canon. You can create series focusing on Starfleet crews such as the original *Star Trek* series, *Star Trek: Voyager*, or *Enterprise*, or you can develop non-Starfleet series akin to *Star Trek: Deep Space*

Nine. Whether you decide to play a stereotypical "Starfleet" series, or some unique concoction focusing on some region, planet, species, mission, or technology, your series concept sets the stage for countless adventures in infinite diversity and infinite combination.

STAR TREK TELEVISION SERIES

We'll start by taking a look at five *Star Trek* series with which you're already familiar. These include the original *Star Trek* series, *Star Trek: The Next Generation*, *Star Trek: Deep Space Nine*, *Star Trek: Voyager*, and *Enterprise*. By exploring the combination of elements that define each of these series, you'll discover not only what they're all about, but also how they're put together, and by extension, how to make your own unique series by simply drawing on elements of *Star Trek* canon.

STAR TREK: THE ORIGINAL SERIES

The original *Star Trek* series established the canon of the *Star Trek* universe, and engendered four subsequent series all set in the same general milieu. This series covers the adventures of the *U.S.S. Enterprise* (NCC-1701) and her crew, recounting their five-year mission to boldly go where no man has gone before.

The original *Star Trek* series takes place in the 23rd century. Earth's cultures have unified and entered into an alliance with alien species to form the United Federation of Planets. Establishing various regions within the Alpha and Beta Quadrants, the classic *Star Trek* series focuses primarily on the frontier of Federation space, especially areas along the borders shared with the Romulan and Klingon Empires.

Over the course of her five-year mission, the *U.S.S Enterprise* and her crew venture through many uncharted areas of space, including stretches along the Neutral Zone and other previously unexplored regions. Composed almost entirely of Humans, the crew commanded by Captain James T. Kirk carries out a variety of missions ranging from planetary survey and exploration, to military intervention and espionage. The lone alien aboard, Commander Spock from the planet Vulcan, serves as a counterpoint to the Human crew, challenging its irrational emotions and oft-times illogical methods.

The *Enterprise* serves as the base of operations for nearly all of the series missions, since the crew operates far from Earth (where Starfleet Command is located). Throughout the series the *Enterprise* serves the crew admirably, demonstrating the versatility and wherewithal to support the crew and its daring missions. Though things inevitably go wrong—systems fail and power supplies wear thin—a starship crew couldn't ask for a finer vessel, or a finer Chief Engineer than Lieutenant Commander Scott, who always manages to keep her running even after she suffers significant damage in the face of adversity.

In terms of technology, the original *Star Trek* series sets the base line for the eras that follow. Technological marvels such as transporters, phasers, and warp drives first introduced in this series undergo significant advancements in later centuries, and during later series. The malfunctions and limitations of this relatively primitive technology add a great deal to the flavor of this era's adventures. In many ways, this establishes the *Star Trek* paradigm of human achievement in spite of technological limitations. Overcoming, or jury-rigging, technology prevails as a central theme in many of this series' episodes.

But more importantly, the original *Star Trek* series emphasizes human accomplishment in the face of adversity. In countless exploration missions, the crew of the *Enterprise* faces the unknown. The remarkable heroism and innovation of the crew enable them to successfully complete their missions regardless of the opposition they face or the perils they encounter. When societies clash, it is the stalwart convictions of the captain and crew that carry the day; and the entire series embraces high adventure and seat-of-your-pants derring-do.

PROFILE—STAR TREK: THE ORIGINAL SERIES

SETTING

ERA: 23rd century (years 2265-2269)
REGION: Alpha and Beta Quadrants (Federation frontier)
TRAVELING: Starship, shuttles, and transporters

CREW

ORGANIZATION: Starfleet
MISSIONS: Primarily Exploration and Military
COMPOSITION: Multi-species (predominantly Human, also Vulcan) starship officers

BASE OF OPERATIONS

BASE TYPE: Mobile; *Constitution*-class starship (*U.S.S. Enterprise*)

TECHNOLOGY

ERA TECHNOLOGY: 23rd century
AVAILABLE TECHNOLOGY: Starfleet technology

ADVERSITY

THREAT AND OPPOSITION: Klingon Empire, Romulan Empire, and various by episode
CRISIS AND DISASTER: Various by episode

FEEL

Swashbuckling adventure



Star Trek: The Next Generation

Set approximately 70-odd years after the final adventures of James T. Kirk and his crew, *Star Trek: The Next Generation* revisits the now familiar concept of a Starfleet crew aboard a Federation starship called the *Enterprise*. But the 24th century reveals many changes over the previous era, not only in terms of technological advancement but also political landscape and Starfleet ideology.

The *Next Generation* series tells of countless adventures set primarily in and around Federation space within the Alpha Quadrant. From the numerous species met and befriended by the crew, it appears that membership within the United Federation of Planets has flourished since the more isolated Federation of Kirk's day. Traveling aboard the new *Enterprise*-D, the crew encounters a broad spectrum of planets, civilizations, and species including the nearly omnipotent Q Continuum and the ever-advancing Borg Collective from regions far beyond the Alpha Quadrant.

But Starfleet crews in the 24th century demonstrate remarkable comfort with and tolerance of alien species, even hostile ones such as the Borg or Romulans. Starfleet policies emphasize cooperation over seclusion, alliance over intolerance, and peace over war. This ideology manifests within the crew complement of the *Enterprise*-D itself; unlike the almost entirely human crew of the original-series *U.S.S. Enterprise*, the new crew consists of Humans, an El-Aurian, a Betazoid, a sentient android, and even a Klingon officer. Imagine what Kirk would have thought of a Klingon officer serving among his crew!

The new *Galaxy*-class *Enterprise* (NCC 1701-D) continues the theme of diversity and modernization prevalent in the *Next Generation* series. Outfitted with more powerful warp engines, sensor arrays, and defensive armament, the home of Captain Jean Luc-Picard and crew functions smoothly as their base of operations throughout the entire series. But as in the original *Star Trek* series, advanced technologies enhance, but do not replace, human achievement. The fine engineers and technicians aboard the *Enterprise* show an uncanny mastery of their advanced equipment, always discovering or developing new applications to overcome technical problems caused by stellar anomalies and unknown radiations.

In addition to the *Enterprise*, technological innovation in the *Next Generation* era reaches other new plateaus. For example, Lieutenant Commander Data, one of two android prototypes created by Dr. Noonien Soong, evidences the reach of human scientific and technological achievement in the area of cybernetics. While Soong-type androids are not commonplace within the *Next Generation* setting, they exemplify the upper limits of 24th-century technology and suggest what might be found in remote laboratories and research facilities throughout the galaxy.

On the social and political fronts, the *Next Generation* series presents myriad sources of conflict and adversity to the crew of the *Enterprise*-D. The varied agendas of Starfleet send the crew on a broad range of missions—everything from diplomatic escort and peace negotiations to planetary evacuation and military intervention. The Romulan Star Empire and Borg Collective represent sporadic, yet recurring, threats. Similarly, the Q Continuum meddles with Captain Picard and crew periodically, although their hidden agenda seems relatively benign in nature.

PROFILE—STAR TREK: THE NEXT GENERATION

SETTING
- **Era: 24th century (years 2364-2370)**
- **Region: Alpha Quadrant (Federation territory)**
- **Traveling: Starship, shuttles, and transporters**

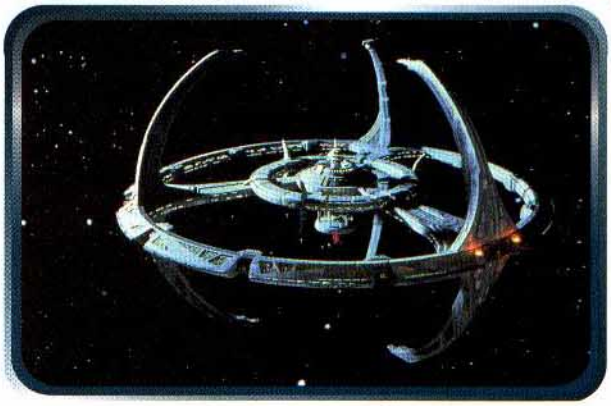
CREW
- **Organization: Starfleet**
- **Missions: Varied (Diplomatic, Emergency, Scientific, and Defense primary)**
- **Composition: Multi-species (Human majority, also Betazoid, Klingon, and android) starship officers**

BASE OF OPERATIONS
- **Base Type: Mobile; *Galaxy*-class starship (*U.S.S. Enterprise*-D)**

TECHNOLOGY
- **Era Technology: 24th century**
- **Available Technology: Starfleet technology with independent additions (Soong Android)**

ADVERSITY
- **Threat and Opposition: Romulan Star Empire, Borg Collective, and various by episode**
- **Crisis and Disaster: Various by episode**

FEEL
- **Thoughtful and civilized**



Star Trek: Deep Space Nine

The *Deep Space Nine* television series approaches the *Star Trek* universe from an entirely new angle. As a result, it challenges many of the time-honored conventions established by its predecessors. The timeline for *Deep Space Nine* overlaps the tail of that established in *Star Trek: The Next Generation*. The series features an original setting, crew concept, and a new base environment previously unexplored in *Star Trek* drama. With the advent of *Deep Space Nine*, the idiom of *Star Trek* reaches far beyond the episodic adventures of Starfleet crews traveling aboard sleek Federation starships. On the contrary, the show establishes a serial tale about a static, isolated environment—a secluded, retrofitted space station called Deep Space 9.

Deep Space Nine sets the stage for adventure aboard a deep space station located on the fringes of Federation space. Located in the Bajor Sector near a mysterious wormhole, Deep Space 9 occupies a position of strategic importance to not only the Bajoran peoples, but also to other governments such as the Cardassian Union, Ferengi Alliance, and United Federation of Planets. As such, the station has become a crossroads for intergalactic travel and commerce. Though located in a relatively isolated region of the Alpha Quadrant, the presence of the wormhole (which leads to the distant Gamma Quadrant) puts Deep Space 9 on a bustling (and well-explored) frontier.

The crew of Deep Space 9 reflects the ethnic diversity and interests of the outlying region. Administered under a mandate from the Bajoran provisional government, Starfleet operates Deep Space 9 under the jurisdiction of Bajoran law. As such, Deep Space 9 is not typical of a true Federation starbase, but rather of a foreign base of commercial, strategic, and scientific importance to Starfleet. So it is not surprising that Deep Space 9 houses a starring "crew" consisting of Humans, Bajorans, Ferengi, Changelings, and even Cardassians. Whereas previous *Star Trek* series featured crews almost entirely comprised of Starfleet officers, most of which were of Human descent, *Deep Space Nine* breaks the convention by introducing a cornucopia of species and professions who surround Captain Benjamin Sisko.

Technology is the sole aspect of the *Deep Space Nine* series that doesn't differ substantially from *The Next Generation*. Because the series continues the timeline established in the previous series, its level of technological advancement remains familiar. What differs, however, is the fact that the primary technologies represent conversions and retrofits of 24th-century Cardassian technology, since the station was built and operated by the Cardassian Union during their occupation of Bajor (2328-2351). In those days, the mining station bore a sinister Cardassian name: Terok Nor.

Over the course of the series, the crew and inhabitants of Deep Space 9 suffer threats from a number of aggressive governments and hostile species, and eventually become the focal point of an all-out galactic war. While specific threats vary episode by episode, several groups harry the crew time and again. These groups include Maquis rebels, the Cardassians, the Jem'Hadar and other members of the Dominion, and even the Klingon Empire. Because *Deep Space Nine* embodies a serial format (see *Chapter 3*), as opposed to an episodic structure, recurring threats represent the dominant catalyst driving the plot.

PROFILE—STAR TREK: DEEP SPACE NINE

SETTING

Era: 24th century (years 2369-2375)
Region: Alpha Quadrant (Bajor Sector), wormhole connecting to Gamma Quadrant
Traveling: Starship, shuttles, and transporters

CREW

Organization: DS9 administration
Missions: Diplomatic and Defense primary
Composition: Multi-species (Human, Bajoran, Ferengi, Trill, Klingon) and multi-profession (starship officers, soldiers, merchants, rogues)

BASE OF OPERATIONS

Base Type: Stationary; Cardassian Mining Station (Terok Nor) dubbed Deep Space 9 by Starfleet protocol

TECHNOLOGY

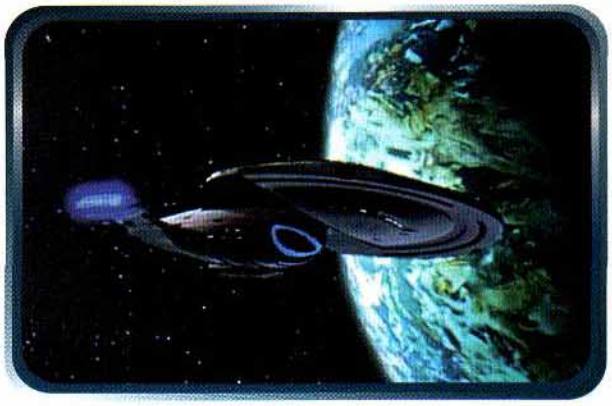
Era Technology: 24th century
Available Technology: Cardassian & Starfleet technology

ADVERSITY

Threat and Opposition: Maquis, Cardassians, Jem'Hadar and other Dominion, and others by episode
Crisis and Disaster: Interstellar warfare, and various by episode

FEEL

Gritty intrigue



Star Trek: Voyager and Enterprise

The *Voyager* and *Enterprise* series return to classic *Star Trek* roots by focusing on the events aboard Federation starships commanded by Starfleet officers. While these series embody many of the same conventions as the previous series, they deviate from established conventions in several interesting ways.

Voyager

Star Trek: Voyager focuses on the events aboard a Federation starship perilously flung deep into the Delta Quadrant, some 70,000 light years from home. The crew's original mission to pursue a Maquis vessel changes radically into a protracted mission to safely return to Federation space—a mission the crew undertakes with the aid of the Maquis crewmembers whose vessel is stranded with the *U.S.S. Voyager*.

Although the series begins in 2371, the *Intrepid*-class starship shows some interesting refinements of technology presented in earlier *Star Trek* series. Among these, the ability to soft-land on a Class-M planet and return to space, as well as the ability to sustain a cruising velocity at warp 9.975, constitute the more dramatic features of the vessel. The ship's Emergency Medical Hologram also manifests as a quasi-member of the vessel's crew.

Although the prevailing mission (to return home) carries the series, episodic challenges and threats drive the plot from week to week. In this manner, *Voyager* employs an overarching framework to tie all the episodes together while retaining the continuity of a serial drama (see *Chapter 3: Running the Series*).



Enterprise

While *Enterprise* airs as the most recent addition to the roster of series, its timeline predates that featured in the original *Star Trek* series and introduces an entirely new era of *Trek*dom. Set nearly a century prior to the command of James T. Kirk, *Enterprise* presents a picture of life during the fledgling years of Starfleet, prior to the founding of the United Federation of Planets.

Captain Jonathan Archer and his valiant crew undertake a variety of missions aboard the *Enterprise* (NX-01), the first Starfleet starship of that name. This "original" *Enterprise* demonstrates remarkably primitive technology compared to even the *Constitution*-class vessel of the same name, possessing engines that barely exceed warp 5 in velocity. Transporter technology appears in its prototypical state, only recently approved for experimental transport of people. At this point in the *Star Trek* timeline, phaser technology *per se*, doesn't exist; instead the ship stores phase pistols with limited settings: stun and kill. The newly-installed phase cannons remain experimental backups to the (non-photon) torpedoes. In nearly all respects, the

PROFILE—STAR TREK: VOYAGER

SETTING
- **Era: 24th century (years 2371-2378)**
- **Region: Delta Quadrant**
- **Traveling: Starship, shuttles, and transporters**

CREW
- **Organization: Starfleet and Maquis**
- **Missions: Voyage home and varied (by episode)**
- **Composition: Multi-species (Human, Vulcan, Ocampa, Talaxian, and Borg) starship officers and various others**

BASE OF OPERATIONS
- **Base Type: Mobile; *Intrepid*-class starship *U.S.S. Voyager* (NCC-74656)**

TECHNOLOGY
- **Era Technology: 24th century**
- **Available Technology: Starfleet and varied (assisting species along route)**

ADVERSITY
- **Threat and Opposition: Borg Collective and various by episode**
- **Crisis and Disaster: various by episode**

FEEL
- **Isolation and determination**



technological limitations of the *Enterprise* series challenges the crew in ways future Starfleet officers would find breathtaking. Indeed, *Enterprise* portrays an exciting time in the history of Starfleet—a time when virtually all space is a frontier and every planet and species presents the unknown.

For more information about each of these exciting series, see "Thirty-Five Years of Star Trek," pages 10-18 of the *Star Trek Player's Guide*.

PROFILE—ENTERPRISE

SETTING
- **Era: 22nd century (years 2151-?)**
- **Region: Earth Sector and other nearby regions of space**
- **Traveling: Starship and shuttles**

CREW
- **Organization: Starfleet**
- **Missions: Primarily Exploration**
- **Composition: Multi-species (predominantly Human, also Vulcan and Denobulan) starship officers**

BASE OF OPERATIONS
- **Base Type: Mobile; NX-class starship Enterprise (NX-01)**

TECHNOLOGY
- **Era Technology: 22nd century**
- **Available Technology: Starfleet**

ADVERSITY
- **Threat and Opposition: Various by episode**
- **Crisis and Disaster: Various by episode**

FEEL
- **Dangerous exploration**

YOUR SERIES CONCEPT

Think of your series concept as the framework tying all of your episodes together. The decisions you make about this framework establish many elements of a series that we normally take for granted, such as whether the Crew works for Starfleet, whether they command a sleek starship or deep space station, whether they represent strange alien races, and so on. But equally important, your concept also partially determines what sorts of adventures your Crew is likely to experience and where those adventures usually occur.

There are myriad questions you could ask about *Star Trek* to begin forming a concept: Where in the *Star Trek* universe is your series set? What era defines the technological and scientific capabilities of the starships and crew? What missions does the Crew regularly undertake—are they starship officers manning a space exploration vessel or merchants plying new trade routes through a particular quadrant? These are the types of decisions you face when conceptualizing your series; and you need do nothing more than watch a single episode of your favorite show to find numerous ideas to get you started.

To make things easy, imagine your series concept as an outline or "profile" consisting of six main components. These include setting (era and region and traveling), crew (organization, mission, and composition), base of operations (mobile bases such as starships or stationary bases such as colonies), technology (era technology and available technology), adversity (threat and opposition and crisis and disaster), and feel.

While each of these elements can be established separately, their interrelationships may further define one another as you continue asking questions and adding detail to your concept. So, when you set out to create your series concept it really doesn't matter which elements you define first or last, so long as you give yourself the freedom to go back and forth, adding a little detail here or revising something over there. By developing multiple elements at once, you start the process of envisioning your concept as a whole, rather than as a disjointed collection of raw parts.

The Series Profile

A series profile consists of the six elements fundamental to a *Star Trek Roleplaying Game* series. Even though you'll explore numerous possibilities as you develop your concept, the profile segments each element so you can move from topic to topic and still keep your thoughts organized by heading.

This helps narrow your options while avoiding consistency problems and logical conflicts. Using the profile also drives your imagination; by establishing some idea for every heading in the profile, you'll have something to



work from when you prepare to create characters and begin designing episodes in *Chapters 2* and *3* of this book. Naturally, your concept profile won't address every question you'll have later on, but it will suggest certain answers and provide a consistent framework for adding whatever amount of detail you need.

The following sections discuss each element of the series profile in turn.

Setting

Many Narrators consider the setting to be a cornerstone of their series concept. Setting describes not only the physical location of your *Star Trek RPG* series, but also its era and traveling. When establishing the setting of your series it's important to consider the big picture—when and where are most of your adventures going to take place throughout the entire series? Are you going to play a classic *Star Trek*-era series with episodes set all along the Neutral Zone, or a *Next Generation*-era series set almost exclusively on a specific world that seeks admission to the United Federation of Planets?

Whereas starships, space stations, and colonies certainly represent localized areas of the larger region, "setting" addresses the panoramic scope of the entire series, not simply the "base of operations" falling directly under the control of the player characters (see "Base of Operations," page 20). However, it is possible to create a series with a very narrow setting, perhaps confining your era to a short period of time (the Dominion War) or your region to a relatively small geographical space (such as Deep Space 9 or Starfleet Headquarters). Depending on your focus, narrow settings can provide ample opportunities for adventure; and you can always expand your setting when you determine the direction of your series and move into the next season of episodes (see *Chapter 3: Running the Series* for more information).

Era

Era describes the general time frame of your setting. *Star Trek* canon establishes several distinct eras: the mid-22nd century (*Enterprise* era), the latter third of the 23rd century (*TOS* era), and mid- to later 24th century (*TNG* and *DS9* era). You can choose one of these time periods

Series Elements

SETTING: The physical and temporal baseline of your series.
- **Era: The period, if any, of *Star Trek* history in which your series takes place.**
- **Region: The default location in the galaxy where your series will mostly occur.**
- **Traveling: How your Crew will get around the setting.**

CREW: The main player characters and their immediate associates.
- **Organization: The group, if any, to which the Crew belongs.**
- **Mission Focus: The most common tasks the Crew will undertake.**
- **Composition: The species (single or multiple) represented in the Crew.**

BASE OF OPERATIONS: The location that begins and ends most episodes.
- **Base Type: Mobile (starship) or stationary (planetary city)**

TECHNOLOGY: The technical resources generally encountered by and available to the Crew.
- **Era Technology: The general technological level of the setting.**
- **Available Technology: The technology directly available to the Crew.**

ADVERSITY: The problems the Crew are likely to face during the series.
- **Threat and Opposition: Sentient species or cultures opposing the Crew.**
- **Crisis and Disaster: Large-scale or impersonal dangers in the setting.**

FEEL: The emotional and dramatic tone of the series as a whole.

Sample Eras

***ENTERPRISE* era (years: 2151-?)**
***TOS* era (years: 2265-2293)**
- **Show: 2265-2269**
- **Movies: 2271-2293**

***TNG* era (years: 2364-2370)**
***DS9* era (years: 2369-2375)**
- **Early DS9 era: 2369-2371**
- **Klingon War: 2372-2373**
- **Dominion War: 2373-2375**

***VOYAGER* era (years: 2371-2378)**
Uncharted era (any period defined by Narrator)
- **Vulcan Prehistory**
- **Eugenics Wars (1992-1996)**
- ***Enterprise*-C Era (2340-2344)**
- **Post Dominion War Era (2376-?)**

as the default era for your series, or choose a period that the *Star Trek* television series and films do not portray.

Your choice of era bears a dramatic impact on your adventures. Era affects not only the technology that is widely available in terms of starships and personal gear, but it also defines geopolitical boundaries, political relations, and other aspects of *Star Trek* canon. See *Chapter 13* of the *Star Trek Player's Guide* for the chronology of events distinguishing the various eras of *Star Trek* from one another. If you have trouble choosing, put off making a decision until you've explored other aspects of your series profile (especially the Technology entry). Sooner or later, one option will emerge as the best choice for your era.

Some groups may want to try setting their series in some era other than those portrayed in the different *Star Trek* television series. For example, you could try setting your series in an uncharted era such as the 29th century, using the *Voyager* episode "Relativity" as a guide. Or you could expand the scope of your era to include "all time" and create a series based on time travel, perhaps focusing on the exploits of Department of Temporal Investigations agents responsible for exploring alternate realities or enforcing the Temporal Prime Directive.

These types of groundbreaking series can be immensely fun and challenging, but Narrators beware: creating your own era requires a great deal more preparation and maintenance than series set in eras portrayed in the various *Star Trek* television series. See *Chapter 2: Establishing the Series*, page 26, for more information about creating your series.

Region

Region refers to the physical location where the majority of your episodes will occur. Like era, region establishes the outer limits of what's possible. While one or more adventures may involve traveling beyond the quadrant, sector, or planet you choose for your region, most adventures explore places and events within the scope of a particular setting.

While it is unlikely that you will know at the outset how far your player characters may venture over the course of an entire season (especially if they choose a space exploration-styled series), you can always choose "the galaxy" as the default region for your series. While this is not very descriptive, you can always adjust it later, perhaps when you prepare to move into your second season of episodic stories.

The scope of your region can be as broad or narrow as you like, depending on how focused you'd like your episodes to be. If you like the idea of exploring numerous planets over the course of months or years, you may want to designate a quadrant for your setting. If, on the other hand, you like the idea of exploring the daily ins and outs of governing a remote colony, then maybe a single planet might work better for your default region.

SAMPLE REGIONS

QUADRANTS
- Alpha Quadrant
- Beta Quadrant
- Gamma Quadrant
- Delta Quadrant

SECTOR OR REGION
- Bajor Sector
- Rigel Sector
- Romulan Neutral Zone
- Draconis Outback

SYSTEM/PLANET
- Earth
- Vulcan
- Qo'noS
- Romulus

LOCAL SETTING
- Starfleet Academy
- Romulan Senate
- Starbase 112
- Calder II archaeological outpost

STELLAR PHENOMENON
- Badlands
- Black Cluster
- Horsehead Nebula

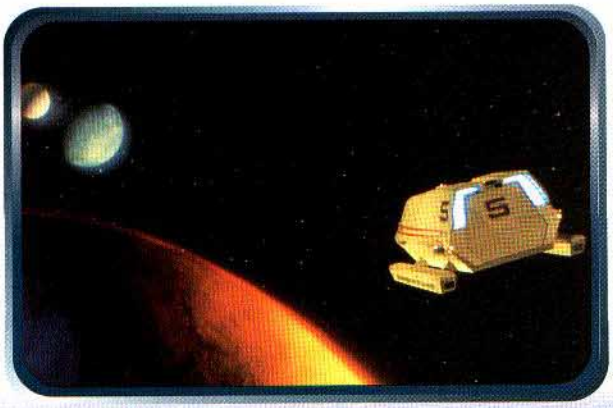
OTHER
- Mirror Universe
- Mar'zan Triangle
- Holodeck
- The Timestream

Again, like era, choosing the region is about narrowing your focus and reducing the amount of material you'll need to get your series up and running. You can always broaden your setting and add material later. *Chapter 10: Space* provides additional options as well as guidelines for creating original sectors and planets.

Traveling

In addition to era and region, you should also consider the amount and means of traveling within your setting. Is the Crew staying put for the most part, as on a space station series? If not, how does the Crew trek from their base of operations to various locations within the defining region? For example, if you've chosen a quadrant for your default region, how do your protagonists move from sector to sector, or planet to planet? Usually, regions encompassing vast areas of space require the Crew to have access to a starship, even if they are routinely stationed at a starbase, colony, or other base of operations instead of a starship (see "Base of Operations," page 20).

Similarly, the issue of travel also applies to settings where the region consists of a single planet: How does the Crew travel from their base of operations to distant cities or continents? In *Star Trek*, there are often multiple answers to such questions, including shuttlecraft, atmos-



SAMPLE TRAVEL OPTIONS

- Starships
- Shuttlecraft
- Atmospheric Craft
- Ground Vehicles
- Transporter Technologies
- Alien Artifacts (portals, gateways, etc.)
- Astronomical Anomalies (wormholes, subspace funnels, etc.)

pheric or ground vehicles, and even transporter booths. But these are not the only means possible: Strange astronomical phenomena (such as wormholes) or lost alien artifacts (such as an Iconian gateway) might be present at one or more locations within the larger setting and connect two or more quadrants, sectors, planets, or even eras to one another. In fact, such devices might function as an express route leading beyond your current setting and into another, such as a different quadrant, parallel universe, or even a different era! The *Star Trek* episode "City on the Edge of Forever" presents one good model for explaining how a time travel series could work.

Crew

Because every series revolves around the activities of the player characters, assembling the right Crew is essential to the overall success and enjoyment of your series. With regard to series concept, there are three primary facets you need to address: organization, missions, and composition.

Organization

In *Star Trek*, most spacefaring Crews work in the employ of some large, governmental organization, such as Starfleet, the Bajoran Provisional Government, the Cardassian Obsidian Order, the Klingon Defense Force, and so on. Other powerful or influential organizations such as the Vulcan Science Institute, the Ferengi Commerce Authority, or even the Orion Syndicate provide interesting alternatives to governmental organizations, especially if you'd like to base your series around specific mission types, alien species, or character professions.

The Crew can also work autonomously, without a sponsoring organization breathing down their necks. But such freedom comes at a price; the Crew must function without the support, protection, and equipment normally provided by a parent organization. Crews consisting of rogues or merchants usually do well without a large organization to sponsor them; scientists can also thrive provided they can obtain funding for their projects (usually from one of the larger organizations). But Crews consisting of starship officers, diplomats, and mystics (for example) generally operate under the auspices of an affiliated government or non-governmental organization that requires their services.

SAMPLE ORGANIZATIONS

GOVERNMENTAL ORGANIZATIONS
- Starfleet Command
- Klingon Defense Force
- Cardassian Obsidian Order
- Romulan *Tal Shiar*

GOVERNMENT SPONSORED ORGANIZATIONS
- Federation Council Diplomatic Service
- Ferengi Commerce Authority
- Andorian Merchant Marine
- Vulcan Science Institute

NON-GOVERNMENT ORGANIZATIONS
- Orion Syndicate
- Maquis
- Mount Seleya Monastery
- Talaxian Resistance

NO ORGANIZATION
- Independent mercenary unit
- Free merchant traders
- Pirate vessel

The "Sample Organizations" sidebar lists a variety of governmental and non-governmental organizations the Crew might serve. Even if your players object to the idea of working directly for one of these organizations, the Crew can still derive some benefits by being affiliated with the organization (such as performing contract missions or by obtaining similar funding). If neither of these options suits your series concept, enter "no organization" on your series profile.

Mission

Although the Crew will undoubtedly undertake a variety of different mission types over the course of your series, you should consider whether the focus of your series favors one type over all others. For example, several of the *Star Trek* series concentrate on exploration as a theme, and feature missions involving planetary surveying, first contact meetings, and so on. Alternatively, the Crew in your series may primarily deal with smuggling operations and other shady, underground dealings off in some remote sector of the Federation frontier; or

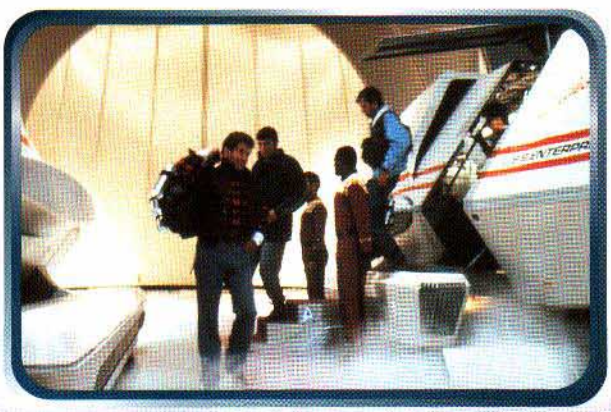


TABLE 1.1: SAMPLE MISSIONS

Missions	Examples
Defense Missions	Convoy Escort
	Planetary Defense
	Sector Patrol
	Base Security
Diplomatic Missions	First Contact
	Government Envoy
	Law Enforcement
	Political Arbitration
Emergency Response Missions	Aid and Relief
	Evacuation
	Quarantine
	Rescue
Exploration Missions	Deep Space Exploration
	Planetary Exploration
Illicit Missions	Assassination
	Black Market Trading
	Piracy
	Smuggling
	Theft and Procurement
Intelligence Operations	Infiltration
	Counter-revolution
	Criminal Investigation
	Propaganda
	Revolution
	Spying
Military Missions	Invasion
	Reconnaissance
	Threat Alert
	Tactical Operations
Scientific Missions	Archaeology and Anthropology
	Charting and Survey
	Prototype Testing
	R&D
Spiritual Missions	Jihad and Inquisition
	Missionary Endeavors
	Pilgrimage
	Quest and Seeking
Trade Missions	Free Trading
	Industrial Espionage
	Supply and Logistics

with political espionage missions in the Romulan Neutral Zone attempting to infiltrate the *Tal Shiar*.

Table 1.1 presents a variety of sample missions from which you may draw for your series concept. The nature of your organization will naturally affect the series' most common missions—a Vulcan Science Institute study group is unlikely to involve itself in espionage missions, and an independent crew of rogues and merchants will stay far away from defense missions if they can! On the other hand, some Crews may find

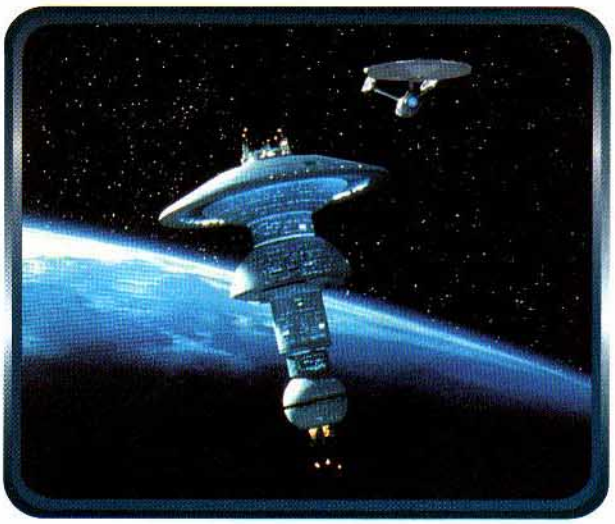


themselves drawn to any number of theoretically unlikely mission types: If the Vulcan Science Institute team has developed a practical timeship, they may wind up being deputized for espionage or surveillance missions against their will! Many mission types nest well with the various episode types detailed in *Chapter 4: Building Episodes*; see that section for more ideas.

Composition

Composition refers to the make-up of the Crew—specifically their species and profession, but possibly including their professional abilities, elite professions, skill sets and/or traits as well. While a well-rounded Crew (one demonstrating a diverse cross section of species and professions) serves almost any series well, more focused series may foster a Crew that exhibits higher degrees of specialization. For example, four of the five *Star Trek* television series revolve around Crews consisting almost entirely of Starfleet starship officers (*DS9* being the exception). In game terms, these Crews exploit multiple elite professions (command officers, security officers, engineers, doctors, and so on) stemming from the basic "starship officer" profession, treated in the *Star Trek Player's Guide*, pages 50-51. Again with the exception of *DS9*, most *Star Trek* television series have primarily Human protagonists.

The Crew of your series need not follow either paradigm. Instead, you could create a series around the desperate exploits of Maquis rebels, the ambitious enterprises of Ferengi free traders, or the shady undertakings of Orion pirates. Your Crew may be all-Vulcan, all-Klingon, or simply majority non-Human for a "futuristic frontier melting pot" feel. Creating a specialized Crew (in terms of composition) may require establishing certain character restrictions (such as most characters belonging to a particular species or profession). *Chapter 2* of this book will help guide you through that process. Although some players in some groups may chafe at such extreme focus, there's nothing to prevent one or two players from creating characters as exceptions to the species or profession-



al composition you establish for the rest of the Crew, as long as they fit the rest of the series concept.

Base of Operations

Base of operations refers to the Crew's headquarters, retreat, and often, their residence. Whether manifesting as a starship, space station, colony, or command center, the Crew's base of operations is the place from which they launch their missions; and it is the place to which they return to report the success or failure of their operations.

The base of operations plays a crucial role in every series. Not only does it serve as the primary staging ground for Crew missions, but it is also the place where the Crew holds the greatest amount of influence, maintains the tightest security, and stores all of the resources—both information and materials—they need to accomplish their various mission objectives.

When establishing the base of operations for your series, one question takes priority over all others: Is the base mobile or static? Mobile bases of operations, such as starships or temporary outposts, enable the Crew to move about from place to place within the region without sacrificing the supplies and creature comforts they would enjoy at a larger, permanent facility. Static bases usually afford better security, improved technologies, better communications, and greater stockpiles but sacrifice proximity to the mission location.

As a result, choosing a base of operations often follows from your choice of setting, especially region. While era may also become a factor (advanced 24th-century warp drives enable vessels to travel much further over short periods, essentially bringing everything in the galaxy closer together), region primarily determines whether the Crew needs to be assigned to a mobile base of operations or whether they can maintain a stationary base.

Once you've chosen a base of operations for your series, you'll need to address how the Crew moves from their headquarters to the remote areas of their assigned region (see "Transportation", page 36) and what sort of resources are available to them (see "Technology," page 21). Depending on how they come to be in control of their base (assigned by Starfleet or another government, purchased or rented through credit or grants, siezed in glorious honorable combat or piratical raiding), it may come with built-in opportunities, mission objectives (see "Missions," page 18), or enemies (see "Adversity," page 22). These may also spring from the Crew's organization (see page 18), which may also impact the command structure that permeates all operations conducted therein.

SAMPLE BASES OF OPERATIONS

MOBILE BASES
- **Starship**
- **Mobile Command Center**
- **Field HQ**

STATIONARY BASES
- **Starbase/Space Station**
- **Colony/Outpost**
- **Other Facility**

Mobile Bases

In *Star Trek*, the starship stands out as the ideal base of operations. In the 23rd and 24th centuries, most starships are large enough to support hundreds of personnel, while providing for their relative comfort for a period of months or even years. But more importantly, the starship provides mobility. Whether their missions require the Crew to explore planets along the frontier, transport goods and services to far-flung outposts, move soldiers or other personnel to political hotbeds, or bring advanced scientific equipment to study astronomical phenomena, starships make perfect bases for conducting an assortment of missions. For information about selecting or building the Crew's starship, see *Chapter 9: Starships*, page 130.

Temporary headquarters provide an alternative to starships, if the Crew requires mobility for their adventures. They could either set up temporary pre-fab outposts every time they are assigned to explore a new planet, for example, or be assigned to a new embassy each time they begin a new diplomatic mission. The Crew might be an elite "troubleshooting" team sent from threat point to threat point by the fastest and most direct available means, whatever those may be. While this adds a great deal of variety and novelty to each episode, creating floor plans or maps as well as lists of personnel and resources for each new base of operations may become burdensome over time. So if the players are required to travel through space from episode to episode, most Narrators and Crew prefer a starship over other sorts of mobile bases.

Stationary Bases

Not all *Star Trek* stories focus on space exploration and travel. Series like *Deep Space Nine* focus on much smaller regions (such as the Bajor Sector), enabling the Crew to occupy a stationary base while still having sufficient mobility (via shuttles, transporters, or even runabout starships) to explore outside the outer boundaries of their assigned region.

Stationary bases are ideal for series concentrating on the development of a particular area or region over time. Whereas exploration adventures require the Narrator to dream up new planets and events for every episode and mission, stationary adventures enable you to put all that energy into developing the immediate region, perhaps creating localized maps, detailed lists of inhabitants, facilities, and industries, and more importantly, more intricate plots and personal story arcs.

Although this book doesn't present complete guidelines for designing stationary bases, most space stations and other permanent facilities employ many of the same systems as those found aboard starships. See *Chapter 9: Starships* for information about common systems and technology available for your Crew's base of operations.

Technology

Technology, as it applies to your series concept, refers to the average level of scientific advancement evident in the starships, systems, and equipment common to the setting. Because technology varies a great deal from culture to culture, choosing the right technology for your setting requires a bit more thought than simply allowing the era to dictate what technology is, or will become, available to the Crew.

Era Technology

Era and technology usually go hand in hand in the *Star Trek* universe. If you choose to set your series in the 23rd century, *Star Trek* canon dictates the range of starships, phasers, tricorders and other equipment your Crew might have. But even within a given era, technological advancement differs from culture to culture.



The Borg, for example, reveal a much higher level of technological achievement than the Federation. Even civilizations exhibiting roughly equal levels of technological accomplishment may demonstrate cultural preferences and diversity within the technology they produce and use. For example, in the 23rd century Federation starship officers use phasers while their counterparts in the Klingon Empire carry disruptors.

So while era influences the technology of your setting a great deal, it does not absolutely limit the sophistication and advancement of all technology the Crew will encounter or possess. It only characterizes the standard technologies the Crew will encounter when interacting with known species and cultures such as the Klingons, Romulans, Cardassians, Ferengi and so on.

Available Technology

The *Star Trek Player's Guide* provides sample equipment and gear widely available in the 23rd and 24th centuries. *Chapter 9* of this book provides the same information for starships and space stations belonging to these eras. All of this information represents the standard or default technologies of these eras, which you can customize to account for minor cultural differences among different civilizations and cultures. This selection of technology, then, represents what is commonly available in most *Star Trek* series.

But technological diversity can play a much more interesting role in your series, depending on the emphasis you give it. You could set up a series where the Crew has been assigned to a planet where the local culture uses only archaic technologies, and the Prime Directive either forbids the Crew from revealing their advanced technology, or lack of supplies forces them to conserve whatever resources they bring with them.

Alternatively, you might want to create a series where the Crew is assigned to test a new prototype starship, or a starship fitted with a new propulsion drive, cloaking device, or other experimental technology. In this case, the Crew has access to some technology much more advanced than what they'd normally expect from their culture in their particular era.

You can extend this sort of experimentation as far as you like. Your series might start the Crew aboard a 24th-century ship with an experimental time-warp drive, which maroons them back in time. This could result in a *Voyager*-esque series where the Crew must spend an entire season or more to find its way back to their own era. In this sort of series, technology may play a role of paramount importance: Initially, the advanced technology of their ship seems a great boon, until systems start breaking down and they have to find adequate materials to jury-rig parts and keep the ship running. In this type of series, technology plays such an influential role that it might even qualify as the principal source of adversity (see "Adversity," next heading) in your series.

When completing your series concept, you'll need to determine era before you'll know what era technology pervades your broader setting. However, if your region is sufficiently localized (such as a starbase or planet) the prevailing technology may differ significantly from that described by the series era. The same reasoning applies to the Crew's base of operations, and the technology available to them while there. *Chapter 2* revisits some of these topics in the context of equipping the Crew. See page 18 for more information.

SAMPLE SERIES TECHNOLOGY

ERA TECHNOLOGY
- 22nd century
- 23rd century
- 24th century
- Other Era

AVAILABLE TECHNOLOGY
- Organization Technology (Starfleet, Klingon Defense Force)
- Restricted Technologies (Secret, Experimental, or Illegal)
- New and/or Prototype Technology
- Alien Technology
- Primitive/Archaic Technology

ADVERSITY

As it applies to your series concept, adversity refers to any ongoing challenges, conflicts, or crises that pervade the setting. These difficulties need not become the focus of each adventure the Crew undertakes; in fact, you might choose to set up a series where the Crew can only overcome the main conflict by resolving a number of seemingly unrelated challenges throughout an entire season, only revealing how they tie in to the larger conflict at the climax of the season. Alternatively, you might choose to ignore the topic of adversity when launching your series, preferring to develop and stoke a larger crisis over time and introduce the conflagration in a later season.

Threat and Opposition

Threat and opposition refer to trouble introduced by antagonistic sentient groups, including hostile civilizations, oppressive governments, rival organizations, or rebel factions. The source of the ongoing threat can be external, coming from beyond your Crew's home base or region (such as the advancement of the Borg or Dominion), or internal, such as from counter-cultures, subversives, or revolutionaries (the Maquis or Red Squad). Often, the Crew's organization (see page 18) will come with its own opposition in a given era, although the series may be set outside that enemy's usual range of operations.

Not all threat and opposition is deadly or violent. Diplomatic missions may be opposed by other diplomats, or even by elements of a friendly government. Free traders may face price wars with canny Orions or Ferengi. Mystics may face theological splits within their order, or challenging belief systems on other worlds. Scientists may only be "opposed" by rival researchers who they never meet! If a series concentrates on such stories, the main competitor to the Crew still counts as opposition, even if the threat is nonviolent.

Crisis and Disaster

Adversity can also come in the form of crises and disasters. These may result from natural catastrophes such as decaying atmospheres, erratic orbits, or stars going supernova; or they may involve man-made crises such as interstellar wars, environmental pollution, technological failure, or biological aberration. Extreme natural environments qualify as ongoing crises if the base of operations is located on a planet where dangerous temperature, climate, or weather constantly endanger the Crew. While the zero-G of space also



TABLE 1.2: SERIES SOURCES OF ADVERSITY

THREAT AND OPPOSITION
Hostile Civilizations (Borg Collective, Dominion, Romulan Star Empire)
Oppressive Governments (Cardassian Union, 23rd century Klingon Empire)
Oppressive Religions (*TNG* episode "The Devil's Due")
Rival Organizations (Orion Syndicate, Ferengi Commerce Authority)
Rebel or Subversive Factions (Maquis, Red Squad)
Completely Alien Threat (V'ger, the "planet killer")
CRISIS AND DISASTER
Astronomical (decaying atmosphere, erratic orbit, inbound comet)
Geological (tectonic activity, global warming, flooding)
Biological (epidemic, plague, infestation)
Environmental (radiation, temperature, climate)
Man-made (pollution, warfare, refugees, technological mishap)

could fall under this category, in *Star Trek* the dangers of space travel are so pervasive and technologies so reliable, that zero-G environments don't usually present ongoing problems for the Crew.

But plagues, epidemics, regular tectonic activity (earthquakes and volcanoes), and time distortions all make interesting sources of crisis and disaster that may be ever-present within the backdrop of your series.

Table 1.2 presents a number of potential sources of adversity for your series. If you don't envision there being any chronic threats or crises at the outset of your series, enter "none" within this entry of your series profile.

FEEL

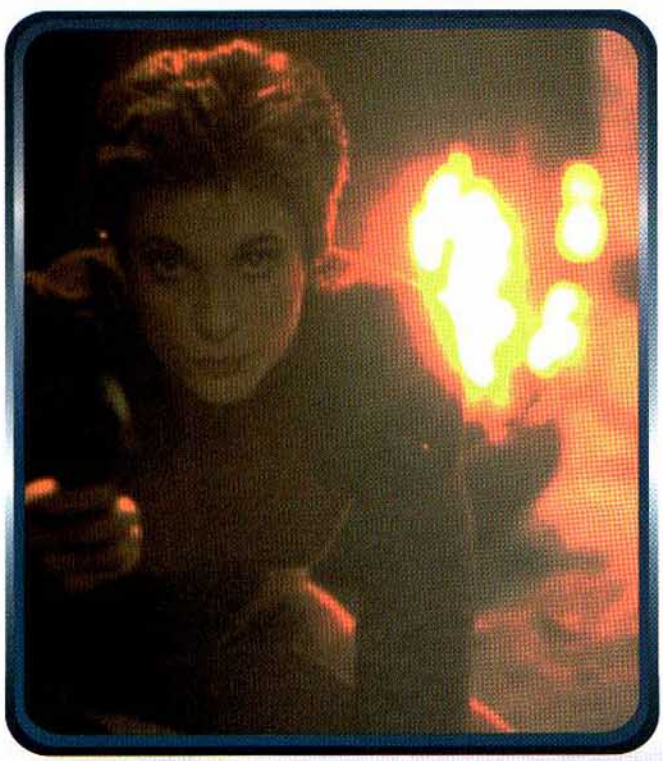
This component is one of the most abstract, and at the same time, most necessary, concepts for your series. It indicates the basic tone or flavor of your stories. Will they be larger-than-life episodes of epic grandeur, heartstopping tales of tension and suspense, or stories of civilized, scientific progress? Like any of the other components, feel is not hard and fast; individual episodes can vary in tone. However, to truly feel like a unified series rather than a random collection of game sessions, it helps to aim for and maintain a given feel for the course of the game. The choice of organization (page 18) and mission types (page 18) within a series may impact feel, but almost any story can support any kind of feel. Two particularly clear examples of tone occur in the original *Star Trek* series and in *Deep Space Nine*. The first *Star Trek* was space opera on the grand, adventurous scale. Even the most tragic and personal *TOS* episode, "City on the Edge of Forever," revolved around a billion-year-old artifact, perfect love, and the prevention of World War Two! On the other hand, *Deep Space Nine* aimed for an intensely personal, gritty feel suitable first for a tense border station and then for dark stories of interstellar war. Even a light-hearted *DS9* episode like "In the Cards" involves deals and chicanery among interwoven personal relationships, and is touched off by the depression of Captain Sisko. In short, the basic feel of the series will affect every story told in it. You should discuss this component, especially, with your players. They may have their own ideas about what would be fun to play. You can describe your series feel in a phrase ("long capers with disruptor battles when things go south"), in one or two words ("desperate struggle"), or by referring to another *Star Trek* series ("like *TNG*, but more dangerous") or even to another source altogether ("like *Mission: Impossible*, only in Starfleet").

SAMPLE TYPES OF SERIES FEEL

PHRASES
- Espionage and covert action in a moral house of mirrors
- Wild psychological SF on the frontiers of psionic space
- Investigative archaeological mystery on the Romulan border

TWO-WORD DESCRIPTORS
- Roller-coaster action
- High-stakes piracy
- Spiritual and introspective

USING OTHER SERIES
- Like *Deep Space Nine*, only set on K-7 in the *TOS* era
- The Klingon equivalent of *Enterprise*
- The Federation's *Mission: Impossible*





SERIES PROFILE

The first time you gather all of your players together, discuss your series concept before making characters. Lead your players through the process and find out their preferences. You can even go through the conceptualization process as a group, taking a vote if everyone can't reach a consensus regarding certain aspects of the series concept. This sort of creative brainstorming should be fun for you and the players. Moreover, participating in the process of creating the series profile makes your players feel more invested in the storyline you develop later. It also provides them with all the information they need to make rational, yet inspired, decisions when creating their members of the series Crew. They might even get inspired ideas for characters while examining the various options for series design.

Once you've explored the various elements of the series profile and settled on a series concept, it's time to commit your concept to paper. Document your ideas on the "Series Profile" form included in the back of this book. You might want to read *Chapters 2* and *3* of this book before finalizing your series concept; they will certainly give you more ideas about what you can do with your series, both during start-up and as you develop your series over time. But whenever you're happy with your concept, start completing the elements of your series profile.

Enter a short descriptor under each heading, using the space provided to expand on the concept or make related notes as you wish. If any heading of the series profile doesn't apply to your concept, enter the words "not applicable" or "none" as appropriate. Remember, the decisions you make regarding your series concept deal with pervasive aspects that you want to explore as you create the individual episodes that form your series. If technology doesn't interest you or your players much in terms of the Crew's adventures, there's no need to put much effort into that heading of the series profile.

Keep in mind that your series concept has a limited life expectancy: Many Narrators choose to radically change their concepts or depart from certain elements as they prepare to take their series into its second and third seasons. The storyline of roleplaying games, like television series or literary works, benefits from periodic upheavals. Dynamic environments and circumstances capture the players' imaginations and keep them excited. They also facilitate character development as members of the Crew come to realize more about themselves as they react to changing events.

The final section of this chapter provides an example of a series concept to help you along. If you like it, you can even use this example as a starting point for your own series. Feel free to substitute elements (switching region, era, or threat species for example) as you please. The only requirement for a good series concept is that it appeals to you and your group. So don't hesitate to make your series truly original or unique.

SAMPLE SERIES PROFILE

Steve's friends want to start a new *Star Trek* series, so Steve begins brainstorming to come up with a series concept. As an experienced Narrator, Steve wants his players to take part in the process of creating the series, since their participation increases the likelihood that the series will sustain their interest over many episodes. But before he assembles his play group for the first time, Steve wants to do some preliminary thinking so he can orchestrate the process and speed it along.

Fortunately, Steve knows his players well and can guess a great deal about what sort of series they might

SAMPLE SERIES PROFILE
VOYAGES OF THE U.S.S. SENTINEL

SETTING

Era: Post Dominion War (year 2376 – ?)
Region: Alpha Quadrant
Traveling: Starship, shuttles, and transporters

CREW

Organization: Starfleet
Missions: Varied (Exploration and Diplomacy primary)
Composition: Multi-species (predominantly Human) starship officers

BASE OF OPERATIONS

Base Type: Mobile; *Sentinel*-class heavy cruiser (*U.S.S. Sentinel*)

TECHNOLOGY

Era Technology: 24th century
Available Technology: Starfleet, standard as influenced by the Dominion War

ADVERSITY

Threat and Opposition: Ghôn'la recurring, also Breen, Excalbians, and Orion

SYNDICATE

Crisis and Disaster: Various, by episode

FEEL

Roller-coaster action

want to play. Most of his players aren't as knowledgeable about *Star Trek* as he is, and from preliminary discussions he's gathered that they want to play a series with a conventional *Star Trek* feel. They don't, however, want to play a predetermined storyline or change the events that they've seen in any of the shows.

Armed with this information, Steve has a sense for the general parameters of his series. To give the series a *Star Trek* feel, he thinks his players would prefer to play a Starfleet crew commanding a Federation starship. To avoid tinkering with the canon established in the shows, he's going to suggest setting the series in the year 2376, after the conclusion of the events depicted in *Deep Space Nine*. By focusing on the Alpha Quadrant, their series won't interfere with *Voyager*, and best of all, their series can explore what happens in the Alpha Quadrant in the post-Dominion era.

Aside from proposing a Starfleet Crew, Steve doesn't want to make any hard and fast decisions at this point. He suspects that the players will want to create various Starfleet officers, so he makes a mental note to direct their attention to that profession in the *Player's Guide*. He also suspects that at least one or two of them will want to play members of alien species, which shouldn't pose a problem for the era or setting as long as they stick to the species presented in the *Player's Guide*.

Since the players will most likely create starship officers, Steve plans on creating a new class of starship for them to command. The ship will serve as their base of operations throughout the series, so he's going to devote most of his own preparation to creating the ship. He refers to *Chapter 9: Starships* and tentatively decides to create a heavy cruiser with the name *U.S.S Sentinel*. He'll get around to creating the ship in detail later on.

Aside from some new technologies the Federation adopted from their travails in the Dominion War, Steve doesn't anticipate establishing any new technologies for his Crew. He has done some thinking about the nature of the threats in this series, and expects to introduce some new alien technology for his main threat species during specific episodes.

While Steve plans to run a series encompassing a variety of mission types set throughout the Alpha Quadrant, he doesn't want to limit his series by focusing too narrowly on any single threat or crisis. He would like to introduce a recurring threat species, though. And he's already got enough of an idea to give them a name: Ghôn'la. He also likes the Breen, Excalbians, and Orion Syndicate as bad guys, so he makes a note in his series profile to remember to design some specific episodes around these antagonists.

LOOKING FORWARD

When you've completed the series profile, go to *Chapter 2: Establishing the Series*. There you'll learn how to bring your players together, create elements of your series concept, create appropriate crewmembers, and establish other core elements of your series.





2 ESTABLISHING THE SERIES

Once you have established a solid concept for your series, it's time to begin creating and assembling all of the elements you'll need to get your series rolling. This chapter guides you through the entire process, touching on aspects of the series concept in a linear, step-by-step manner. The sequence differs slightly from the order of your series profile (see *Chapter 1: The Series Concept*); that's because things flow better in a specific order when conceptualizing your series than when setting it up. Establish aspects of your series in whatever sequence works for you.

SERIES CREATION

Because your series concept determines those elements you need to create and integrate to get your series up and running, you should have a complete series profile ready when you begin. If you haven't already done so, go back to *Chapter 1* and develop your series concept before going any further. Throughout this chapter and the next, it is likely you'll generate additional ideas that you want to add to your concept or use to revise it; that's normal. But to get the best results when setting up your series, you should have a general idea about what type of series your group wants to play.

BUILDING YOUR SETTING

Your series concept should define both the era and region where your series takes place. Now that you know the general parameters of your setting, it's time to get specific. Because the *Star Trek* universe encompasses several different eras spanning several hundred years and four quadrants of space covering the entire galaxy, you'll probably need to map the sectors, systems, and/or planets that serve as the "default" setting for your series.

In addition to mapping the territory and naming celestial bodies, you'll also want to consider what role unique aspects of the region will have in your series. The wormhole in *DS9*, for example, plays an important role throughout the entire series. The role even changes from season to season; any stellar phenomena you create can perform the same types of functions.

To create your region and default setting in detail, go to *Chapter 10: Space* (page 156). That chapter guides you through the process of creating sectors, systems, planets, and astronomical anomalies. While you may find yourself wanting to spend a lot of time preparing maps on multiple scales, generating planets to populate multiple sectors, and so on, you should restrict yourself at this stage to defining only the region or regions that are pertinent to the starting point of your series. For example, if your series explores the travails of living in a frontier colony, you should probably focus on designing the planet and mapping the system or sector only. Don't worry about creating places where the Crew will journey later in the series; you'll get to revisit this process every time you sit down to create an

episode. For now, ask yourself what region the Crew will visit time and again. What region, if any, serves as your "series constant," a focal hub for individual episodes?

If the Crew's base of operations (their starship, space station, colony, or outpost) really stands out as the "default setting," then you can probably dispense with much setting creation at this stage. Making a few quick maps (sector and system) and some notes about the stars, planets, or other stellar objects on them will probably suffice. Instead, move on to the next section, keeping in mind that you'll have to revisit the idea of setting when you define the Crew's base of operations.

BASE OF OPERATIONS

Because your Crew's base of operations represents their headquarters for staging missions, it serves as an extension of the series setting. It depicts the area that your Crew will occupy or visit throughout the entire series. Some series may require a new base of operations each season, or each episode. In such cases, you'll need to readdress the following issues each time you want to establish a new base of operations.

For many reasons, the Crew's base of operations represents the most important element of the series setting. It not only serves as the hub of operations, but also provides a place for numerous "close-quarter" adventures. Many *Star Trek* television episodes occur aboard the Crews' starship or space station. It is likely that the same will hold true in your own series.

BASE PROFILE

In order to create a fully functional base of operations, you should start developing a collection of notes, maps, character lists and so on, beginning with a "base profile." Like your series profile, the base profile details the key aspects of the Crew's base of operations, while allowing for expansion throughout the entire series.

The following sections guide you through the steps necessary to complete your base profile and firmly establish your Crew's headquarters. A base profile consists of the following elements: name, type, technical data, command, personnel, and resources.

BASE NAME

Your base should have a name representative of its type, history, and/or governing authority. For example, all Federation starships have names beginning with "U.S.S." as in *U.S.S. Enterprise* and *U.S.S. Defiant*. Non-Federation vessels demonstrate different naming conventions, such as the Klingon *I.K.S Bortas* or Romulan *D'Stelen*. Starbases and space stations have different names, also depending on their type, history, and governing authority. Starfleet maintains Starbases (throughout the Federation), Deep Space Stations (on the far frontiers), research stations, and so forth. Space stations and starbases may have common or colloquial names that differ from their official name, derived from their location, function, or nature. For this reason, you might give your base two names—an official, utilitarian name, such as Starbase 275, and common slang name, such as "Overlook Station." Colloquial names for starships are less common in Starfleet, although other cultures may have other habits.

Regardless, the important thing is to choose a name that fits your concept and suggests something about the character of the base. A space station nicknamed "Hell's Freezer" has a far different feel than one nicknamed "Shieldpoint." Similarly, the *U.S.S. Patton* and the *U.S.S. Cousteau* each carry their own connotations. For this reason, you might want name your base as the final step in completing the base profile.

BASE TYPE

Your series profile should already describe the base of operations according to one of several types: a starship, a space station, a colony, outpost, or other type of facility. Whatever the answer, the concept dictates your approach to creating a base of operations with sufficient detail to support your series episodes and the types of missions you intend to feature.

BASE PROFILE

NAME
Determined by naming conventions of governing authority and base type.

TYPE
Starship, space station, colony, outpost, other facility.

TECHNICAL DATA
Determined by base type (see starship profile, p. XX).

ENVIRONMENT
Determined by base type, (see planetary profile, p. XX).

COMMAND
Determined by base type and governing authority.

PERSONNEL
Notable supporting characters and lists of residents as needed.

RESOURCES
Lists of equipment, supplies, and raw materials as needed.

ADDENDA
Additional pages of notes, maps, and so on.

TABLE 2.1: STARSHIP SELECTION

Mission Focus	Suitable Starships (by class)
Defense Missions	Destroyer, Escort, Cruiser
Diplomatic Missions	Cruiser, Explorer, Shuttlecraft, Courier
Emergency Response Missions	Explorer, Freighter, Transport, Medical
Exploration Missions	Explorer, Surveyor, Cruiser
Illicit Missions	Scout, Frigate, Escort
Intelligence Operations	Scout, Explorer
Military Missions	Warship, Explorer, Cruiser
Scientific Missions	Explorer, Surveyor, Research Ship
Spiritual Missions	Scout, Medical, Shuttlecraft
Trade Missions	Freighter, Transport

Starships

If your series concept dictates that your Crew operate a starship as its base of operations, you need to create an appropriate starship or choose one using the guidelines presented in *Chapter 9: Starships*. The *Star Trek* universe features a variety of different starships, both in terms of class (surveyor, cruiser, escort) and species of origin (Federation, Klingon, Romulan). Because most organizations build and deploy certain classes of ship with particular mission capabilities in mind, it is important that you assign the Crew to an appropriate vessel.

Table 2.1 provides a range of starships generally suited to broad mission parameters. Based on the mission focus you chose for your series concept, assign a particular class of starship to the Crew and give it a name (*U.S.S. Chicago*). Then go to *Chapter 9: Starships* and build the vessel using the guidelines provided. Not every ship and mission can be ideally matched, of course; often the only ship on hand for some crisis will be the Crew's starship, regardless of its technical specifications. Similarly, interstellar anomalies or invading armadas don't seem very picky about which ships they intercept. Any adventure can happen to any starship anywhere, in short. Don't worry if you think you might like to reassign the Crew to another starship later in your series. You can substitute a more appropriate ship at any time in your series by repeating the steps in *Chapter 9*.

Starbases & Space Stations

If your series concept places the Crew aboard a starbase or space station instead of a starship, that's no problem. *Chapter 9: Starships* provides guidelines for creating space stations as well. Like starship classifications, starbase class determines whether a starbase or space station is suitable for the mission focus of your series.

Starbases and space stations exhibit different features depending on their classification. Table 2.2 Starbase Selection describes what classes of space station are generally suitable for your series' missions. The classes include the following:

Command centers: Command centers serve administrative, governmental, or bureaucratic functions. They house lots of personnel and usually possess many docks for starships and shuttlecraft. They usually possess good communications systems as well as substantial armament for defensive purposes. Many Starfleet starbases function as command centers.

Science stations: Science stations such as Regula I provide a base for conducting research or studying anomalies in space. They generally stock lots of scientific equipment and present sparse quarters for the small research staff. Only stations conducting military research or top secret operations demonstrate significant defense capabilities. Regardless of purpose, science stations usually possess good sensor arrays.

Service hubs: Service hubs function as central locations for trading goods, servicing starships, routing personnel, and so on. They tend to be large stations with lots of space devoted to cargo holds, repair supplies, fueling resources, market stalls, and so on. Those bases serving as transportation hubs generally possess comfortable quarters, as well as lounge and recreation facilities. While service hubs usually feature good communications systems, they are rarely well-defended (although internal security systems may be quite sophisticated). Spacedock, orbiting Earth, is one example of a service hub station.

Strategic bases: Strategic bases are located near a system, planet, or astronomical phenomenon some organization or government finds important to its political, military, or economic agenda. Strategic bases usually demonstrate the most specialization of all the base types, being heavily armed and outfitted appropriate to the task at hand. Strategic bases are also usually assigned at least one starship for defense or transportation requirements specific to their purpose. Starbase 211 is an example of a strategic station.

TABLE 2.2: STARBASE SELECTION

Series Focus	Suitable Space Stations (by class)
Defense Missions	Command, Deep Space, Strategic
Diplomatic Missions	Command, Strategic
Emergency Response Missions	Strategic, Supply
Exploration Missions	Deep Space, Scientific
Illicit Missions	Service, Supply
Intelligence Operations	Command, Service, Strategic
Military Missions	Command, Strategic, Supply
Scientific Missions	Deep Space, Scientific, Service
Spiritual Missions	Service, Supply
Trade Missions	Service, Supply

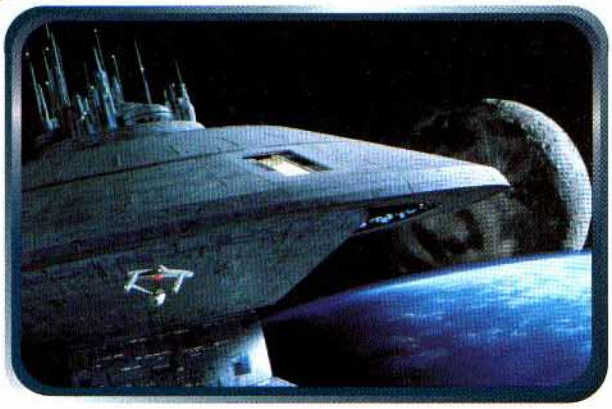
TABLE 2.3: OUTPOST SELECTION

Series Focus	Sample Outposts (by type)
Defense Missions	mercenary base camp, border keep, command post, detention center
Diplomatic Missions	embassy, political mansion, capital complex
Emergency Response Missions	refugee camp, medical center
Exploration Missions	colonial installation, survey station, trading post
Illicit Missions	smuggler enclave, black market, penal colony
Intelligence Operations	communication center, surveillance station, safe house, embassy
Military Missions	command post, border keep, garrison, arsenal or proving ground
Scientific Missions	research center, monitoring post, archaeological dig
Spiritual Missions	religious temple, holy site, refugee camp
Trade Missions	trade center, caravan hub, black market

Supply stations: Supply stations are essentially service hubs devoted entirely to supply storage and routing. Depending on the type of equipment and resources they stock, they may also serve strategic functions pertaining to military logistics. Supply stations routinely possess numerous docking ports for vessels of all sizes. Only military supply stations possess any significant defensive armament.

Deep Space stations: Deep space stations such as Deep Space 9 dot the frontiers of civilized space and demonstrate nearly complete self-sufficiency. They tend to be large, requiring a great deal of space for housing residents and storing essential resources and supplies. Deep space stations usually possess multiple docking facilities and are often assigned at least one starship for defensive purposes, including evacuations. Depending on their location and role, deep space stations may also perform as science stations, service hubs, or strategic bases. They usually maintain good communications and weapons systems.

Based on the mission focus you chose for your series concept, assign a particular class of starbase to the Crew and give it a name (such as, Starbase 244, a strategic base). Then go to *Chapter 9: Starships* and build the station. At some point in the future you might like to reassign the Crew to another starbase or space station. As with starship assignments, you can transfer the Crew to a new starbase at any point in your series, provided you're willing to change the region slightly to accommodate the new assignment.



Colonies and Outposts

Taking a little creative license, you can also create colonies and outposts using the guidelines presented in *Chapter 9: Starships*. When extending the creation guidelines to account for planetary bases, you should focus primarily on elements such as size and relevant systems (such as life support, sensors, and communications) rather than superfluous considerations such as hull or propulsion. The location and type of your outpost may require certain systems that other bases don't require; for example, an outpost situated on a world bombarded by dangerous radiation might require a special life support system (as would undersea bases or those located in freezing cold environments), whereas others might not.

Outposts can be classified in the same manner as starbases and space stations, although they generally serve a much broader range of functions (including mining facilities, manufacturing operations, and so on). When classifying your outpost, make sure to choose a class appropriate to the mission focus of your series. A military supply station, for example, would probably make a poor base for scientific research, whereas an abandoned scientific research station might make a perfect base for covert smuggling operations.

Table 2.3 provides a number of sample outposts that are suitable for series with specific mission objectives. For class designations, see Table 2.2 instead. With a little imagination, you can doctor the history of any outpost to explain how a base built for one function has been converted to serve an entirely new purpose. Sometimes creating a base with this type of history can be much more fun than assigning the Crew to a base that is perfectly outfitted for their overarching mission parameters.

Technical Data

When choosing or creating the starship, starbase, or outpost for your base of operations, you need to record all of the technical data and include it with your base profile. After following the steps presented in *Chapter 9: Starships*, you should have all of the technical data for

your base. Record this information on the starship profile provided in the back of this book and keep the record with your base profile.

Base Environment

For planet-bound bases, such as outposts and colonies, the location and immediate environment of the base plays an important role during the series. You should conceptualize and create the planet and its geological features before or after creating your base. The planets section of *Chapter 10: Space* provides complete guidelines for creating planets of different types. If you use the planet profile provided in the back of this book, be sure to include it with your base profile for reference while running the series.

In addition to the planetary profile, you'll also need to map out the surrounding region to facilitate any missions requiring the Crew to foray beyond their secured headquarters. In the case of a city complex, this might involve mapping the immediate district or entire city. For remote outposts, it probably requires generating a topographical map of some kind, showing various geological terrain features such as rivers, lakes, deserts, mountains, hills, forests, ravines, and so on. In the case of mining colonies or underground research centers, your maps might also depict mining tunnels and/or vast subterranean areas as well.

The same reasoning applies to orbital bases or deep space stations. If the base orbits a moon, asteroid, or other large body, you might want to map out part of the planetoid. For larger, free-floating stations, local stellar bodies such as asteroid fields, nebulae, wormholes, and so on might also warrant consideration as you map out the base environment and describe what dangers and resources are present therein. See the guidelines in *Chapter 10: Space*.

Base Command

Under the heading of Crew, your series profile should establish what organization, institution, or faction employs or sponsors the characters of your series. That parent organization might be Starfleet, the Cardassian Union, the Vulcan Science Academy, or even the Orion Syndicate. Regardless, if your Crew works under the aegis of a sponsor, their base of operations likely answers to the same "governing authority." If the Crew operates independently, then the governing authority for the base is the Crew itself. Under the "base command" entry, list the organization or entity that owns the base or controls its operations.

Once you've established the controlling authority, you can determine the command structure for the base. In most instances, the base of operations likely uses a command structure that emulates or satisfies the controlling authority. For example, a Starfleet crew aboard a starship operates under the rank hierarchy sanctioned by Starfleet. This hierarchy manifests as a quasi-military chain of command. Other governments, such as the Klingon Empire or Cardassian Union, maintain similar rank systems for base command.

STARFLEET COMMAND HIERARCHY

LINE OFFICERS

- Command Officer (Captain, Commander)
- Lieutenant Commander
- Lieutenant
- Lieutenant Junior Grade
- Ensign

ENLISTED PERSONNEL

- Master Chief Petty Officer
- Senior Chief Petty Officer
- Chief Petty Officer
- Petty Officer First Class
- Petty Officer Second Class
- Petty Officer Third Class
- Crewman First Class
- Crewman Second Class
- Recruit

Note that command structure for the entire base may differ from mission command hierarchies established for individual episode missions. Starfleet's manner for organizing away teams represents a good example of how mission command can differ from the chain of command routinely observed within the base of operations. The sidebar above provides the standard command structure for Starfleet. For additional examples, see the Promotion edge in the *Star Trek Player's Guide* (page 136).

Personnel

Every base of operations houses staff personnel and possibly non-commissioned (civilian) residents. The size of the base (part of the technical data derived for the base) determines roughly how many individuals the base can house and support. Under the personnel entry of the base profile, you should list the average number of commissioned and non-commissioned residents who occupy the base on a daily basis.

In addition to these population statistics, you might also want to create a list naming the high-ranking officers, governors, or administrators as well as the Crew. You might also include any notable supporting cast characters that reside at the base. It is not necessary or even desirable to try to name every

single resident; instead, you only need bother with those residents with whom the Crew routinely interact. Special guest stars such as the outpost's meteorologist, or the eccentric astrophysicist on Deck 12, can always be introduced later, when you create individual episodes.

Resources

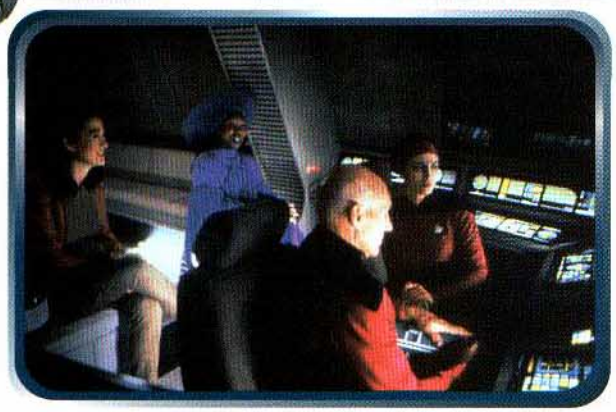
Like personnel, the size and type of base dictate what resources it has available. Starships, starbases, and outposts usually stock reserve equipment, materials, and supplies to remain self-sufficient for months or even years at a time. (With advanced 24th-century replicator technology, self-sufficiency can last for decades as long as the power holds out.) Among the resources available, you might want to inventory any spare parts, surplus food stores, raw materials, and luxury goods that the Crew can access in times of need. Ordinarily such lists won't play a recurring role in your episodes, but maintaining various lists of resources can provide the impetus for interesting episodes. For example, you might choose to introduce a crisis when the Crew finds their fuel reserves mysteriously depleted, or their foodstuffs spoiled. The emerging crisis can remind the Crew that maintaining viable resources is critical for the ongoing survival of all base personnel.

Addenda

Over the course of your series, you'll undoubtedly find occasion to expand on the core elements contained in your base profile. Some episodes may require further definition of certain aspects, especially during close-quarters adventures. Sooner or later, you'll want to map out particular sections, decks, or other areas to improve the player's understanding of their surroundings.

By the same token, you'll need to generate new supporting cast characters as your episodes dictate, as well as particular technologies, systems, and so on. You'll generate much of this information as you create the episodes that form the extended storyline for your series. *Chapter 4: Building Episodes* guides you through the process of building storylines and supporting elements (setting, characters, and plot). As you generate these aspects of your base, you can include them as addenda to your base profile.

There's nothing wrong with coming up with additions to your base on the fly (to answer a question that arises during an episode, for example). But when you do, make sure to record such details in your base profile so you don't give a different answer the next time the issue comes up.



Creating Your Crew

Creating the Crew for your series is perhaps the most exciting and time intensive step in setting up your series. Once you've discussed the series concept with your players, it's time to direct their attention to the *Star Trek Player's Guide*, which provides in-depth guidelines for creating characters for every type of series.

When creating characters, it's important for your players to reference the "Crew Composition" heading of the series profile. If your series profile involves a concept requiring all crewmembers to belong to a particular species or share a particular base profession, you need to address these restrictions before character creation begins. The following entries discuss crew composition in broad terms to help you guide your players through the process of creating interesting, engaging characters for your series.

Organization

Your series concept details the government, organization, or institution that sponsors the Crew in your series. In most cases this is the same organization that controls or owns the base of operations to which the Crew is assigned: Starfleet officers serve on Starfleet ships, Klingon warriors garrison IKDF border posts. But that is not always the case. It is possible for the Crew to inhabit a base controlled by a friendly, neutral, or even opposing organization. The Crew might be an independent mercenary or merchant unit operating out of a Federation Deep Space station, a Federation diplomatic embassy in the capital of a neutral world, or even a group of Klingon prisoners on a Romulan prison colony. If this is the case, you should remind your players of the organization they serve when creating characters. Starfleet characters should possess somewhat different skills and traits than a Cardassian Crew, for example.

Moreover, you should consider whether to allow individual Crew members to serve other organizations, institutions or interests. For example, you might have a diplomat of a foreign government serving aboard a space station as a resident dignitary, or an officer of an alien

species serving aboard a Human starship in some sort of exchange program. Regardless of your explanation, remind players that they need to consider their character's patron organization (if any) when creating their character. Organization can significantly influence the species and profession a player chooses for his character, even though it's easy to explain why a character of an alien species would serve among a Human Crew or why a Human officer might be stationed aboard a Bajoran space station.

Species

Depending on your series concept, you have to decide whether the Crew represents multiple species (Humans, Vulcans, and Klingons, for example) or only a single species (all Klingon or all Ferengi). Both options present interesting possibilities, and both work well within *Star Trek* canon.

Single Species Series

The main benefit of restricting a Crew to a single species is the sense of unity and ethnocentrism that charges the players. Pitting a Klingon Crew against the universe enables all players to adopt the Klingon mindset and forget about politically correct notions such as species equality. Single-species Crews enable the players to bond with an "us against them" sense of camaraderie and machismo. Series revolving around single-species Crews can also more easily exploit political themes involving hearty patriotism and brash nationalism. While this can lead to extreme displays of species bias, roleplaying games are about exploring characteristics and mannerisms alien to the players; as a result, playing a single-species Crew (especially when the Crew is not Human) can challenge the players to focus on species traits while undertaking missions that question or defy the agendas and conventions they've come to associate with the Federation and Starfleet.

Multi-species Series

All of the *Star Trek* television series portray Crews composed of multiple species. In the original *Star Trek* series, you see a lone Vulcan (Mr. Spock) serving among an otherwise entirely Human crew. In *Deep Space Nine*, however, you see Humans, Bajorans, Ferengi, Trill, and Changelings all serving among the central cast. Establishing a multi-species series allows your players greater creative freedom when generating characters; but you may have a creative challenge explaining how different species come together to form the Crew of a Klingon dreadnought or Ferengi free trader.



Integrating Species

If your series concept seems to point toward a single-species crew (such as Bajoran freedom fighters) but you want to encourage multiple species, you need to develop a strategy for integrating them into your series. Generally, it's easier to explain the presence of alien members in Crews that work for tolerant or accepting organizations such as Starfleet. But if your Crew serves an ethnocentric or xenophobic authority such as the Romulan Star Navy, you'll need to flex your imagination and reasoning faculties to develop a plausible reason for accepting Crew belonging to certain species. For example, most governments accept foreign dignitaries among their ranks, so you could explain the presence of an alien diplomat with this sort of rationalization. Similarly, many organizations and institutions contract highly specialized professionals for duties which aren't generally encouraged within their home culture—smugglers and mercenaries could be included using this type of explanation. During times of crisis such as the Dominion War, even single-species military organizations might recruit anyone willing to take the oath and wear the uniform.

Creating New Species

Regardless of whether the Crew consists of a single species or several, you might consider whether to allow any of your players to create characters belonging to a new alien species (one that's not presented in the *Star Trek Player's Guide*). *Chapter 11* of this book presents thorough guidelines for creating alien species that are appropriate for use as player character species. If the region of your series warrants introducing a new alien species (perhaps it's a bustling frontier zone, or a diplomatic compound), you should have the new species profile ready when your group convenes to create the Crew.

Professions

The *Star Trek* television series feature crews made up of various professions. While shows like the original *Star Trek* series and *Star Trek: The Next Generation* focus primarily on starship officers, *Deep Space Nine* features a cast of characters who pursue a variety of occupations. The *Star Trek Player's Guide* organizes professions and elite professions in such a manner that you can form a Crew consisting mostly of a single profession (like starship officer) and still create individual crewmembers with highly specialized skill sets derived

from elite professions (command officers, security officers, medical officers, and engineering officers, for example). Alternatively, you could create a Crew comprised of multiple professions, such as a diplomat, a mystic, a rogue, and a scientist.

As a result, character diversity shouldn't suffer terribly whether your Crew is composed of members sharing a single profession or practicing multiple professions. Each composition has its advantages and drawbacks as described in the following sections.

Single-profession Series

Single-profession series tell the story of a highly specialized Crew who undertake missions within fairly narrow parameters. For example, a Crew composed of starship officers (albeit with different duties) usually engages in starship missions (exploring the galaxy, transporting personnel or goods from system to system, and so on). All members of the Crew share certain basic skills (such as the ability to operate starship systems) and demonstrate an area of specialization (engineering or medicine, for example). Such unity of purpose keeps the Crew together throughout the entire series, and guarantees that every character has a role to perform on missions even if the role only supports the primary mission objective for that episode indirectly.

The disadvantage of the single-profession series is twofold. First, the type of missions the Crew can accomplish throughout the series may be somewhat more limited than those created for series with multi-professional Crews. Also, Crews dedicated to such missions will possess a narrower range of abilities, with more redundancy within certain skill areas. While this has its advantages during stories where success is paramount ("I need warp power in three minutes or we're all dead."), having someone else to fill in when one character fails reduces the sense of accomplishment that a player feels when his character is the only one who can step in and save the day.

Multi-profession Series

In multi-profession series, it is far more likely that characters won't possess a great deal of overlap in terms of their skills and abilities. As a group, the Crew demonstrates a much broader range of faculties, and is much more adaptable with regard to tackling different types of missions. Without skill or ability redundancy, however, if one member fails at his appointed task it is less likely that one of his crewmates will be able to save the mission from failure. But you can adapt the episodes you build to accommodate for these tendencies when you create each mission for the Crew, or the players can make sure that absolutely critical skills such as System Operation (Flight Control) or First Aid are backed up.



Like multiple species, perhaps the largest problem resulting from multi-profession Crews is one of plausibility and story sense. A mystic, a soldier, a merchant, and a diplomat might not have much in common unless the players work together to create a cohesive Crew from the mix. If the crewmembers don't share professions that complement one another, how do you create good episodes that engage all players equally? Traditionally, the best way to overcome this problem is to structure your series carefully, planning to spotlight one or two characters per episode. By rotating the characters placed center stage, all players feel equally important and have equal opportunities for development throughout the entire series. See *Chapter 3: Running the Series* for guidelines pertaining to series structure and episode planning.

Creating Professions

Aside from the Crew composition, you should decide whether your series concept or player requests warrant the addition of any professions or elite professions not covered in the *Star Trek Player's Guide*. If so, you should create new professions or elite professions as needed, and inform your players about them when the group begins to create characters. There are no hard and fast rules for creating new professions and elite professions. If you want to do this, simply use the existing professions as a model and do your best to make the professional abilities and skill lists equally useful and relatively balanced.

Skills and Traits

Your series concept might warrant the introduction of new skills, skill specialties, or character traits. The selection of skills and traits presented in the *Star Trek Player's Guide* is broad and comprehensive; but if you establish a Crew that has a very narrow professional focus, you might want to reflect specific Crew abilities as skills and traits to give them a quantifiable impact during play. A series centering on the criminal underworld of the Draconis Outback may want to break out more skills from Streetwise, for example, to indicate specific criminal talents. You'll almost definitely want

to create a few new skills to complement any new professions you create; however, presenting new traits is a great way to reveal the impact the setting or history of your series has had on the characters. A time-traveling series might require traits such as Fixed In the Continuum, or the ability to sense quantum divergence.

Skill and Trait Restrictions

In addition to introducing new skills and traits, your series concept might preclude characters from acquiring certain skills or traits that would normally be available to them. For example, if your series concept focuses on the descendants of a failed colony who have grown up in an absence of technology, skills reflecting advanced technological training (such as Computer Use, Systems Operation, or Engineering) might not be available to any Crewmember who grew up in this environment. The same reasoning would apply to certain knowledge skills if your series involved Crew serving an oppressive government that banned educators from teaching about certain historical events, feared religions, or hated cultures. While it is generally not wise to limit the Crew's options with regard to skills and traits, certain series concepts can exploit such deficiencies to create new and exciting challenges for the players.

Rank and Standing

Once you've made decisions regarding species and profession, you should evaluate the Crew's rank and standing within your series. If the Crew serves a government, organization or institution that employs a hierarchical command system, the members of the Crew should all be assigned a rank reflecting their relative power and authority within the base of operations. For example, if the Crew serves as officers aboard a Federation starship, each member holds a Starfleet rank commensurate with his profession and ability.

Because rank assignments are handled by the Promotion edge in the *Star Trek Player's Guide* (see page 136), you should inform the players what their starting ranks will be if they decline to purchase a higher rank. If your series concept requires all crewmembers to hold higher ranks, you can establish the base rank for "Promotion 0" as Lieutenant instead of Ensign, for example, and allow individual characters to advance from there using the same pick method described under the Promotion edge. On the other hand, if your series concept makes it more appropriate for all characters to start as enlisted personnel, you can adjust the base rank downward or establish promotion caps for starting characters (no character may start above Ensign, for example). As a last resort, you can also create your own house rules for advancement, requiring characters to possess certain skill levels, professional abilities, or traits before they can purchase a Promotion. Or you could just adjust the pick cost for



purchasing Promotions, raising the cost or lowering it depending on whether it's harder or easier to advance in your series.

It is entirely possible that your series doesn't place the Crew in the employ of a government or organization. In such cases, you'll need to establish the system the Crew uses to establish and improve their standing within their community and base of operations. *Chapter 11: Aliens* gives advice about creating new civilizations and governments for your series. You can use these guidelines to establish similar aspects of the Crew's base of operations and generate ideas about how your Crew figures into its prevailing social and governmental hierarchies, if any.

Once you know how routine rank and standing work at the Crew's base of operations, you can decide whether these conventions apply to all species and professions equally. In ethnocentric or xenophobic societies, members of minority species may be treated poorly and suffer restrictions on their rank and standing. In other societies, members of a specific species might be exalted and honored with increased rank or standing. The same reasoning applies to profession. In a technologically advanced society, scientific and technical professions might enjoy higher ranks or easier paths to promotions. In a pacifistic setting, diplomats and mystics might hold high-ranking positions while soldiers and rogues fall toward the bottom echelons of society.

Though you shouldn't wantonly elevate certain species or professions in your series, your series concept can encourage more dramatic roleplaying by introducing such social constructs. If this idea appeals to your players, make sure you spell out the implications of whatever rank and promotion system you adopt for your series before your players finish creating their characters.

Crew Experience

The creation rules presented in the *Star Trek Player's Guide* yield characters with professional qualifications commensurate with a thorough education in the character's chosen field. If your season

concept requires the Crew to start with more experience and training, you should advance one or more members using the advancement rules presented in *Chapter 9* of the *Player's Guide*. Each advancement approximates the experience and skill increase gained through one tour of duty. So if you wish to create a seasoned starship officer or veteran soldier, you might decide to promote certain characters by as many as five or more advancements.

Crew Equipment

The final step in creating characters involves assigning equipment to each character based on species, profession, and standing. The era and technology sections of your series profile determine the broad spectrum of equipment and technology available in your series. *Chapter 10* of the *Star Trek Player's Guide* details the most common *Star Trek* equipment, weapons, and technology. From this selection, you should evaluate the professional needs of each crewmember and assign equipment accordingly.

See "Common Crew Equipment" for average starting equipment for your Crew. For most series, every character should possess the equipment listed as "universal." Depending on the era or species, this equipment may demonstrate slight cultural or technological deviations. Professional equipment represents optional equipment you might assign, depending on how you interpret the character's profession. Because most bases stock standard occupational tools (such as gravitic calipers for engineers) you needn't assign such equipment to a character unless it's part of a tool kit the character takes with him when venturing away from the base of operations. Keep in mind also that most government organizations such as Starfleet will issue any equipment needed for any given mission, and many bases will have stores or fabricator plans of even the most specialized equipment. Equipment only becomes a primary concern for bases with depleted stores, Crews without replicator or fabricator access, or independent Crews such as mercenary units or freelance explorers. At that point, even "universal" equipment might be in short supply, prone to dramatic breakdowns and shortages.

Special Equipment

Some characters, because of their species, profession, or traits, may deserve special equipment that isn't ordinarily available to the rest of the Crew. A rogue, for instance, might have acquired an illegal weapon or other item of contraband as part of his background development. Similarly, a scientist might have constructed or overhauled a piece of equipment to work better than standard-issue varieties. Or, a Crewmember belonging to an alien species may possess some cultural artifact (such as a weapon or musical instrument) unique to his heritage.

COMMON CREW EQUIPMENT

UNIVERSAL EQUIPMENT
- Uniform
- Communicator (combadge or personal communicator)
- Professional Equipment (see below)

PROFESSIONAL EQUIPMENT
- Diplomat Equipment
  - Official credentials
  - Diplomatic PADD
- Merchant Equipment
  - Business credentials
  - Business licenses & permits
  - Latinum certificates
  - Mercantile PADD
- Mystic Equipment
  - Credentials of order or affiliation
  - Vestments of order or affiliation
  - Spiritual symbol or other paraphernalia
- Rogue Equipment
  - Falsified credentials
  - Disguise kit
  - Replicator lock pick
  - Simple melee weapon (knife)
  - Energy weapon (phaser I or disruptor)
- Soldier Equipment
  - Archaic melee weapon (*bat'leth* or sword)
  - Energy weapon (phaser or disruptor)
  - Energy rifle (phaser or disruptor)
  - Military credentials
  - Military PADD
  - Night glasses
  - Targeting modulator (for energy rifle)

STARSHIP OFFICER EQUIPMENT
- Engineering Equipment
  - Engineering kit
  - Technical PADD
  - Technical tricorder
- Medical Equipment
  - Medical credentials
  - Medical kit
  - Medical tricorder
  - Medical PADD
- Science Equipment
  - Scientific PADD
  - Scientific tricorder
- Security Equipment
  - Energy weapon (phaser or disruptor)
  - Night glasses
  - Security credentials
  - Stun baton

All branches may be armed as needed for away missions

When allowing special equipment for individual crewmembers, it is important to support and encourage these types of personal idiosyncrasies in order to make each Crewmember interesting and unique. Presenting new equipment as your series progresses serves as a way to reward the Crew and keep the players excited about their characters' development. So think twice about assigning special equipment at the outset of the series; evaluate whether the item in question represents a significant advantage or whether it embodies more a personal oddity that improves a starting character concept. In the former case, you might want to withhold the equipment for later on, assigning it as a reward for a mission well-done. If the latter is the case, it's probably a good idea to allow the equipment at the start of the series, to solidify the character concept and help the player enjoy his role.

New Equipment

You should consider whether your series requires or benefits from the introduction of new technologies or equipment. While the *Star Trek Player's Guide* presents a comprehensive list of starting equipment, your series might require some highly specialized items, especially if it involves a very narrow professional concept or mission focus. Specialized equipment is likely to turn up in series centered on spies, archaeologists, or soldiers on an ice planet, for example.

In such cases, you can create whatever new items you need. Start by conceptualizing the item in terms of existing equipment: What other item stands out as the closest approximation of the thing you want to create? If you're designing a new type of energy weapon, such as a Breen disruptor, model it on a phaser or disruptor and start tinkering with the technical aspects. Describe the size or appearance of the item. Adjust its power supply and energy consumption. Modify the damage and narrative effects. Presto, you now have something entirely new for your series. Best of all, by modeling new equipment on existing technologies you immediately understand how your device compares to other equipment and have a general appreciation of its effects on game balance throughout your series.



Once you've created any new items of equipment or technological systems, assign them to the Crew and their base as you see fit. For guidance, you can assign new equipment using the same standards that you employed for assigning special equipment.

Transportation

While you're assigning equipment to the Crew, don't forget to include any vehicles they need to travel from their base of operations to various destinations within the series setting. If the Crew operates a starship as its base, then the shuttlecraft and transporter system aboard the vessel should provide all the transportation they need. If the crew resides at a stationary base, however, you need to decide whether to issue them a starship, shuttle, or atmospheric vehicle to move around. Riding animals also might fall under the heading of transportation, if you've gone far afield with your setting concept. You can design riding beasts using the creature creation rules found in *Chapter 12*, just as well as you can a starship using the guidelines in *Chapter 9*.

SERIES TECHNOLOGY

Aside from Crew considerations, your series concept may also require you to establish what technologies are available outside of the Crew's base of operations. If the Crew commands a base of operations beyond the reach of their parent organization, the technology available in the sector or planet around them may differ significantly. Their base may possess technology and equipment far superior (an observation post on a primitive world) or substantially inferior (an embassy on an advanced world) to what they find in their immediate surroundings.

If the Crew is stationed aboard a starship moving through numerous sectors featuring wildly divergent technologies, you can handle setting technology as you design individual episodes. The mission taking the players to planet X this week may present different technologies than the next mission set on planet Z. Establishing technology episode by episode is a great way to get your series up and running without spending too much time preparing the series before your first episode begins.

However, some series may involve pervasive technology that you need to establish before your adventures begin. For example, if your concept involves a series of missions charting the various destinations of some strange alien gateway, then you need to establish how the gateway works at the outset, in order to present the technology and its functions consistently throughout the series. This is especially true for technologies that present a mystery the players must solve

step by step over a number of episodes. In these types of series, you need to know how the technology works at the beginning so you can leak hints and clues over the course of multiple adventures.

Because technology is a product of civilization, you should consider the origin of the species when considering your options. Individual alien species develop different technologies to address different needs in ways unlike Federation approaches. Use the technology sections presented in *Chapter 11: Aliens* as a guide when you create alien technologies that pervade your entire series.

SERIES ADVERSITY

The adversity portion of your series concept remains the final aspect for you to set up. Normally, series adversity rears its head in two main forms: threats and crises. Threats result from hostile or aggressive opposition or rivals, usually antagonistic alien civilizations, governments, organizations, or creatures. Threats include non-violent rivalries such as economic competitors, diplomats from foreign powers, or even social threats like radical religious movements. Threats are personal: The Klingons are coming after the Crew's ship, or the Cardassians are expanding into their sector. Crises emerge from natural disasters and epidemics such as environmental radiation, rampant plagues, supernovae, refugee panics, and so on. Crises are impersonal: Even if Cardassian expansion elsewhere is what started the war, the war may trigger numerous crises during the series. Either type of adversity can pervade your series and serve as a catalyst and unifying factor for any number of episodes.

THREAT AND OPPOSITION

Your series concept may involve ongoing threat and opposition from some antagonistic group, culture, or powerful individual (such as a Q or an angry Romulan senator). Regardless of their means and motives, this threat repeatedly endangers the Crew's base of operations and actively fights its agendas. A threat might be a rival crime syndicate or the natives of a world to be conquered for the glory of the Empire. In this type of series, you need to firmly establish the nature of the threat, be it an alien race, powerful entity, or breed of indigenous creatures.

Chapter 11: Aliens provides all of the tools you need to brainstorm and create whatever alien species serves as your recurring antagonist. *Chapter 14* provides guidelines for similarly troublesome supporting cast members, where necessary. Use these guidelines as needed to complete your series profile and start planning your series of episodes. If your series doesn't call for a specific recurring threat, that's fine; skip over this step and defer creating threats until you need them for a specific episode.



CRISIS AND DISASTER

Whereas series threats and opposition originate from sentient aliens and creatures, crisis and disaster derive from stellar anomalies, interstellar conflicts, planetary phenomena, or similar large-scale causes. If you established that some form of crisis or impending disaster overcasts your series, now is the time to fully describe the situation and determine its impact.

Chapter 10: Space describes a variety of stellar and planetary phenomena that could conceivably jeopardize the Crew or its base of operations. Depending on your setting, this may become a major facet of your series, such as the Bajoran Wormhole in *DS9*. A series taking place primarily in a single system or sector will encounter recurring effects from any nearby phenomena, which you can use to drive individual episodes. If you haven't already done so, you should use this chapter to create the nebula, ion storm, or planet where the crisis or disaster originates, using the guidelines presented to determine its impact.

Chapter 13: Hazards expands on these phenomena and translates their effects into game terms. Once you understand the rules of the game, you'll want to use the *Hazards* chapter to interpret the effects of the crisis or disaster, so you know how it will affect the Crew and their base throughout your series. If you can't find the exact hazard you're looking for in the *Hazards* chapter, feel free to create your own game effects for the conditions you establish. Use existing entries as models, then modify the scope, magnitude, and duration of the effect to fit your concept.



CHAPTER THREE
RUNNING THE SERIES

At this point you should have created the basic elements of your series, including a Crew that's ready for duty. Now that you know where your series begins, it's a good time to look into the future and figure out where you want it to go. This chapter is devoted to planning and managing your series through its first season of episodes.

While you will certainly generate many ideas for episodes as you move through this process, you shouldn't begin designing your first episode until you've reviewed *Chapter 4*. Instead, this chapter directs you to reflect on all the series elements you've developed thus far with an eye toward expanding these elements and exploring the narrative options they present throughout an entire season's worth of episodic adventures.

SEASON PLANNING

In simple terms, a series is a collection of episodes, missions, and tangential sub-plots experienced by the Crew over the course of many adventures. Once you have sufficiently defined your setting, Crew, base of operations, technology, and recurring sources of adversity, you can weave all of these elements together to make a series. During the series, the Crew may call on allies, face off against adversaries, and strive against ongoing crises time and again, over the course of many episodes. It is this continuum of events that make a series more meaningful than the sum of the component episodes.

When planning your series and envisioning possible episodes and encounters, consider how every aspect of your series profile combines to form a greater tableau; when you view these elements with a holistic perspective, you can begin to develop a sense of what your series is about. As you consider the missions, opponents, and regions noted in your series profile, identify areas of interest that have the potential for great adventures. The combination of mission types with your setting design notes can create specific story hooks. One region of space might be threatened by a star about to go supernova, spawning several emergency response missions for the Crew, or the need for peacekeeping interventions if the crisis intensifies an ongoing rivalry. An unexplored planet may need to be explored, resulting in multiple cultural, scientific, and political forays onto the planet.

As you start to think about the elements of your series profile, your imagination will take over and generate countless ideas for episodes, story arcs, and subplots. This chapter tells you how to organize your ideas into a plan for your series, focusing your ideas into separate concepts with which you can build interesting and engaging episodes.

SEASON OVERVIEW

Ideas without organization can lead to chaos. The best way to begin managing all of the possible adventures for your series is to limit your focus to a single season. Simply put, a season is a group of episodes that encompass a central notion, idea, or story line. For

example, you might imagine a season of episodes recounting the various battles in an ongoing war, or the test stages of some revolutionary technology. Alternatively, you might imagine a protracted mission to explore a newly discovered planet, with episodic missions beginning with the scientific survey, making first contact, studying and if need be aiding the native denizens, and concluding with sponsorship into the United Federation of Planets. Clearly, such involved stories extend far beyond the scope of a single mission or episode. But they don't necessarily cover enough ground to sustain an entire series. This is where the notion of season comes into play.

A season acts as a construct for organizing different parts or stages of your series into a collection of episodes. Unlike a season of a television series, which must contain a certain number of episodes to air every week, your series can contain exactly the number of episodes you need to fully explore a single, central concept. So in essence, a season is just a tool you use to avoid being overwhelmed by all of the possible story ideas your series profile engenders. No matter how good a storyteller you are, it's easier to build a series one season at a time than it is to plan an entire series from the outset.

Season Concept

By viewing a season as one segment of your entire series, you effectively narrow your focus. This makes it easier to determine which of your many different ideas hang together and reinforce each other narratively. You can reserve the rest of your ideas for later seasons, perhaps introducing tiny hints this season in subplots or minor story elements.

Your season's concept can utilize any organizing principle, but usually embodies a central topic or mission. Topical events, such as wars, recurring adversaries, and ongoing crises, set the stage for interesting seasons of any length. Mission types, such as exploration, emergency relief, or political espionage also make good concepts, but run the risk of growing stale over too many episodes. In order to evaluate your concept in terms of longevity, it's a good idea to consider the format of your season (serial or episodic) while you consider the different types of episodes you want to group into a season.

Season Format: Episodic Or Serial

Format refers to the overall structure of your season: How do the episodes fit together? In television, format usually remains consistent throughout the entire series; but in your game, you can switch formats season to season. There are two general formats for a given series or season: *episodic* and *serial*.

FORMAT EXAMPLES

The following sample series outlines indicate how a series can be "tuned" to either episodic or serial formats. Keep in mind that these are flavors, not hard-and-fast categories; even the most episodic series can have recurring villains or developing story arcs, and even the most linear serial can enjoy a few "one-shot" stories about a mysterious radiation or a bizarre planet.

SERIES: The Crew are the officers of a Federation cruiser along the Tholian border.

- **Episodic Format: The interphase continuously throws weird new subspace effects, time-drifted ships, godlike aliens, and mysterious ancient artifacts at the Crew. Every now and then the Tholians attack, or the Crew charts a new planet.**
- **Serial Format: The Crew encounters the Tholians repeatedly, and eventually learns what their priorities are; eventually, the Crew becomes the focus of a new Federation-Tholian peace process during which the two cultures battle common foes and chart the interphase together.**

SERIES: The Crew are Romulan officers on a crucial frontier space station in a turbulent sector.

- **Episodic Format: The Crew continuously responds to emergencies in the sector, rescuing derelict ships, battling Nausicaan pirates or Klingon renegades, and rooting out Federation spies trying to steal revolutionary technologies from the station's spacedock. Often, those technologies malfunction entertainingly. For some reason, a Q keeps pestering them, too.**
- **Serial Format: The series centers on the internal Romulan political scene; every encounter with the Nausicaans or Klingons becomes a chip in a complex game of influence and prowess for the Empire. Slowly, the Crew build their power base until they control the fate of the Empire in this sector, and can throw their weight behind key Senators. The Q, it transpires, is in love with the station's commander, and the Crew must manipulate matters to prevent the Q from giving him the Empire as a token of esteem.**

SERIES: The Crew are a mixed team of fun-loving merchants trying to make a pile of credits in the Alpha Quadrant's seedier planetary markets.

- **Episodic Format: Wacky adventures involving rigged *dom-jot* games, elaborate bank robberies on primitive worlds, short and long cons of stuffy Starfleet inspectors, love affairs, and duels. If the Crew ever get too rich, the Orion Syndicate moves in and wrecks everything.**
- **Serial Format: The Crew constantly interfere in Orion Syndicate operations with their own scams; eventually they wind up being the key factor in the Syndicate's plans, and after a long chase sequence and lots of fights, they wind up having it out in one final game of *dom-jot* for all the marbles. There are still lots of love affairs and duels, but everyone loved or shot is somehow tied into the Orion Syndicate as well.**



Episodic Format

Star Trek and *Star Trek: The Next Generation* both provide clear examples of episodic series. An episodic series or season represents little more than a collection of unrelated episodes experienced by the same Crew of characters. Sometimes episodic series feature recurring supporting characters, settings, antagonists, and so on, but each episode stands as a discrete unit, with no strong plot ties to other episodes.

In an episodic season, the underlying structure might look something like this: In one episode, the Crew arrives at their destination, gets involved in a conflict of some sort, and resolves it. Then they move on to the next episode, and undertake a different adventure. The ship may have to rescue a trapped diplomat from a hostile planet one week, run into a bizarre subspace field the next, and satisfy a godlike alien's demands the third. The events of previous episodes generally have no effect on later episodes, and the Crew can perform missions of entirely different natures from one episode to the next. Using an episodic format works perfectly for gaming groups that can't meet on a regular basis or have difficulty maintaining group cohesiveness and Crew continuity. It is also rather easier to design, and works naturally with "mobile setting" series where the Crew's base travels around a lot.

Star Trek: Voyager exhibits the structure of an episodic series, yet embodies a series concept that provides a stronger connection among episodes and comes much closer to approximating a serial format. In *Voyager*, the Crew's prevailing mission throughout the entire series is to bring the ship and crew safely home from the Delta Quadrant. While each episode reveals one small step in their long journey, the episodes themselves concern isolated events that don't follow directly on the heels of one another. Yet the successful navigation of the events in each episode does bring the Crew one step closer to completing their overarching mission. This sort of series resembles what in literature is called a *frame tale*: a collection of distinct stories that have relevance to one another only in terms of the contextual framework of the entire book or work.

Serial Format

Star Trek: Deep Space Nine, on the other hand, perfectly embodies a series with a serial format. In the serial format, most or all of the episodes flow together to form one larger story. Like a soap opera or typical novel, what happens in one episode or chapter directly affects later episodes. If the characters fail to catch the antagonist in Episode 37, he continues his plotting, which drives the events of Episode 38 (or 40, or 53...). In *Deep Space Nine*, for example, plot elements introduced in early episodes—Sisko's role as the Emissary, Gul Dukat, conflict with the Dominion—were a part of multiple episodes throughout the series, and were not resolved until the season finales or series conclusion.

In many ways, *Deep Space Nine*, with its lengthy serial storyline interspersed with occasional character-oriented episodes, represents exactly the sort of campaign structure most Narrators strive to create. It also demonstrates that "stationary base" or "single-setting" series make serial plotting easier.

Story Arcs & Subplots

Story arcs and subplots are narrative devices used to extend a story, or parts of a story, beyond a single episode. Each device works differently depending on the focus and intent of the story continuation.

Story Arcs

Even in an episodic format, you can create small segments of seriality by implementing story arcs—short groups of episodes telling one longer story. For example, in *Deep Space Nine*, the episodes "Homecoming," "The Circle," and "The Siege" form an arc telling the story of Li Nalas and the Circle. Similarly, all the *TNG* episodes featuring the character Q constitute the "Q arc," since they tell the story of his fascination with humans, and with Picard in particular. In the first case, the episodes occurred in order with no breaks; in the latter, the arc consists of several episodes, grouped in ones and twos, shown over the course of the entire series. In the terms we've set forth here a story arc is like an abbreviated season, though its a much shorter story that can, if desired, be broken up with intervening episodes and resolved later in the series.

A story arc lets you to explore a particular theme, supporting character, setting, or event in greater detail than the episodic format ordinarily allows. Starting with a casual reference, encounter, or subplot in an otherwise unconnected episode, you build the elements up until the story arc takes center stage. In time you develop so many details about the antagonists, planets, starships, and events involved in the overall story that you'll draw the players into a mini-epic of your collective creation. If the events of the arc slow down or stall, you can easily insert an unrelated

episode here and there, then return to the arc when its resolution seems appropriate.

Subplots

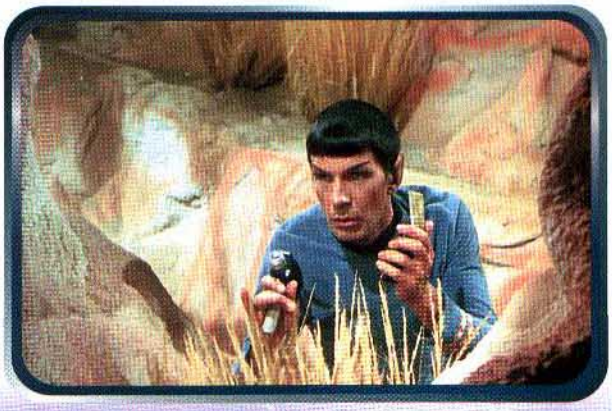
Subplots are tangential stories that occur during an episode, and may be extended through story arcs. Whereas the Crew's collective mission probably defines the main plot of an episode, a character's personal side pursuit might represent one coinciding subplot. For example, during an action-oriented episode surrounding a Cardassian assassination coup, a character who's not involved in the main action (say, the ship's doctor) might become engrossed in a subplot featuring a romantic relationship or a professional challenge (perhaps discovering a medical remedy that ties back into the main plot).

Chapter 4: Building Episodes discusses the ins and outs of implementing subplots within a narrative. Subplots relate to series organization and planning as examples of ways to bridge adventures and continue some aspect of a story from one episode to another. Subplots work exceedingly well for tying seemingly unrelated episodes into the ongoing storyline of a serial season. And because they can be split among numerous, non-consecutive episodes, they are also ideally suited for seasons with episodic formats.

Season Structure

Structure refers to the organization and sequencing of episodes within a given season. In an episodic season, structure simply enumerates the largely unrelated episodes. For example, the Crew might explore planet X in episode one, then embark on a completely separate mission to rescue a Ferengi trading ship in episode two. In an episodic format, the season structure does not drive the action forward; episodes one and two could be switched around without disrupting an evolving storyline.

In a season with a serial format, though, structure creates a progressive storyline by advancing the plot episode by episode. For example, the Crew might explore a planet in episode one, then extend their mission to evacuate the remnants of a forgotten colony before the planet's orbit decays and causes global decimation in episode two. One of the people they rescue may provide information on the journey back to Earth that leads to episode three, and so on. So structure becomes a function of story building in series and seasons employing a serial format: reordering the sequence of episodes changes the way the story unfolds.



Ordering Episodes

If you intend your season to tell a coherent story over a number of episodes, you'll need to consider how you'll serialize the story into component episodes before you design the actual episodes. *Chapter 4: Building Episodes* provides thorough guidelines for creating episodes, including ordering encounters and scenes to build a storyline with a beginning, middle, and end. This same process can be applied to larger story arcs spanning two or more episodes or an entire season.

In order to structure your season and determine where each episode needs to pick up and leave off, you can use the guidelines presented in *Chapter 4: Building Episodes*. In an episodic series, you can freely build episodes and narrate them in any order you see fit. In a serialized season, you'll need to pay more attention to where each episode starts and ends, using a device called an interlude to fill in any additional details needed to continue the action from one episode to the next.

Narrative Interludes

Season structure doesn't emerge solely from the order of episodes; it also results from the careful punctuation of the storyline with narrative devices called interludes. An interlude covers a segment of time used to connect the end of one episode to the beginning of the next. Narrators use interludes to describe what happens between episodes and inform the Crew what their characters did during their time "off-stage." Don't just read some bald description, though; deliver narrative interludes through a supporting cast member if possible. Narrating the "Captain's Log" (if the ship's captain is an NPC) or a message from Starfleet can carry the interlude's information in a properly *Star Trek* fashion. If Admiral Flachsbart contacts the ship and says, "Thanks to the *Agincourt's* prompt action, Starfleet Intelligence was able to roll up that hardline Cardassian faction and save many lives," it helps bring the game alive. The players can also insert interludes in the form of "Personal Logs" to explain their skill advancements ("Having returned from tactical school on Jupiter, I feel readier than ever to take over phaser control in a battle."), new edges like Ally ("My old mentor, Admiral Flachsbart, has just gotten promoted to Starfleet Command."), and so on.

Prologues and epilogues are both versions of interludes, the former occurring before an episode, the latter occurring afterward. In a season of roleplaying episodes, the Narrator generally begins the season with a prologue, then uses epilogues to connect the remaining episodes of the season. Sometimes if a game session ends upon concluding an episode, the Narrator will debrief the Crew with a short epilogue, then begin next week's episode with a short prologue. That's fine, but usually a single interlude can follow up on the prior mission and introduce the next one as well.

Interludes play an important role in series and seasons because they introduce new missions while, at the same time, explaining how previous events led the Crew to this point. In essence, the continuity implicit in the serial format results from the inclusion of interludes, which are not absolutely necessary in a series or season following an episodic format. Even so, some missions in an episodic series seem more important or more dramatic when introduced with a compelling prologue, or when followed with an exciting epilogue. Used in this manner, interludes not only allow the players to resolve crises that they didn't initiate and learn the outcomes of events they only witnessed to a certain point, but they also reveal that the Crew lives and operates in a universe greater than themselves. Knowing things happen outside of their direct experience gives the Crew's actions importance, since information gained in interludes proves their actions bore consequences in the world around them.



CREATING YOUR FIRST SEASON

If you're new to the concept of Narrating, it's a good idea to create an episodic season to get your *Star Trek* series up and running. Episodic seasons are easier to build and manage, and they give you ample opportunity to discover which types of missions and stories you and your players enjoy the most. Experienced Narrators and player groups often derive more enjoyment from serial seasons, even if the episodes are connected only by loose descriptions presented in the form of prologue or epilogue interludes.

The rest of this chapter summarizes how to create a season for your *Star Trek* series step by step. For more information about specific mission types and episode content, see *Chapter 4: Building Episodes*.

Creating a Season Overview

Start conceptualizing your season by creating a season overview. The overview should introduce the central notion, theme, or event that amalgamates a number of episodes into a season. Your overview can be as short as one sentence or as long as a page, depending on the number of episodes and amount of detail you want to include. Most Narrators find that the Mission Focus heading of their series profile serves as an adequate starting point for their first season overview.

Structuring Your Season

Once you have completed your overview, you'll need to decide upon a format and organizational scheme for your season. Basically, in this step you must decide whether you want to order episodes in such a manner as to tell a linear story (serial format) or whether you want the overarching story to emerge from independent episodes (episodic format).

From this decision, you can now brainstorm individual episodes that promote the central concept presented in your overview. It's a good idea to summarize episode ideas much as you did for your season overview, devoting at least one sentence each to an episode synopsis. Consider this the "TV Guide entry" for that episode of your series: "Commander Ralston must decide the fate of a planet under Cardassian rule; the mysterious alien being Erinn pays another visit." You will use this synopsis as your starting point when you create an actual episode in *Chapter 4*.

Season Chronology

Once you have your episode summaries, slot them into a simple chronology so that you know which ideas to explore in episodes 1, 2, 3, 4, and so on. Knowing that you can use interludes to shore up any gaps in continuity between episodes, you're now ready to go design your first episode and start your series.

Creating Episodes

Go to *Chapter 4* and create your first episode. You can design any number of episodes at once, but because you can only play one at a time, you needn't bother creating more than one episode at a time. Your season chronology organizes your episode synopses and keeps you on track as your series progresses from one episode to the next.

Season Prologue

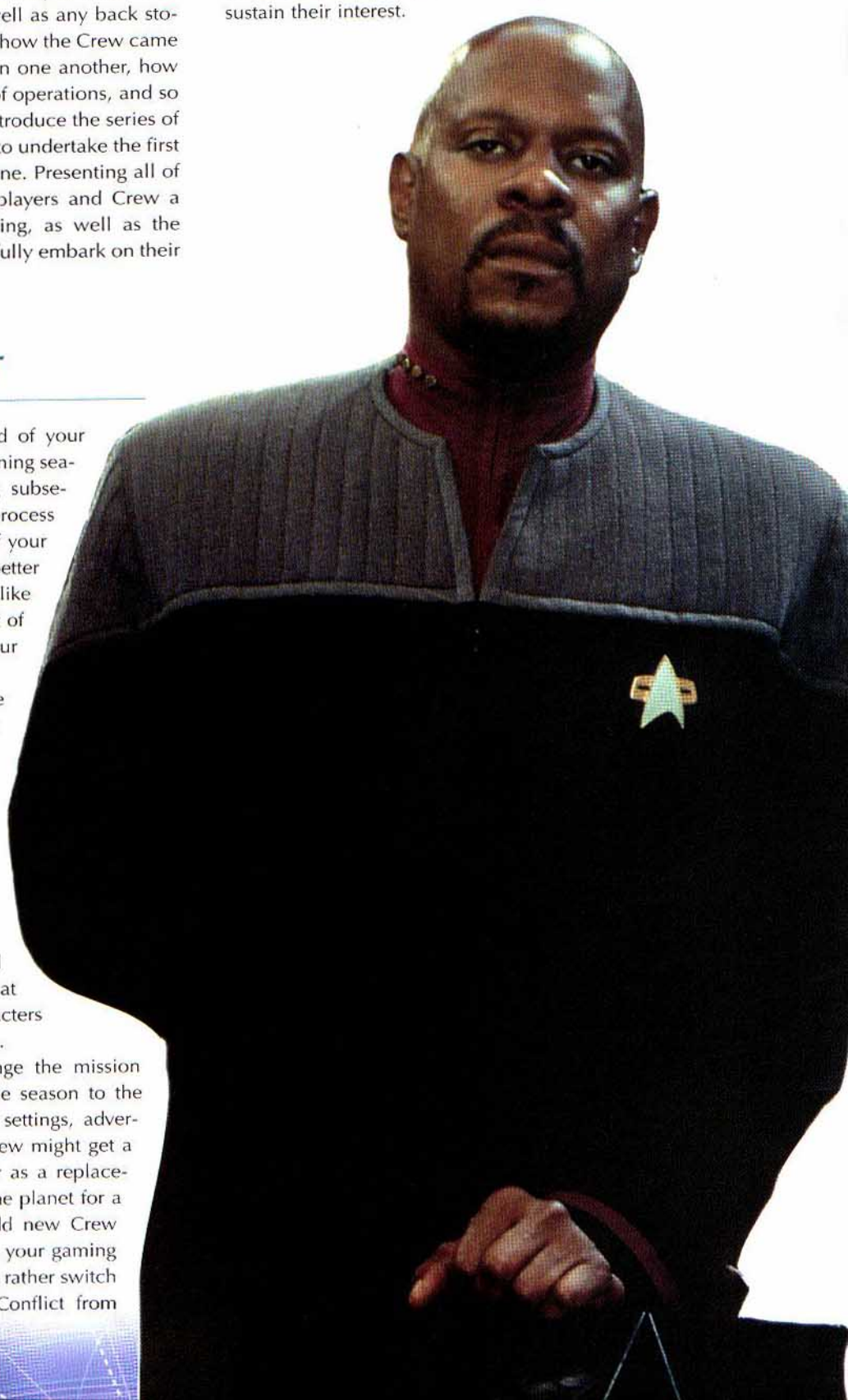
Once you've created your first episode, you should write up a short season prologue to introduce the first season of your new series to the players. This introduction should include a summary of all the elements in your series profile, as well as any back stories you want to create to explain how the Crew came together, how long they've known one another, how they came to work at their base of operations, and so on. Lastly, the prologue should introduce the series of narrative events prompting them to undertake the first mission you created in episode one. Presenting all of this information will give your players and Crew a solid foothold in the series setting, as well as the information necessary to successfully embark on their premiere mission.

SUBSEQUENT SEASONS

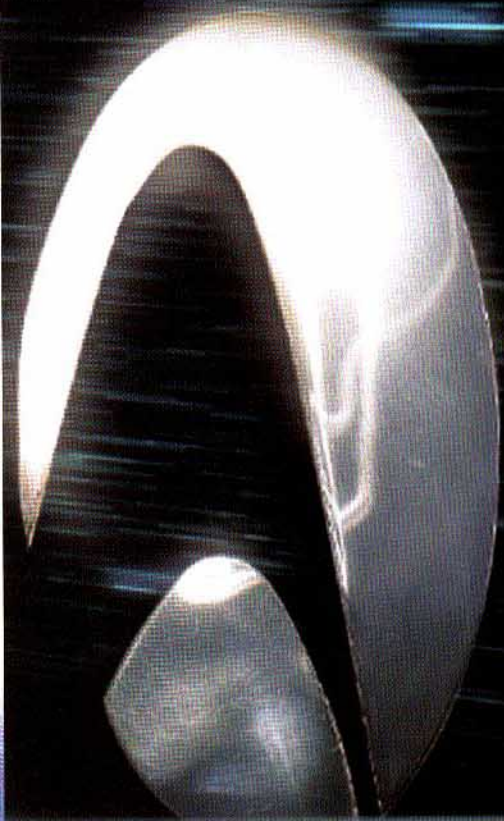
When you're nearing the end of your first season, it's time to begin planning season two. Planning and creating subsequent seasons follows the same process as season one. But by the end of your first season, you'll have a much better notion about the direction you'd like your series to take, and what sort of stories and missions keep your players engaged.

When you set out to create subsequent seasons, it's also a good idea to re-evaluate the format and length of your seasons, perhaps trying a serial format or introducing more elaborate story arcs. Because the Crew has one season of experience under their belts, you can also pay more attention to character development and individual subplots, creating episodes that revolve around different characters and that give them starring roles.

You can also radically change the mission focus or central theme from one season to the next, often by introducing new settings, adversaries, or ongoing crises. The Crew might get a new ship (either as a reward or as a replacement), or be assigned to the same planet for a few episodes. You can even add new Crew members, if a new player enters your gaming group, or if a player decides he'd rather switch characters to something else. Conflict from season one can erupt into a war in season two, or political rivalries can resolve themselves, allowing the Crew to redirect their attention to a new scientific discovery. By changing the mood, style or direction of your series in subsequent seasons, you can ensure your series continues to unfold in ways that will surprise the Crew and sustain their interest.



PLAYING THE GAME















4 BUILDING EPISODES

The purpose of roleplaying is to tell a story. Unlike board games, where the goal is clear—collect the most multi-colored money, be the first to get to the end of the board—roleplaying games are about doing something. Rescue the damsel in distress. Save the planet from destruction. The players expect to do something, to have an objective, to participate in a story.

Although story is important to roleplaying games, it is a different kind of storytelling than a novel or even a TV show. The main characters in roleplaying stories are the player characters (PCs), the Crew, who are under the control of the players, rather than the storyteller. The story's ending, and even the events that make up the story, will largely be "written" at the gaming table. This is sometimes called cooperative storytelling, but even this appellation doesn't capture the true spirit of a roleplaying game, because it's also a *game*.

It is your job as Narrator to come up with the challenges that make up this game. Everyone comes together to play a game that allows them to put themselves in the shoes of another person, to stand down a Romulan invasion or explore the mysteries of a strange, new world. Sometimes, characters will fail at something, which radically alters your story. Other times, they will succeed in ways you hadn't imagined. That's okay, because that's part of the game. You're not so much narrating a fairy tale, or directing a television show, as you are refereeing a series of challenges that exist in the framework that we call an episode.

CREATING STAR TREK STORIES

Everyone has created their characters, you've developed a series concept, and everyone's getting together soon to play a game. What do you do? Your role begins beforehand, with the creation of the episode. You have to figure out what's going to happen this week, and where, and why, and to whom. Once you've answered these questions, then you're ready to assemble them into a gripping story.

While this section covers the elements of a good episode in a particular order, you are free (and even encouraged) to start anywhere. Rather than beginning from the central conflict, for example, you might decide to begin your episode design with a specific story type—such as exploring a planet or rescuing a captured crewmate. Or you might have a strong idea for the central antagonist—a Romulan centurion driven mad with revenge—from which your episode idea flows. This section breaks down the elements of story into distinct parts, but you can use them any way you can imagine.

An example throughout this chapter creates an episode, "The

Rubicon Gambit," piece by piece. It depicts a confrontation between Starfleet and rogue elements of the Central Command in the post Dominion War period. Feel free to use it as is, adapt it to your own series, or take it as inspiration or a model for your own episodes.

Episode Types

When plotting a *Star Trek* episode it's helpful to think of it as a particular type of story. You can begin designing your episode by selecting its story type, then finding a suitable central conflict. Since these two elements can be mixed and matched in a variety of ways, it may in some ways be easier to start with an episode's concept first. This is useful if you have a larger story arc in mind, or need a particular adventure to suit the focus of your series. For example, after several adventures involving exploration, you might want an action-oriented episode, and choose a conflict-based episode type. On the other hand, a series focusing on the crew of a merchant freighter might primarily cycle through the episode types listed under trade missions, with a few other episode types thrown in occasionally to shake things up.

The best stories often combine one story type with another—the love story cast against the backdrop of war, the war story that's really a mystery story. You might decide that an episode type makes for a good subplot; or that rather than another experiment-gone-awry story, this is *really* a first contact story (with the failed experiment serving as a catalyst). The process of fitting together two episode types (diplomacy with emergency, say) is likely to produce an interesting adventure. Maybe a diplomat must convince colonists to evacuate their planet before disaster strikes, or an important diplomat vital to some negotiation is trapped on an endangered world and must be rescued.

Confrontation

The standard conflict story pits person against person, or group against group. One or both sides have decided to settle their differences through violence, either with the Crew caught in the middle or striking out against a threat. These episodes are often filled with action, as critical stakes are on the line—anything from the well-being of a single crewman to a small group like the Ba'ku, a whole world, or the entire universe. Often the participants have legitimate grievances, and other times the conflict results from naked greed and desire. In *Star Trek* even the villains think they have good reasons. The Cardassians believe their aggression is justified by their poor natural resources, the Romulans believe they have a superior way of life, and the Borg want to bring their version of perfection to the Galaxy.



Diplomacy

Like the conflict story type, episodes involving diplomacy pit one side against another in wars of words. Since lengthy episodes centering on Federation Council procedure don't make for exciting roleplaying, these stories generally involve secondary events. Getting the diplomat to the negotiation table, spies at the conference, separating the disputing parties, kidnapping attempts, and other disruptions to the negotiations add action to the episode. Often, diplomats have to investigate an unknown world or alien culture to find out what the negotiations should be about in the first place! The focus of a diplomatic episode could involve any situation where two or more parties need to talk—trade negotiations, conflict resolution, or border disputes. Other exciting episodes involve first contact, in which a diplomat or starship officer introduces the newly contacted world to the greater interstellar community.

Emergencies

The emergency episode type involves some kind of catastrophe—an alien plague on a remote colony world, a supernova, a hail of deadly meteors, or a planetary emergency. The goal often requires the Crew to prevent the catastrophe or deal with the consequences. This can be anything from evacuating a world's entire population before the sun explodes to transporting vital medicines to negating the ionization of a planet's atmosphere. Or the emergency may be a backdrop for something else—the theft of important data, the escape of a hardened criminal, the schemes of a con man. Typically, the Crew must race against time to complete their mission—get the medicine there to prevent countless deaths, evacuate the world in time, stop the asteroid before it's too late.

Espionage

In episodes with espionage as their focus, the central conflict brews just below the surface. Someone wants something and doesn't want anyone to know about it. Motives and objectives are hidden, and the central conflict hinges on uncovering the truth. One side in the con-

flict wants something they do not have—Starfleet battle plans, a revolutionary cloaking device, the formula for a popular Ferengi soft-drink, or the ruin of the peace talks—and the other side wants to stop him from getting it. Classic stories include capturing spies or saboteurs, operating in secret behind enemy lines, gathering critical information, and secretly thwarting the other side.



Exploration

Exploration episodes are a special type of research story, involving the study of new planets, aliens, civilizations, and stellar phenomena. Sometimes, the thing being explored poses a danger to the Crew—the anomaly catches their ship in its debilitating effects, the planet holds deadly plants or animals, the civilization possesses potentially hazardous customs. Other times, the subject being investigated holds a mystery that the Crew must unravel: How did Native Americans get to this world? What is that giant alien obelisk? What caused the subspace rift? Why are the aliens dressed like Chicago mobsters?

Protection

Episodes involving protection as the story type are similar to conflict stories—violence as a means to an end. In this story type, however, the Crew must protect one side from another. This could be anything from escorting a convoy of freighters along the Cardassian border to patrolling the sector looking for raiders to peace-keeping in a war-torn alien system. Primarily defensive in nature, the protagonists typically react to the antagonist and his plans. The episode can involve a tense cat-and-mouse game with a cloaked Klingon bird-of-prey, or holding out against an army of Jem'Hadar.

Research

Research episodes have at their heart the quest for knowledge and the search to improve life. This could be anything from gathering data to prove a theory to testing a new piece of equipment or new technology. One of three things occurs in this type of story. First, the research goes awry—the nanites become sapient, the new warp drive tears a hole in reality, the transporter duplicates everyone. Second, the research finds something dangerous—the planet suddenly becomes unstable, the wormhole behaves atypically, the warp drive works a little *too* well, or the native plants turn out to be intelligent. These two conflicts usually involve more than turning the thing off or leaving the place, or the process becomes more difficult. In the third option, someone else is interested in the research and wants it, which combines elements of protection and espionage stories.

Spiritual

Spiritually oriented missions involve encounters with the metaphysical, sacred, or mysterious. They tend to revolve around specific character types—mystics, people with psionic abilities, religious officials—or places such as churches, pilgrim spacecraft, or holy sites. The characters may find themselves tasked with a "holy cause" of some sort, such as making a pilgrimage to Eden (or *Sha Ka Ree* or Canterbury) or a questing after something, such as the Sword of Kahless. Typically, something bars the way to challenge the protagonists outwardly, such as a riddle or mystery, natural hazards, or antagonists. As the characters seek the person or item they're searching for, they should, ideally, likewise undergo an inner spiritual journey of some sort.

Trade

Trade missions have three distinct stages or parts, any one of which (or all of which) can be the focus of an episode. First, the Crew has to acquire goods to trade—be they tuns of tulaberry wine, cases of self-sealing stem bolts, or exclusive rights to an Iconian Gateway—by buying, stealing, or bartering for them. Usually, something complicates the transaction—from a reluctant seller to a business rival who'll stop at nothing for an exclusive contract. Second, they must transport the goods to market, possibly fighting space pirates, dodging wary border patrols, or encountering an ion storm along the way. Third, they have to complete the transaction by selling the goods. This may require price negotiations, actually finding a buyer, or similar challenges.

Underground

There will always be individuals for whom the ends justify the means—be it dealing in illegal arms for profit, returning cultural objects through theft, or demolishing a building in the name of freedom. Episodes with underground activities at their heart involve illegalities, such as assassinating a dignitary, dealing in Romulan ale, or raiding shipping lanes. Specific story types include the caper (break into the Sacred Treasury

on Ferenginar), the chase (get the trilithium to the Romulans), and the deal gone sour (betrayal by your Orion fence). The Crew usually takes the role of law enforcement officer, though not always. A Crew of rogues might move from one shady deal to another, or a normally upright starship away team might have to dirty its hands to bring down some unsavory planetary crime lord. Stories involving smuggling, theft, con games, and piracy almost always pit one side against another, as the antagonists want one thing and the protagonists oppose them. Underground stories and espionage stories can have a lot in common, and some series can slip from one to another almost seamlessly.

The Central Conflict

Story is about conflict. Were everyone happy, and everything perfect, there would be no story. A confrontation between two story elements, be they characters, nations, philosophies, or choices, drives every episode and scene. As characters react to conflicts, make decisions, and take actions, they create the story. The episode revolves around the central conflict, which often involves the Crew in subsidiary conflicts.

Conflicts fall into four categories: man against man; man against nature; man against self; and man against the unknown. (Of course, in *Star Trek*, "man" could refer to anything from a Human, to a Sheliak, to a being made of pure energy.) Your conflict will drive your story type, and picking one is a good, simple way to start episode design. From this decision flow other decisions, such as "who" or "what?" Who are the Crew's opponents, or what is the danger to the ship? The central conflict is also the main objective of your episode for the purpose of rewarding your player characters (see *Chapter 8: Rewards*).

Even if you start elsewhere, with that revenge-driven Romulan centurion, figuring out the central conflict gives you ideas about what he wants. Is the conflict man against man? Maybe he wants to revenge himself on a Starfleet officer for something. Is it man against the unknown? Perhaps he's found an ancient alien relic that could destroy a planet.

Man Against Man

The simplest, and often most enjoyable, conflicts pit one man or group against another. War stories, martial arts duels, and contests of wits all fall into this category, and usually involve the defense of something good, such as innocent lives or interstellar peace. In this type of conflict, one person wants one thing, and another person wants something else. Often, they are diametrically opposed. One side wins, and the other loses. Ideally, Good (the Crew) triumphs over Evil (whoever opposes them), though sometimes that doesn't happen (as in some *Star Trek: Deep Space Nine* stories). And sometimes, there is no personification of Evil; each antagonist simply embodies a different point of view. The conflict between Lokai and Bele in the episode "Let That Be Your Last Battlefield" [*TOS*] is a very pure example of a man against man conflict. Lokai was an accused criminal from the planet Cheron, and Commissioner Bele sought to apprehend him. The crew of the *Enterprise* got caught in the middle.

This kind of conflict isn't always motivated by character A's personal hatred for character B. They may conflict over ideals—should we test the particle fountain?—or methods—how do we save the planet? The episode "Homeward" [*TNG*] is a case in point. Nikolai Rozhenko violated the Prime Directive to save the inhabitants of Boraal II, thus pitting him against Captain Picard. What matters most in this kind of conflict is that the opponent is another character (or characters).

Common man against man conflicts in *Star Trek* include: the Federation against its enemies (Borg, Cardassian, Dominion, Romulan, *ad infinitum*); a single character against a rival (Worf versus Duras; Sisko versus Solok); and the Crew against a single powerful alien who wants to test or enslave them.

When you choose to design a man against man conflict, you should figure out what the conflict is. You can jump down to "The Supporting Cast," page 60, to figure out more about the antagonist's motivations, what he, she, or they want. You should create this character using the rules in *Chapter 14: Supporting Cast*, giving him any particular skills and abilities you think he needs.

Example: In "The Rubicon Gambit," the central conflict pits the Crew (as Starfleet officers) against a group of militarist Cardassians who hope to build a new Cardassian Union upon the ashes of the old, after the conclusion of the Dominion War. This is a classic man against man conflict—the renegade Cardassians intend to invade Ganidar, a remote solar system—from which they can rebuild the empire, and strike out against other helpless systems. Before the episode begins, we have to create the group's leader (a Cardassian Gul) and the planet Ganidar.





Man Against Nature

Whereas man versus man stories involve a tangible antagonist, man versus nature stories pit the Crew against the intangible, impersonal forces of the universe. When the characters have to cross a desert unaided, get their starship out of a black hole's gravity well, stop an epidemic, or cope with systems malfunctions, they're engaging in this sort of conflict. The episode "Parallax" [*VOY*] makes a good example. The *Voyager* encountered a quantum singularity and became trapped within its event horizon, with the conflict involving its crushing gravity. The episode "The Naked Now" [*TNG*] involved the crew dealing with the effects of the Psi 2000 virus while attempting to escape a collapsing star.

To make this sort of conflict more memorable and less impersonal, stories involving man versus nature conflicts often incorporate another type of conflict as a subplot (see page 60). For example, in "Disaster" [*TNG*], the basic man versus nature conflict (get the ship out of danger) is supplemented by personal disputes among crewmembers as to the right course of action (man against man).

Common man against nature conflicts in *Star Trek* include: equipment malfunctions, loss of power, or inability to function in certain situations; plagues or radiation fields that touch off dangerous side-effects in the Crew; and bizarre astronomical phenomena that imperil a ship or character. "Man against machine" stories, in which the works of man go out of control (Minosian weapons in "The Arsenal of Freedom" [*TNG*] or the M-5 computer in "The Ultimate Computer" [*TOS*]) are also, in essence, man against nature conflicts.

In designing an episode with man against nature as the central conflict, you should decide which impersonal force the Crew will contend with (and thus the kinds of tests this may involve). *Chapter 13: Hazards* includes guidelines on all sorts of dangers faced by starships and their crews, ranging from plasma fires and diseases to ion storms and wormholes. If the crisis takes place on a planet's surface, you should design the world using the rules in *Chapter 10: Space*. Problems with starships can be found in *Chapter 7: Starship Operations*.

Man Against Self

A variant of man against man conflicts is man against himself, an inner struggle involving a moral dilemma. Overcoming a prejudice or fear, coping with personality or psychological flaws, and confronting one's own limitations are examples of man against self.

It's best if you personify this struggle in another person, externalizing the inner struggle. Spock's regrets over leaving traditional Vulcan science and culture behind came into sharp relief through the cold formality of his father Sarek in "Journey to Babel" [*TOS*]. If your players are really good at getting into character, then the mere presence of an old flame or professional rival as a supporting cast member (also called a non-player character, or NPC) will stir up the desired emotion. This is especially true if you goad the PC through the other person. At a critical moment, have the NPC say something like "You never could handle fourth-dimensional quantum mechanics," or "Why did you leave me waiting for you on Altair IV?" This usually elicits a response.

Alternatively, set up a challenge designed specifically to target a weakness. This is easy if a PC has any flaws—you simply create a situation in which he or she must overcome the flaw. For example, if a PC has a Dependent, then the episode might endanger him. Some flaws have game effects that penalize the character's performance, making the tests the PC has to succeed at all the more difficult. Getting this sort of thing to work can be tricky, especially if the player in question chooses to disregard his character's flaws.

Moral dilemmas deserve special attention. You can create a moral dilemma for the Crew by setting up a situation where they must choose between two mutually exclusive, and morally ambiguous, courses of action. When Captain Picard, in "The Perfect Mate" [*TNG*], fell in love with Kamala, an empathic metamorph pledged to another man to end a war, he had to choose between duty—giving her up—and self—encouraging her to stay and continuing the conflict. Captain Sisko was forced to choose between his pledge as a Starfleet officer and lying to bring the Romulans into the Dominion War in "In the Pale Moonlight" [*DS9*].

Like man against nature, this conflict works best when combined with another, which has the benefit of making both more intense. A man against man conflict becomes more critical if the person the Crew contends with is a rival from Starfleet Academy, for example. Saving a planet from destruction—man against nature—becomes more emotionally forceful if the Crew is forced to choose between conflicting ideals to accomplish the mission.

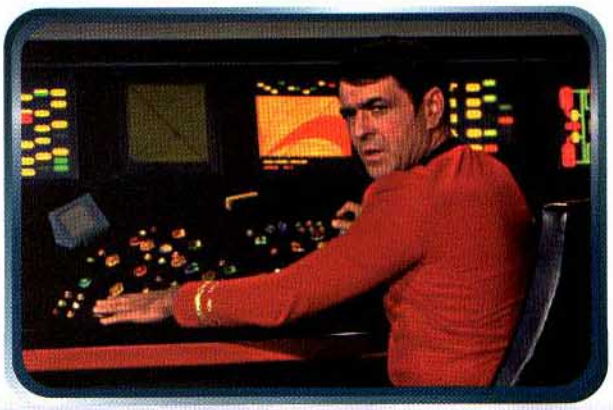
Examples of this in *Star Trek* include: Miles O'Brien overcoming his hatred of Cardassians; Reginald Barclay dealing with his various phobias and social awkwardness; and Captain Picard coping with his experiences with, and attitude toward, the Borg.

Man Against the Unknown

Man against the unknown puts the characters in a position where the antagonist is ignorance or lack of understanding—scientific puzzles, cultural clashes, and investigation-oriented episodes. Since *Star Trek* episodes often involve boldly going where no one has gone before, this could potentially be the most common conflict appearing in your series. When the crew beams down to an unknown world, encounters an alien probe, or discovers a new anomaly, they're engaging in this sort of conflict. In "Evolution" [*TNG*] the crew faced an unknown threat in the form of sentient, self-replicating nanites that interfered with the *Enterprise*-D's on-board systems. Only by recognizing the nanites as sentient—solving the unknown—could the crew successfully complete the episode.

The goal of this kind of conflict isn't to defeat the antagonist or overcome the environment, but rather to answer the question posed by the unknown thing. The PCs must use their skill and wits to uncover the linchpin holding the mystery together. A great example of this is "The Paradise Syndrome" [*TOS*], in which Captain Kirk is stricken with amnesia by an alien obelisk, and Mr. Spock spent weeks deciphering the object's enigmatic glyphs. Any number of solutions could have worked to solve the other conflicts—rescuing Kirk, stopping the oncoming asteroid—but the linchpin involved unraveling the mystery, which makes it central conflict.

Murder mysteries represent the quintessential man against the unknown situation. The best example of this is "Wolf in the Fold" [*TOS*], in which Mr. Scott stands accused of murder and the crew must unravel the mystery of Redjac to prove his innocence. In this, as in other kinds of man against the unknown stories, the plot improves when combined with other types of conflict. In the case of a murder mystery—man against man. Deciphering an alien relic, like a D'Arsay obelisk, might combine elements of this conflict with man against nature, particularly if the obelisk causes other problems for the Crew (such as endangering their ship).



ON THE SHOULDERS OF GIANTS

Don't think all your stories have to be "original." There's no such thing; it's all been done before somewhere, sometime. Good Narrators often create wonderful games, and save themselves a lot of work, by borrowing from classic stories or plots and giving them a twist or two, or using clichés cleverly.

Obviously, one source you can borrow from is episodes of *Star Trek*. While your players may be familiar with many of the shows, odds are you can find ways to disguise what you're doing. A change of venue, a slight alteration of the basic facts or events, and it seems brand new—especially from their perspective as participants rather than mere viewers.

Similiarly, like *Star Trek* itself, you can borrow classic plots from mythology, Shakespeare, and other works of literature, art, and film. Imagine adapting *Casablanca* on some neutral planet in the Bajor Sector during the Dominion War, or a story arc based on *Richard III*.

And don't think that "clichéd" necessarily means "bad"; those hoary old chestnuts get used a lot because they're enjoyable and easy (especially for newer Narrators). Apply your fresh perspective, change a thing or two as appropriate, and then let the players immerse themselves in a classic storyline.

Examples of man against the unknown from *Star Trek* include: the mystery surrounding Farpoint Station ("Encounter At Farpoint" [*TNG*]); the investigation of supposed Romulan sabotage aboard the *U.S.S. Enterprise*-D ("The Drumhead" [*TNG*]); and the inquiry into Commander Will Riker's supposed involvement in the death of Dr. Nel Apgar ("A Matter of Perspective" [*TNG*]).

The elements you'll need to create in order to design an episode with man against the unknown as its central conflict depend on the nature of the mystery involved. In a murder mystery, you need a murderer, which you can design using the guidelines under "The Supporting Cast," (page 60) and the rules in *Chapter 14: Supporting Cast*. If the culprit is an alien life-form, use the rules in *Chapter 11: Aliens* to create the menace. Strange alien devices or artifacts might produce harmful effects such as dangerous radiation, in which case you want to look at *Chapter 13: Hazards*. Planetary or astronomical conundrums will likely require you to design the phenomena using *Chapter 10: Space*.

Combining Conflicts

Throughout the discussion on central conflicts, we've mentioned the effect of combining different conflicts to make a more complex episode. But what does it mean to combine conflicts?

One conflict is central. This tells you how the adventure could (or should) be solved. For example, in "The Paradise Syndrome" the episode could have been



resolved by simply using the *Enterprise's* sensors to locate Captain Kirk and beam him back to the ship. Or Mr. Spock could have abandoned Captain Kirk earlier, in time to rendezvous with the oncoming asteroid and destroy it with the *Enterprise's* phasers. Either solution would have "worked," but wouldn't have solved the central conflict of understanding the unknown—the Preservers' obelisk. So establishing the central conflict gives you an idea as to how to complete the episode.

Other conflicts are secondary, but no less important. Solving the secondary conflict may even point to the solution of the main conflict. In "Lessons" [*TNG*], the main conflict is man against self—Captain Picard must wrestle with the responsibilities of command against his romance with Lieutenant Commander Neela Daren. In order to bring this internal conflict to a head, Daren becomes trapped on the planet Bersallis III, a world ravaged by regular atmospheric firestorms—man against nature. After her rescue, Captain Picard realizes it would be extremely difficult to continue their relationship because he would hesitate to place Daren in danger again. Daren has to be saved from the firestorms—man against nature—before the central conflict—man against self—can be resolved.

When you think about the central conflict for your episode, try to combine conflict types. Choose one type as the main conflict, then decide on another conflict as secondary. Often, this secondary conflict must be resolved first, usually as the second plot turn (see page 58 for more information on plot turns). The main conflict should give you ideas as to how to resolve the episode, and guide you as you run the episode for your players. For example, if the goal of the episode is to understand a D'Arsay obelisk—man against the unknown—then disintegrating it from orbit with the ship's phasers may stop it from emitting dangerous chroniton particles, but doesn't really resolve the conflict (even though it stops the problem). On the other hand, if the PCs decide to locate the galaxy's foremost expert on D'Arsay archeology—something you hadn't foreseen when writing the episode—then you have an idea of how to improvise the rest of the adventure.

Additionally, you can assign secondary (and even tertiary) conflicts to individual player characters. Dr. McCoy's illness and budding romance with Natira in "For the World is Hollow and I Have Touched the Sky" [*TOS*] is a good example of an individual, personalized conflict. These conflicts should be based on the PC's combination of skills, traits, and abilities. If your episode calls for the PCs to unravel a scientific mystery in order to defeat the antagonist—man against nature and man against man—then the science officer has a chance to shine. This is also a good way to include other PCs, perhaps those less suited to the main plot, in the episode. For example, an episode concentrating on a lot of planetside research (taking tricorder readings, negotiating with the aliens) might leave the flight control officer with little to do. Design an individual conflict for him—maybe a love interest with one of the aliens.

Finally, you can use these categories of conflict when designing individual scenes and encounters (see "Scenes," page 53). This will help you understand the scene's purpose, know when a scene is over, and assign experience after the episode's conclusion (see *Chapter 8: Rewards*).

THE THREE-ACT MODEL

Now that you know what your story is about—you have an adventure idea and know the central conflict—you're ready to begin designing an adventure. Most *Star Trek* episodes use a dramatic structure called the *three-act model* that you can easily adapt to your games.

This structure is especially useful when figuring out what elements you need for your episode, and why. Even if the episode unfolds differently when at the gaming table (and it will), you at least understand why the murderous androids attack at a particular time, or where the wily Ferengi merchant has hidden the stolen isolinear rod. The three-act model can be broken down into the following acts:

THE THREE-ACT MODEL

ACT ONE: INTRODUCTION
Hook
Plot Turn 1

ACT TWO: CONFRONTATION
Pinch 1
Midpoint
Pinch 2
Plot Turn 2

ACT THREE: RESOLUTION

Act One—Introduction: Also referred to as the "hook," this act gets the characters involved in your story by presenting them with the introductory facts. They have to know what the story's conflicts *are* before they can resolve them, and this act tells them what they need to know and what courses of action are open to them.

Act Two—Confrontation: In Act Two, the characters actually confront the conflict in some manner. They may do so directly (such as in a battle) or indirectly (for example, by interviewing suspects in a murder mystery). The nature of the confrontation, like that of the conflict itself, depends on the type of story you're telling.

Act Three—Resolution: In Act Three, you orchestrate events to drive the story toward its thrilling conclusion. The PCs shift from being reactive to proactive; aware of the full measure of the problem, they can "go on the offensive" to solve it. By this act, the players should feel as if they have a certain amount of control over the course events will take.

THE SCENE CARD

A good way to keep track of the information you generate for your scene is to write it down on a scene card. Use this tool to organize and manage the information vital to your scene.

As an example, we've filled out a scene card for a scene in "The Rubicon Gambit."

Scene: The Hook

Purpose: Starfleet Command has been monitoring Cardassian ship activity in and around the Ganidar system. This system lies outside the Cardassian Union; the Cardassians generally don't have the resources to mount an attack. Moreover, the current administration wants friendly relations with the Federation. So far, the Cardassian Central Command has been unable to explain the activity; they maintain that they have no operations in the Ganidar system.

Action: The Admiral briefs the Crew on their upcoming mission. He appears on a viewscreen, transmitting from Starbase 184.

Characters: The PCs, Admiral Saarvael

Location: A briefing room on board the *U.S.S. Sentinel*. The PCs sit around a conference table, with the captain at the head.



Scenes

The building blocks of your episode are scenes—discrete situations involving specific characters in specific settings. While designing your episode using the three-act model, you will be writing these scenes. That is, you'll be deciding which situations, supporting cast, and locations you'll need when sitting down at the table to present the evening's entertainment. Using the three-act structure helps you figure out what game elements you need, when you need them, and why.

When planning the scenes that make up an episode, you should be concerned with:

- **The purpose:** Each scene has a purpose, the thing the Crew must accomplish or experience before moving on. This purpose is your scene's objective, which helps you to assign experience points (see *Chapter 8: Rewards*). Knowing a scene's purpose also helps when you're running the episode. Once the PCs have achieved the scene's objective—they've found the hidden holographic projector, fought the Nausicaan thugs, scanned the Preserver obelisk—move on to the next scene. Possible purposes for scenes include:

—**Establish atmosphere:** Also called "color scenes," these scenes establish the feel you want to create. A scene with the characters walking across a fog-shrouded moor helps you build the right atmosphere for the horror episode, while one in which an influential admiral waxes rhapsodic about some relevant historical event impresses upon the characters the importance of their upcoming mission.

—**Create, introduce, or develop conflict:** These scenes present the Crew with a problem to solve. It could be an enemy soldier to evade, a moral dilemma to resolve, an obstacle to overcome, or any of a thousand other such things. Once the conflict is in play, further scenes develop it by altering the relationship between the Crew and a key NPC, resolving part of the problem, or making things worse.

—**Present a mystery or raise a question:** Scenes like this make characters aware of some gap in their knowledge, usually one relating to an antagonist's actions or motives. In a classic murder mystery, they involve issues like "Who killed Commander Decker?" or "What's Glinn P'ret's motive?" You can insert such a scene to misdirect the Crew (if, for example, Decker isn't dead), or can also use it to redirect the Crew. By creating doubt in the players' minds, you steer them back on the right track when they've gotten off course or made some bad decisions earlier in the episode.

—**Answer a question or resolve a conflict:** If the characters do not, or cannot, resolve a conflict or answer a question in the scene where you introduced it, you need a scene where they bring the matter to a close. Usually found at the conclusion of acts or entire episodes (see "Plot Turns" on page 58 and "Pinches" on page 59), these scenes feature a dramatic climax—the battle that ends the confrontation, the solving of the mystery, or obtaining the necessary data.

—**Provide information:** Some scenes simply provide information. They can range from an introductory scene where an admiral briefs the Crew on its new mission, to complex investigation scenes where characters gather data and put some clues together to obtain facts. These are most often used as the story's hook (see page 53), or in the early part of Act Two.

—**Character development:** Some scenes focus on one or more characters (be they PCs or NPCs), allowing you and the players to bring out facets of their personalities and abilities and develop them further. Featuring lots of roleplaying, and often emphasizing a character's background, they make an excellent counterpoint to action-oriented scenes.

—**Fun, fun, fun:** Some scenes exist purely for comedic value, or to give the players a chance to enjoy themselves—for example, by having their characters go shopping. They provide a lighthearted break from more serious concerns.

- **The action:** What is happening in the scene? This should be related to the scene's purpose and function in your overall episode (see below). In a scene in which the PCs are supposed to uncover information—scanning for neutrino emissions, for example—you should include the skill test information. If the scene requires physical tests—repair the quantum flux inhibitor, fight the *mugato*—note down important information pertaining to the action. If the scene involves an event—a sun exploding, an earthquake—this is where you would write that down.

- **The actors:** This entry tells you who participates in the scene, both which PCs and which, if any, supporting cast characters. Starting with the latter, you should detail as much or as little as you need for the NPCs participating in the scene. Will the main antagonist appear in the scene? How many patrons are in the starbase bar? What information does the bartender have? It's a good idea to include a brief description on your scene card—appearance, species, motivations, and the like. (See "The Supporting Cast," page 60, for more information, and *Chapter 14: Supporting Cast* for some examples and NPC construction help.) Sometimes, particular scenes require a certain player character to complete—the engineer must stop the reactor from going critical, the merchant has a better chance of getting the information out of the Lurian trader—which you should note down for the scene, as well.



- **The location:** Every scene takes place somewhere, whether on the balcony of an alien castle or in a cramped Jefferies tube. Before you can run a scene, it's important to know details about the location. What does Main Engineering look like? Where are the doors into the room? Is there a computer terminal in the administrator's office? You should also note any important features that affect tests or game play, such as the location of hard cover, terrain conditions, and lighting circumstances. In addition, if the scene's purpose requires an object or environmental condition, be sure to note it here. For example, if the PCs need to get to a sensor relay room to send a hidden message, then note where the controls are in the room and the test TN to perform the task. Sometimes, you can get away with a simple written description. Other times, you may want a map of the location, with the major features depicted (particularly if it's an action scene).

For example, you identify the purpose of a scene as "sneak into a Romulan base to find a piece of equipment." Before you sit down to play, you need a map of the base and character sheets for NPCs the characters may encounter. You require everything the PCs need to succeed—a guard with an identification card for the PCs to swipe, a computer they can hack to find the location of the equipment. You'll have an easier time keeping the players on track if you (and hence, they) can easily locate the purpose of the scene. If they start to go off on a tangent ("Hey, while we're here, let's assassinate Centurion Tremak!"), you can find ways to keep the story going (unless their tangent improves the story).

When a Scene Isn't a Scene

Some scenes can take place anywhere. The action takes place at a particular time, regardless of where the PCs are located. Sometimes, this depends on the PCs' actions. For example, once they hack into the Romulan information network to find the information they need, the PCs reveal their location to the *Tal Shiar* (who are looking for the PCs) and a squad of Romulan soldiers bursts into the room. This could take place in the Proconsul's office, a computer sub-processor room, or a random hallway—wherever the PCs actually succeed at their Computer Use (Hacking) skill test. The action in this example is triggered as a reaction to something the PCs do.

Other times, an event-based scene has nothing to do with the characters; it's an action that moves the plot forward. What is critical is that the scene takes place at a particular time in the story's context. The PCs find themselves stranded on a disintegrating planet, for example, and the adventure calls for them to find a way back to the ship before it tears itself apart. As the world deteriorates, and the episode moves further along, earthquakes occur more frequently; they happen at specific times (1 hour apart, then 30 minutes apart, then every 15 minutes). One of these shockwaves might occur while the Crew makes their way toward an abandoned mining base, or it could strike while attending to an injured comrade, or while reconfiguring the old emergency beacon to contact the ship.... The point is that an earthquake will occur every 15 minutes of game time, no matter where the PCs are, or what they're doing.

In both cases, fill out a scene card, but note *when* the scene takes place, rather than *where*.

Start at the End

Before you can start designing your own episode, you need to have an idea how it will end. This scene is the *resolution*, the place where the story's central conflict is all wrapped up, just before the music swells and the credits roll. In "I, Mudd" [*TOS*], Captain Kirk and Mr. Spock confound the android Norman and strand Harry Mudd on the androids' planet. In "Hope and Fear" [*VOY*], Captain Janeway and Seven of Nine escape the vengeful Arturis, leaving him to be assimilated by the Borg.

It can be challenging to establish the resolution of an RPG adventure than for a novel or script, because the characters, the PCs, aren't under your control. They could confront the main antagonist on the planet's surface or on the bridge of his starship, depending on where they go and what they do during the rest of the episode. Thinking about where the story's resolution could take place, however, helps you figure out what you need to conclude the episode before the adventure begins.

In order to start designing your episode, you should begin at the end, the resolution, and think about two important things: what will happen and where will it happen.

What: It is most important for the resolution to resolve the central conflict. The story must pay off on the promise it makes in the beginning for it to be satisfying for the players. For example, if you know the conflict pits the Crew against an ancient, alien computer (a "Man Against Nature" conflict), then the resolution should involve either deactivating it, repairing it, or reasoning with it. In "Hope and Fear," the central conflict focuses on Arturis' revenge for what he thinks is *Voyager's* involvement in his world's destruction, and so the resolution involves an exchange between he and Captain Janeway.

Where: The resolution also suggests several possible locations where the action can take place. To continue the example, the resolution might occur in the ancient computer's control room, or perhaps its memory storage vault. This location should be a place that not only makes *logical* sense, but also makes for a satisfying story. The location should be in some way meaningful to the story, characters, or central conflict. It would make for a less satisfying story if the Crew

resolved the conflict with the ancient, alien computer from aboard their ship, or in a random corridor. The resolution in "Hope and Fear" takes place on the bridge of the ersatz *Dauntless*, resolving Arturis' fate and that of his ship (both at the hands of the Borg, for a little poetic justice). Janeway could have confronted Arturis on board *Voyager*, but the episode would have had a less-satisfying conclusion.

With the episode's central conflict in mind, think of possible ways to resolve it. If you can think of several possible resolutions, so much the better; write them down and use them as possible endings depending on the Crew's actions during the game session. Think about where this scene could occur. It's even better if you can think of several locations, to give you more options during play.

EXAMPLE: Since "The Rubicon Gambit" involves the invasion of a planetary system, a good place to set the episode's resolution is in space, with the Crew's starship standing off against the renegade Cardassians' ship. It's likely the Crew will be aboard their ship at the time, on the bridge, so that's the location. They have to somehow convince Gul Kheret that his desire to subjugate the Ganidar system will ultimately fail. This would likely involve Negotiate or Persuade skill tests.

THE CAPTAIN'S LOG

When you begin *in media res* to get things going, it's a good idea to start with the classic "captain's log." This is a good way to inform the players of the backstory, telling them where they're going, what they're doing, and why. The important thing to remember when using this plot device is to provide just the right amount of information without providing too much. A good captain's log provides only some of the key elements of the mission, but leaves other information out—the thing the crew is trying to figure out or the clues leading up to the climax.

EXAMPLE: "Captain's log, stardate 42512.6. The *Temeraire* has been dispatched to Ventax IV, where I and my command staff are to attend the confirmation ceremony for their new prime minister. We will be met by the outgoing Prime Minister, Vandall, and I'm told the Ventaxians are a friendly, outgoing people, and this should be an uneventful, relaxing mission."

This tells the players quite a bit—why the Crew are on Ventax IV, the basic situation, who they're to meet, and a little bit about the inhabitants. It also signposts that the episode will either involve Minister Vandall or the succession process in some way. Finally, it subtly promises the players an action story—the "uneventful, relaxing mission" is obviously not going to happen as promised.

Go Back to the Beginning

With the episode's ending in mind, go back to the beginning to write the adventure's hook. This is the scene or scenes that get the Crew involved. It should be strong, in order to grab your players' attention. *Star Trek: The Undiscovered Country* begins with the explosion of Praxis, and the shock wave slamming into Captain Sulu's ship. Then, Captain Kirk and crew learn of their mission by surprise, in a briefing at Starfleet Command—another attention-grabber.

The hook introduces the episode's central conflict. It poses the question to be answered, establishes the threat to be defeated, or identifies the catastrophe to be averted. A good hook asks a question (or gets the players to ask the question), which the Crew will spend the rest of the episode trying to answer:

- Why have the Romulans crossed into the Neutral Zone?
- Why is the planet disintegrating?
- How can we save the endangered alien species?
- Why have we received a distress signal from the freighter?

The hook has to ask the right question, to get the Crew headed in the right direction. It has to hook them into the action, and propel them forward into the adventure. Had Captain Kirk learned of the Praxis explosion while aboard the *Enterprise*, he might have tried to answer the question "how did the moon explode?" rather than "how can we make peace with the Klingons?" The scene you design should be directly related to the central conflict. If this week's episode involves transporting a diplomat to a conference, then you want to start with the ambassador in some way. This subconsciously tells players that the adventure somehow involves him. Were you to start by introducing the conflict the ambassador is meant to settle, then your players reasonably expect the central question to involve resolving the interplanetary dispute.

The hook shouldn't reveal the entire conflict, only part of it (leaving the details for the rest of the episode). The more information you give the players, the more direction they have and the less they have to do during the episode. If Starfleet Command radios that an ambassador needs transportation to the Fifth Biennial Trade Conference on Betazed, *and* he's the target of an assassination attempt, then the Crew knows to look for assassins. It would be much better if you left out information on the assassination, and let the players discover it *during* the adventure (in the form of an attack). So much the better if the ambassador materializes alongside a previously unmentioned "personal aide"—a disguised bodyguard. Now the Crew have something to look into—who is this person? Why wasn't he mentioned by Starfleet? Why is he always close to the

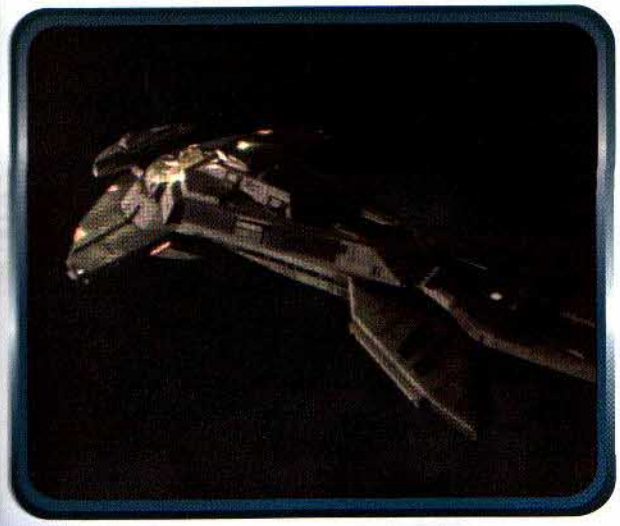
ambassador? Why won't he let anyone into his quarters? A good hook gets the players to ask a lot of questions, the answers to which lead them further and further into the episode.

The hook can take on many forms—a person arriving on board, a message from Starfleet Command, a distress signal—and can occur anyplace—wherever the Crew may be. An excellent way to start an adventure is *in media res*, which means "in the middle of things." Rather than Starfleet Command radioing an order to the Crew to Ventax IV, start with them materializing in the capital city's central plaza, with the Prime Minister waiting. Then it's harder to get pointed in the wrong direction....

Ask yourself: Where does the opening scene take place? What happens to get the Crew involved? What are they doing when the action begins? This should provide you with all the material you need to introduce the episode to the players and get them hooked into the action. By the end of this scene, the Crew (and the players) should know where they're going, what they're doing, and why.

Example: We decide Act One should start in the observation lounge of the *U.S.S. Sentinel*, where Admiral Saarvael explains the situation to Captain Barrett and his crew. Saarvael tells the Crew about unusual, and unexplained, Cardassian ship movements near the Ganidar system. Since the Cardassians claim ignorance, he wants the *Sentinel* to cross into the Demilitarized Zone to find out what's going on. "Perhaps the presence of a Federation starship will make the Cardassians think twice about whatever they're up to," he says (a line we'll jot down on our scene card).

The Crew have enough to go on—mysterious Cardassian ship movements, the Ganidar system, and Saarvael's concern. The players should be asking themselves: "What are the Cardassians up to? What's in the Ganidar system?"



The Midpoint

The midpoint is the scene upon which the entire episode balances. It is the scene that breaks the confrontation down into two parts. While individual scenes you concoct can be presented in almost any order, the midpoint gives the action a place to go after the first plot turn, and directs the Crew toward plot turn 2. At this point, the story takes an unexpected twist of some sort, or something shifts the emotional tenor of the episode. Maybe the characters discover that what seemed to be a straightforward problem is actually tangled and complex, or the Crew uncovers a crucial piece of information that changes their opinion of the situation.

The midpoint takes the episode from one state to another, from being the hunted to being the hunter, from searching for the murderer to apprehending him, from ignorance to knowledge. The confrontation shifts the action, and is often the first big realization that the Crew are on the right track. Ideally, the first half of act two involves minor pre-conflicts, the testing of theories, and the gathering of information, while the main part of the confrontation occurs in the latter half.

Since you know how the episode begins, and how it ends, you should have some idea how to get from point A to point B. For example, if the central conflict in an exploration episode involves understanding a subspace rift, then the hook introduces the anomaly, the resolution involves closing the rift, and the midpoint could tell the Crew that they need a powerful antiproton burst to do it. Before the midpoint, the scenes give them information about the subspace rift. After the midpoint, they try to find a way to generate the antiproton beam. See how the episode shifts from one state to another?

In our running ambassador adventure, the midpoint must reveal the assassin's identity, because the Crew must shift from searching to hunting. Maybe the Ferengi delegate is the culprit. The scenes between the first plot turn (in which the Ferengi accosts the arriving ambassador) and the midpoint arm the Crew with information pointing to the Ferengi—records linking the actual assassin to the Ferengi, or maybe a captured minion talks. At the midpoint, they catch the Ferengi *red-handed*.

Example: In "The Rubicon Gambit," before the midpoint the Crew tries to figure out what's going on in the Ganidar System. After the midpoint, they should confront the renegade Cardassians so they can stop the planned invasion. The midpoint itself has to reveal the renegade's plans in some way. This could be an intercepted (and decoded) message from one renegade ship to another. Or it could be a scene where the Crew meets, pieces together the information they've accumulated so far, and comes to a conclusion.



The Plot Turns

Armed with the information you created for the resolution and the hook—the beginning and end of the central conflict—you are now ready to build on the confrontation. Plot turns are events or incidents that hook into the action and spin it in another direction. Plot turns 1 and 2 anchor your episode, for they are the beginning and end of act two—the confrontation. They provide the answers to the questions posed by the hook and lead the Crew toward the resolution.

The important thing to remember about a plot turn is that it answers questions vital to the story, and asks another. The best example of a plot turn is the final scene right before the commercial in a *Star Trek* episode. It's the scene that leaves the characters (and we, the viewer) asking a new question while someone tries to sell us soap. The Romulans stole the trilithium—but why? The anomaly is affecting the warp drive—but how? This way, the characters (the Crew) are drawn deeper and deeper into the episode, continuously refining their questions until ultimately they are left with only one—the question posed by the central conflict.

While other scenes can be presented to the players in almost any order, plot turns 1 and 2 should appear close to the hook and resolution, respectively. In a sense, plot turn 1 and the hook are linked together, as are plot turn 2 and the resolution.

Plot Turn 1

Plot turn 1 separates Act One from Act Two, and spins the action from asking questions to obtaining answers. It moves the story forward by telling the players that there is something unusual about the situation. The best way to do this is through action, whether physical, mental, or emotional.

For example, using our earlier ambassador example, the first plot turn might involve an attempt on the ambassador's life. Beforehand, the Crew were introduced to some of the story's main elements—the ambassador, his mysterious aide, and the trade talks. With plot turn 1, the central conflict is introduced—someone wants the ambassador dead. A good scene involves the Crew and gives them action to chew on; perhaps they thwart an unexpected attempt on the ambassador's life. The Crew now have new questions to ask: Who wants him dead, and why? If the attempt takes place on board their starship, they must ask themselves: "Do we have a traitor on board? Is it the mysterious companion? Is it someone else? How did they get on board?" The PCs now have a direction—searching for records on the aide, getting into his quarters without alerting him, checking personnel records for possible traitors, studying the booby trap intended to kill the ambassador, and so forth.

Alternatively, the first plot turn might involve the ambassador's arrival on Betazed for the trade talks, with the Ferengi representative laying in wait to accost him. This suggests a new central conflict—not everyone is happy with the ambassador's position. This delays the assassination, but gives the Crew more suspects for later on. The scene encourages them to ask a different set of questions: Why is the Ferengi so mad? Is there more to the situation? What is at the heart of these negotiations? The Crew have a different direction: talking to other delegates, scrutinizing the agenda, investigating the Ferengi.

Whatever decisions you make, you should decide where the scene takes place, what action occurs, what kind of skill tests might be required (and their TNs), and who is involved (including relevant game stats).

Example: In plot turn 1, as the PC's ship crosses the Demilitarized Zone, the Crew should contact Cardassia Prime as a formality. If the PCs don't contact Cardassia Prime, then the Cardassian Central Command will contact the *Sentinel*. The action involves a conversation with the Central Command—possibly a series of social tests, Administration tests, and Politics and Culture tests. The Central Command has no information about vessels operating in the Ganidar system. In fact, the Ganidar system currently lies outside the Union's control, and is considered off limits. Their logs have no record of any ships being in the area. We note down on the scene card that the functionary the PCs talk to seems warm and friendly, and doesn't mind if the Crew travels to the Ganidar system to see for themselves.

Knowing that Cardassia and the Federation have had their differences in the past, this friendly treatment might make the Crew more suspicious. And if they check matters for themselves in later scenes—perhaps asking for access to the Cardassian information network, or performing long-range scans of the Ganidar system—they discover that the functionary isn't telling the whole truth. Someone is hiding something.

Plot Turn 2

Plot turn 2 is the signpost that the resolution has begun. It provides the final key to completing the episode, preparing them for its end. The Crew have asked questions and found answers, but need one more story element to move into the resolution. This might be

the alien monster's weakness, or the method to locate cloaked Romulan warbirds, or the murderer's true identity. As with plot turn 1, the best way to accomplish this is through physical, mental, or emotional action.

Continuing our diplomatic example, the Crew knows someone is unhappy enough with the ambassador that they want to kill him. Let's say they learn the Ferengi delegate is involved at the midpoint. The PCs either capture the Ferengi or he escapes into hiding, depending on the direction they take the story. So they may either think all is well, or they have a good idea of the culprit's identity so they can arrest him when he finally comes out of hiding. Plot turn 2 grabs the story and spins it in a new direction—the Ferengi is only a front for someone else, a Klingon who feels wronged by the ambassador and has sworn a blood feud against him.

To give the Crew this information, this scene might reveal the circumstances of the blood feud—an offhand remark from another delegate could reveal the ambassador's participation in talks on *Qo'noS* (something not in the ambassador's files), an investigation into the Ferengi's financial records might uncover a large latinum deposit into his account from the Klingon, or the Klingon might make another attempt on his own. Whatever it is, this scene alerts the Crew to the identity of their true opponent, so they can move on to the resolution and resolve the central conflict.

As with other scenes, decide where this one takes place, the action that occurs, any test information, and the supporting cast involved. Because the further into the episode you go, the more depends on the Crew's actions, you may want to write several possible scenes.

Example: In "The Rubicon Gambit," the second plot turn must reveal the final piece of information the Crew needs to defeat Gul Kheret and save the Ganidar system. In pinch 2, they learn that they can't defeat Gul Kheret by conventional means, because his fleet is too large. If one of the Crew—the engineer, perhaps—researches the problem by looking at Cardassian records, he discovers that the militant's ships are late model ships, ones with shields susceptible to antiproton bursts, which make them collapse. We record this information on our scene card, along with the test information—Computer Use (Retrieve) TN 25.



Now, the Crew must come up with a way to generate an antiproton beam of sufficient power and frequency.

The Pinches

The scenes called pinches turn up the pressure on the Crew. There are two of them, just like plot turns, and they hold together each half of the confrontation. The plot turns define the beginning and end of the confrontation. The midpoint defines the critical turning point in the action. The pinches *are* the conflict writ large and obvious. They pinch the episode into a single story line. The story flows into these nexus points, scrunches down to create pressure, then flows out of them. When the hidden Romulan guards burst into the room, the starship suddenly shakes from the star's collapsing gravimetric fields, or the plant shoots its deadly spores at the hapless security guy, that's a pinch.

Think about your episode's central conflict, and the context for each half of act two. Decide upon a scene that best captures the story's needs, related to the conflict. In our previous example, Act Two involves finding the identity of the assassin. Plot turn 1 tells them an assassin is on the loose. The midpoint reveals his identity. How do you go from one scene to the other? Pinch 1 could be a scene in which the assassin makes an attempt on the Crew, or perhaps he sends a gang of thugs to harass them. Heretofore, they've been making successful Inquire tests to ask probing questions, Computer (Retrieve) tests to uncover more information, and Observe (Spot) tests to thwart the assassin's traps. The first pinch not only tells them that they're on the right track, but gives them something to do—fight. The second half of Act Two involves stopping and capturing the assassin. Pinch two might involve assaulting the assassin's supposed hideout, only to find it abandoned (but with critical information about the location of the final attempt). Or it could be another attempt on the ambassador's life after the Ferengi has been apprehended, alerting the Crew that the central conflict hasn't been resolved (thus encouraging them to find out who's really behind everything, and so leading them to the Klingon with a grudge).

Example: In "The Rubicon Gambit," the first pinch is the first real conflict the PCs have, and we decide to make it physical—a battle between the *Sentinel* and Gul Kheret's ship. He's intercepted the communication between the *Sentinel's* captain and Cardassia Prime, and he intends to put a stop to the Federation's meddling. He plans to damage the *Sentinel* in a surprise attack, then slip away in the resulting confusion. This should really alert the Crew that something is amiss, given the warm welcome they received from official government channels. On the scene card, under Action, we note down that the attack doesn't begin until the *Sentinel* hails Kheret's ship, as well as noting that we should be sure to damage a critical system during the battle (so the PCs can't go chasing off after the renegade Cardassians).

Pinch 2 is another conflict between the *Sentinel* and the renegade Cardassians. This time, they discover that they're vastly outgunned—the militants have more than a handful of ships; they have an entire fleet! The Crew has the option of attempting to take on a Cardassian battle fleet single-handedly, or retreating to find another solution.

Other Scenes

In addition to major plot points like hook and pinch, an episode is made up of many other scenes. These are the events that link the major plot points together into a cohesive whole. If plot turn 1 points the Crew in the direction of solving the central conflict—protecting the ambassador, stopping the Cardassian fleet—then these minor scenes provide the Crew with the clues and information to complete their mission. These are the scenes in which the Crew scans the planet to discover the strange particles, gathers information from the bar room denizens, or diagnoses the problem with the warp drive. These elements, when assembled, build up to the major scenes.

Like the major plot points, these scenes have their own purpose and provide crucial information. To construct these scenes, you need to know who is involved, the action that will occur, any clues or information the scene imparts, where it occurs, and so forth. How these scenes are presented during a game session depends largely on the players' decisions, and their characters' actions.

Subplots

Subplots involve two different storylines woven together to create one story. The more important of the two storylines, the central conflict, is the "main plot;" the other is the "subplot." Including a subplot helps to flesh out your episode realistically, keep the players guessing as to what will happen next, and intensify the drama by keeping multiple conflicts boiling at once.

The main plot and subplot may or may not connect to each other. For example, in a "search and rescue" story, the main plot depicts the larger group of PCs overcoming obstacles as they search for and find their captured comrades, while the subplot shows us the activities of the captured PCs as they try to effect their own escape. On the other hand, some subplots bear no relation to the primary plot. Many romance subplots fit into this category; they're just for fun or character development, not a part of the main storyline.

First, decide which of your conflicts are the main conflict, and which is secondary (see "The Central Conflict," page 49). As with the main plot, when writing it helps to think of your subplot in a narrative scheme (so you know which event has to occur first, for example). Subplots, like main plots, have hooks, plot turns, midpoints, and resolutions. However, they occur subordinately to, or in tandem with, the main story. Thus, the hook for your subplot might occur just after the hook for the main plot, or it might not happen until just before the midpoint. If you're using scene cards (see page 53), prepare one for each scene making up the subplot.

Example: Subplots for "The Rubicon Gambit" might include one PC's internal conflict (perhaps he must battle his instinctive hatred of Cardassians), a brief exploration subplot to flesh out the planet Ganidar (either as innocent victim or unpleasant ally), or a race against time to collimate the anti-proton beam before it backfires and destroys the ship. Other subplots might not relate to the main story at all; a love story, an ongoing political rivalry between the *Sentinel's* captain and Starfleet, or even a missing pet can flesh out the episode emotionally, and hence dramatically.

The Supporting Cast

Characters encounter members of the supporting cast—NPCs—in virtually every episode. From the junior crewmember who helps them on an away mission, to the notorious Romulan captain who opposes them, to the happy-go-lucky (and mildly larcenous) trader who tries to sell them tribbles, the supporting cast can add variety and excitement to your episodes.

To create an interesting NPC, start with the basics: name, background, appearance. No important NPC should just show up in your episodes unidentified; make sure you have a name for each one. If time allows, spend a minute or two thinking about each NPC's background as well. Developing a few simple details about his past experiences helps you roleplay him, and may give you some ideas for plots, subplots, or PC-NPC interaction. Having an appearance in mind allows you to describe an NPC immediately, making him seem real and not like a character you just made up on the spot.

Role

Define the NPC's role in your story. This could be as simple as, "He's the main villain," or as complex as, "She's the Captain's long-lost sister who unknowingly possesses a crucial clue that helps resolve the story."

Generally speaking, every supporting cast member fills one of three roles:

Special Guest Star: These are the most important supporting cast members in the episode. They should be the most developed NPCs in your episode, and you'll likely want to fill out a complete character sheet for them—attributes, reactions, skills, various abilities, and traits. You'll also want to create a suitable motivation for them. See *Chapter 14: Supporting Cast* for more information.

Also Appearing: These are characters less important to the overall plot, but important to particular scenes. They are the cunning second-in-command, the scientist's right hand assistant, or the pretty yeoman endangered by the radiation leak. Depending on their role in the story, you may or may not need as much detail as a fully developed character; all you may need are their most important skills and a few traits. If they play an important role in your story, you may also want to give them a motivation. *Chapter 14: Supporting Cast* has more information on creating NPCs quickly.

Extras: Supporting cast characters who serve as little more than background decoration or "canon fodder" fill this roll. They are often the thugs backing up the Orion smuggler, the Jem'Hadar picking their way through cover, or crewmen walking up and down the corridors. In many cases, they fill the role of "moving scenery," and you don't need much information about them. If these extras participate actively in the scene—typically as combatants—you need only a few critical pieces of information, such as their attributes, wound points, and any combat skills. Sometimes, the Crew may call on an extra to do something—ask someone for directions, for example, or perform a simple job. If this happens, simply give the character the skills and skill levels the extra is likely to have (give that engineering mate Engineering 3 when a PC asks him to check the plasma conduits, for example), or turn to *Chapter 14: Supporting Cast* and quickly pick one from the sample profiles.

Motivations

The best way to create a believable, enjoyable supporting cast member is to focus on the character's *motivation*. Why is the NPC doing what he does? Do greed, patriotism, revenge, love, or baser needs such as hunger or survival drive him? Once you answer that basic question, embroider upon it. In a game set in Kirk's era, you might create a Klingon captain as a villain, defining his primary motivation as "love of combat." But why does he love to fight? Does he fight the Federation because he hates it, because he loves the Klingon Empire and wants to crush its enemies, because he sees success in battle as the route to political power or personal honor, or for the sheer love of violence? These answers can spark later questions: Why does he hate the Federation? Did a Starfleet captain kill his brother in battle, perhaps? The more of these questions you ask yourself, the more you learn about the NPC, and the better you can roleplay him.

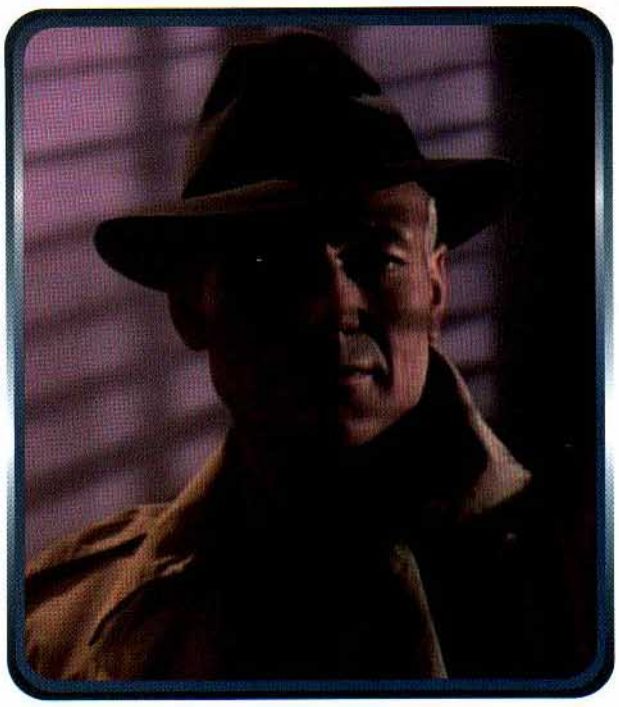
Beware of defining motivations in simplistic terms. Few truly intriguing characters have simple motivations; they tend to be complex people with complex beliefs and goals. In particular, don't make your antagonists "evil for evil's sake." Few, if any, "evil" people actually think of themselves as such; most believe their actions are justified. Exceptions exist—Kai Winn's hunger for power is relatively simplistic, even if she herself is not—but most good antagonists don't come from such molds.

For example, Khan Noonien Singh and Gul Dukat, perhaps the best villains created for *Star Trek* to date, both have complex, fascinating personalities and motivations. Khan, while seemingly hungry for power, also possesses a personality combining pride, arrogance, a desire for respect and obedience, and vengefulness. Gul Dukat, while ultimately amoral and utterly self-centered, cloaks himself in a mantle of patriotism and service to the state (classic Cardassian virtues) and frequently shows a sympathetic or compassionate side (such as in his relationship with Tora Ziyal).

If you're having trouble thinking of a good personality and motivations for an NPC, borrow one from television, history, myth, literature, or movies. Just change the character a little, to adapt him to the *Star Trek* setting and keep the players from figuring out who he is, and you've got a detailed NPC after a few minutes' work. Imagine how much fun you could have with a security officer based on Marshal Dillon or Inspector Renault from *Casablanca*, a scientist patterned on Dr. Frankenstein or Griffin from Wells' *The Invisible Man*, or a Starfleet admiral loosely derived from characters in *Catch-22*.

For recurring supporting cast members, you may also find it useful to define their *goals*—their long-term wants and desires. These can influence their actions in episodes, and provide you with story and subplot ideas. For example, Dukat wants power and respect; Sela wants to humiliate, defeat, and ultimately destroy her nemesis Picard. With his broader goals, Dukat acts differently in some situations than Sela.





ADVANCED NARRATING TECHNIQUES

Once you have written a few episodes and gained a little experience at narrating *Star Trek Roleplaying Game* sessions, you may want to think about expanding your repertoire of Narrator's skills and tricks. This section describes several advanced storytelling techniques, many of them borrowed from television and film. If one of your goals is to try to simulate the "feel" of televised *Star Trek* episodes, mixing a few of these in with your standard narrating techniques can help you re-create that feel.

When designing your episode, you can plan ahead to include several of these advanced techniques. Each technique presents information about the story in a manner different from the standard first-person viewpoint, and can substitute for any scene in the three-act model. You may want to design the midpoint and two plot turns as flashbacks, in which a PC's past reveals something about the current plot. The hook might make a better scene as a dream sequence; one of the PCs has a surrealist dream filled with odd symbolism and foreboding, and wakes up suddenly in a cold sweat. Why were the Borg assimilating everyone at the tea party? And why did the Queen of Hearts look like the captain? Does this have anything to do with the upcoming diplomatic reception on Risa?

It's possible to mix two or more of these advanced techniques together in a single episode, but to start out with, keep them separate. Pick one that appeals to you and use it in your next episode. Then, experiment with a few others. Eventually your "comfort level" with them will rise to the point where you can combine them to tell a single story without any difficulty.

Cut Scenes

A cut scene is one separate from the main plot—it occurs in another place, perhaps even another time, and does not feature the PCs (in fact, it usually focuses on the antagonists). In movies and television, the classic cut scene involves a glimpse into the villain's lair: "...and after we take over Vulcan, from there we'll invade the Federation!" Alternately, a cut scene may kick off an episode by providing a bit of background detail. For example, showing the escape of an imprisoned NPC who will later join the Crew and motivate them to get involved with the events of the episode, or show the helpless freighter being attacked by Nausicaan raiders to later explain how the quadrotriticale fell into their hands.

Cut scenes provide facts needed to understand the story, and more importantly, generate suspense: The audience knows something that the main characters do not, and so begins to fear for their safety. The tension ratchets up a notch as the audience realizes what's really going on.

In a roleplaying game, the audience (the players) aren't separate from the main characters (their characters). You can use this tension between the viewers and actors to your advantage, by goading the Crew to action. Cut scenes work best in roleplaying games when they provide useful facts but don't give away the entire plot. By showing the players elements of the antagonist's plot, you tease them to find out what's going on. You're handing out tantalizing clues with cut scenes, pieces of the puzzle that must be assembled by the player characters.

Because you don't want to give away the whole plot, when you design your cut scene you must be careful to give some information, but not all. You're counting on the fact that players can't truly separate their knowledge from their character's knowledge. If a player knows the enemy plans to ambush his character's starship, but doesn't know when, he'll jump at every blip on the long-range sensors, and eagerly join battle (because he *wants* to defeat the enemy) and thus, catapult the Crew into the story's heart. In order to pull this off, you must know the antagonist's plans in detail—the who, what, where, when, why, and how. Then, in the cut scene, find a way to show only one or two elements of the plan to the *players*. If you show them what, don't tell them when. If you show them when, don't tell them why. It's the missing information the PCs are chasing, the elements that give them the whole story.

Example: In "The Rubicon Gambit," rather than have Lieutenant Andressen provide an accurate report on the Cardassians' plans, you could use a cut scene to show the players the Cardassian war room, allowing them to listen in on Gul Kheret's schemes. This will confirm the importance of the Ganidar system, without giving away the level of the Cardassian opposition or their weakness to antiproton beams.

Dream Sequences

When used properly, a dream sequence can serve many functions in your roleplaying series. Some Narrators use this to poor effect, calling on players to make a lot of dice rolls and toying with their characters, then ending the scene with "but it was all just a dream...." But dream sequences are another way to provide the players with information that could prove crucial to the episode. While not always effective in every story, dream sequences can be useful in man against self and man against the unknown conflicts.

To construct an effective dream sequence, you must know the PC well and use a lot of symbolism (see page 65). Dream sequences illuminate a character's personality and psyche, as in "Phantasms" [*TNG*] or the *Voyager* episodes in which Chakotay enters a meditative trance. For best effect, discuss the character with the player in advance, so that the general thrust of the dream sequence agrees with his view of his character. Almost every player has secret knowledge about his character that she creates to get into character, and would be only too happy to find a way to work it into a story. For example, she may conceive of her character as being very successful at the Academy. A dream sequence in which she shows up for a test unprepared plays on her character concept, and might foreshadow that she's unprepared for an upcoming test of her abilities in the adventure.

Which brings us to symbolism (see page 65). Dreams are full of it, and no matter how realistic they seem there is always something that eventually tips off the dreamer that he's in dreamland. He walks from the bridge directly to sickbay, items suddenly appear in his hands, the background suddenly shifts from one perspective to another. If you want the character involved to make skill tests (to make the dream seem more "real"), then be sure to include discordant occurrences before the scene ends.

Star Trek stories set in the 24th century feature an unusual form of "dream" sequence: The holodeck sequence. Just like Julian Bashir in "Inquisition" [*DS9*] characters may find themselves on the holodeck without knowing it. Until some discordant occurrence or object alerts them to what's going on, they'll think they're participating in real events. Avoid ending holodeck scenes with the doors opening and an NPC walking in and saying "it was all a holodeck simulation, ha-ha." Be sure to give the player clues so he can figure out what's going on himself. Holodeck scenes can also work as "intentional" dream sequences; even if the Crew knows it's in a holodeck, the action can prefigure upcoming events in the same fashion as regular dream sequences.

Flashbacks

One of the most enjoyable advanced techniques is the flashback, in which a character recalls or relives an experience that occurred in the past, before the current episode. For example, the aptly-named episode "Flashback" [*VOY*] focuses largely on Tuvok's experiences as a crewman on the *U.S.S. Excelsior* nearly a century before the episode takes place.

Flashbacks are a particular kind of cut scene involving one or more of the PCs, and allow you to provide the characters with information vital to the story. A flashback also allows you to develop a character's background, providing details on important events in his past that have influenced the person he is today.

The majority of flashbacks should involve social interaction—the PC who is the subject of the scene interacts with someone from his past, a former lover, a school chum, or a stern commanding officer. That is, you and the player will roleplay the scene, with few to no skill tests involved. If the scene calls for skill tests—say, the PC relives an encounter with Denevan neural parasites or a fight with Nausicaans—then those tests shouldn't change what happened. For example, if the PC and his true love parted ways in the shadow of the Eiffel Tower, then no amount of successful Influence (Charm) tests should change that. Similarly, if the point of the scene is to demonstrate the lethality of the neural parasites by having a PC relive the death of his former captain, then no amount of successful attack rolls should save the captain's life. That's not to say skill test results should have no effect, but that the tests you call for should have little bearing on the scene's final outcome. The PC might successfully phaser two or three neural parasites, but not enough to save his former captain from being overwhelmed.

In constructing a flashback, you should decide who is involved (both PC and NPC), the circumstances of the scene, and how it applies to the overall adventure. For best effect, you should discuss the scene in advance with the player. For example, the Crew returns to a planet last surveyed 20 years ago. Since then, the society has descended into anarchy, but you want the Crew to know that it was once a utopia. A flashback scene might involve the science officer PC back when he was a junior officer on his first tour of duty, and his friendship with the ruler's son. The circumstances could involve the two of them lunching in a peaceful marketplace, discussing the native culture. You intend to show how socially advanced the society was, and provide a ready-made connection with the leader's son (who now leads the most aggressive faction). Since the scene primarily involves roleplaying, there are no skill tests that could affect the outcome of the scene. In a later scene where the PCs arrive at the world, they've lived their briefing with hands-on information, rather than listening to a dry recital of the facts.

Flashforwards

Similar to flashbacks, flash*forwards* show the character possible future events, or perhaps even allow them to play them out. You re-arrange the normal sequence of scenes, having the characters play out the conclusion (or a scene near the conclusion) before getting to the main part of the episode.

Keep in mind that showing the players what happens in the end may deprive them of any desire to play through the scenes to get there. Part of the fun of gaming is building a story sequentially and seeing how it evolves; if the players already know what happens, they may feel as though everything is preordained. The scene should induce a sense of *déjà vu*, a sudden realization that this has happened before, and that this is a chance to change it.

Flashfowards are most prevalent in time travel stories or those involving alternate dimensions. But they're also useful as a kind of cut scene; rather than providing the audience with information about what's going on in the immediate past or present, you show them what occurs in the future (usually the episode's resolution). When used in this way, the flashfoward should be the episode's hook.

As with cut scenes, the less precise your scene, the less chance there is that you'll write yourself into a corner. For a flashforward to be credible, you have to arrange the episode in order to bring about the results depicted in the scene. If the flashforward has the Crew talking with the Vulcan ambassador just moments before he's assassinated, for example, then be sure that they end up in the same room with the Vulcan ambassador. Like cut scenes, what's important is what you don't show the Crew. This drives them to find out what they need to know. You can achieve this by stopping the scene before the final conflict begins: The Crew stands talking to the Vulcan ambassador; assassins burst onto the scene; everyone is surprised; end of scene (and explain to the players that the scene is over). Now go back to the beginning—the players will want to know how they end up with the ambassador, why they're there, and who the ringleader is. The rest of the episode involves answering those questions.

When you design your flashforward you must be careful to omit crucial information from your description. In the above example, all you might tell the PCs is that they're in a private garden with the Vulcan ambassador, but not the name of the planet, why they're there, or what the assassins look like. When the Vulcan ambassador beams aboard the Crew's ship, they'll be nervous. When they learn they must transport him to a war-torn world, they'll be suspicious. When they unexpectedly find themselves standing in a garden during a lull in the negotiations, they'll be wondering if they beamed down with phasers.... If they did, then they can save the ambassador, thus fulfilling the promise made by the hook. If they didn't, then they must either find another solution or fail in their mission....

Foreshadowing

Another common technique is foreshadowing, which involves symbolically introducing a future story element early in an episode. An event, occurrence, or thing represents something that will occur later in the episode; that is, it *casts its shadow forward* into the plot. Foreshadowing occurs frequently in serial television shows, such as *Star Trek: Deep Space Nine*. For example, the conflict in "The Reckoning" [*DS9*], in which Colonel Kira must battle the Pah-wraith Kosst Amojan in the form of Jake Sisko, foreshadows Sisko's ultimate battle with a Pah-wraith-possessed Gul Dukat. Similarly, Spock's simulated death at the beginning of *Star Trek II* foreshadows his death later in the movie.

Foreshadowing can range from simple events (literary allusions, or showing the characters a device in Act One they'll need to use to resolve the conflict in Act Three) to the complex (mysterious, perhaps symbolic, events whose true meaning only becomes fully apparent after the future events occur). For example, a quote from Dickens' "A Christmas Carol" early in an episode may hint at a Ferengi guest star's moral reform at the end of the episode.

In order for foreshadowing to be successful, you must balance between being too obvious and too obscure. Too obvious, and you tip your hand. Too obscure, and the players don't feel the impact of the technique. In order for this to work, you should start with a firm idea of the episode's central conflict. It helps to have already designed the scene or events you



intend to foreshadow (so you know what you're foreshadowing). Then, add the foreshadowing element to an earlier scene, either to an existing scene or by adding a new plot point. For example, the episode involves what is supposed to be a routine diplomatic conference that will erupt into a chaotic debate between two rival worlds. To foreshadow this, you could include a particularly strong, unexpected ion storm that hits the Crew's starship as they travel to Parliament for the talks. The physical storm foreshadows the diplomatic storm awaiting the Crew later in the story. While foreshadowing doesn't necessarily relate to the episode's ultimate resolution, it subconsciously makes the story feel more meaningful.

Jump Cutting

Jump cutting allows you to run two scenes concurrently, often when the Crew splits up to tackle two problems at the same time. You see this frequently on television shows when the camera "jumps" from one group to another, back and forth, as events unfold. While players in a roleplaying game often do everything they can to avoid "splitting the party," in *Star Trek* the story often requires members of the Crew to be in two places at once. Not everyone can be in Main Engineering at the same time, after all, or one part of the Crew may be on the planet below while the rest remain in orbit. Jump cutting allows you to focus on both groups at roughly the same time, and is great when one group of PCs depends on the actions of the other group.

For example, suppose you're running an episode where the PCs infiltrate Yelden Nor, an abandoned Cardassian mining station. Unfortunately, a Cardassian ship arrives—the Crew that remained on the starship have to fight their way out of this one. Half the Crew penetrates the station's defenses and half remain on board to battle the Cardassians. Rather than running the infiltration scene through to the end, and then the starship combat, you can use jump cutting to narrate both scenes at once. Every time the one group of players reaches a key decision point or completes a skill test, stop narrating their scene and "jump" to the next one. Will the away team on Yelden Nor complete its mission before the Cardassians destroy their starship? Can the starship hold off the Cardassians long enough for the away team to complete their mission? Both scenes depend on the other, and jump cutting increases the tension for both groups.

The intervals between jumps depend on the scene, what the players do, and the needs of the story, but typically you should give each group at least a few minutes of your attention before jumping. On the other hand, rapid-fire, staccato jumps can increase tension and excitement in some situations. As you narrate more jump cuts, you will find the rhythms that work best for your particular group.



Symbolism

Symbolism refers to having objects or events represent or "stand for" various qualities, persons, events, or concepts. For example, in the original *Star Trek* series, the Federation symbolized America, the Klingons were the Soviet Union, and the Romulans were the Chinese in an outer space commentary on the international politics of the 1960s. When the Cold War ended, the Klingons and the Federation made peace; by the 1990s, and *Star Trek: The Next Generation*, Lieutenant Worf symbolized this new partnership. His clothing—the Starfleet uniform combined with the Klingon baldric—symbolizes the fact that he belongs to two worlds, and often finds himself torn between them. This interlocking nest of symbols is seldom spelled out in so many words, but it informs and enriches the viewers' experience.

Symbolism doesn't necessarily add to a scene, seldom affects the episode's central conflict and only rarely reveals much about possible solutions, but it increases an episode's emotional punch. Symbolism can color, or even help determine, the descriptions of people, places, and events in a scene. As with foreshadowing, you want the players to comprehend the meaning of the symbols you introduce (at least subconsciously), but you don't want to belabor the point. At its best, symbolism is sophisticated and subtle. Start with smaller examples of symbolism, such as having an aggressive, combative NPC always wear red. As you refine your technique, you can develop more elaborate symbols, like arranging the architecture of an alien city to represent elements of that species' culture or psychology—much like the multilayered form of Cardassian control centers reflects the Cardassians' emphasis on chains of command and personal authority, or a harmless game of three-dimensional chess might symbolize the conflict between two worlds. Placing (or finding) symbolic elements in your episodes will help you think of them as connected wholes and complete dramas, and can make for more satisfying episode design for you and your players alike.



5 NARRATING EPISODES

You've learned how to create plots, episodes, NPCs, conflicts, and series. Now, you get to bring them all to life at the table, to actually "broadcast" your new episode for your players. You get to see how your players react to your ideas; you entertain them, and you get feedback that makes your game even better.

STORYTELLING BASICS

In many ways, actually narrating the game—using what you've created to tell a story—is the high point of your job as Narrator. You evoke drama, atmosphere, and tension through the interplay of characters, settings, and events. The players get to add their own touches with inspired roleplaying or off-the-wall ideas, and you get to think on your feet and respond in real time when the players do something you didn't expect. Out of that give and take, you and the players create the episode. How you narrate—how you present the supporting cast, the crises or backdrops, how you create mood and excitement—will be a large part of your game's success. With that in mind, here's some advice on the best ways to tell your stories and make them come alive, so that the players visualize what you have in mind and get into them thoroughly.

SHOW, DON'T TELL

The easy, lazy way to create a story is to simply tell the players what they see or encounter: "You're on a temperate planet with lots of trees and undergrowth," "The Klingon captain is harsh and stern." That gets the information across, but does so in a way that saps color and interest out of the encounter. A better way to draw the characters into the story, to give it life in their minds, is to describe what they sense in a more visceral, detailed fashion, and then let them draw their own conclusions or react appropriately. Rather than telling the players the Klingon is "harsh and stern," describe him to them: "Captain Klar stands ramrod-straight, his broad shoulders square to the floor. He barks orders at his subordinates in precise, clipped phrases. Hearing your approach, he glances at the chronometer, then scowls at you. 'You're late,' he says angrily."

To provide a more detailed example, let's suppose that in the first scene of act one of your episode, you decide to introduce a complicator—Admiral Saarval sends the briefing information to the crew via an officious and annoying expert on Cardassian military matters who questions everything the characters do and generally gets in their way. The bland, "just tell it" method of creating the story goes something like this:

NARRATOR: "The shuttle matches speed with the ship and the Admiral's aide beams on board. He's a short, annoying fussbudget with a whiny voice that gets on your nerves immediately. You can tell he's not looking forward to working with such an inefficient crew."

Now, that gets the necessary information across, but does nothing else. It doesn't contribute to the story dramatically, or help the players develop their characters. Contrast it with the "show" method:

NARRATOR: "Lieutenant Andressen enters the observation lounge, clutching several PADDs in his right hand. He's a Human, short, with stooped shoulders and a bald patch just starting to develop on the top of his head. He walks to the front of the room without preamble. As the captain introduces each of you, he glances at you, looking you up and down and frowning at each loose thread or wrinkle he sees. After the introductions end, he turns to the control panel, quickly changing it to an unusual configuration. Then he passes out the PADDs, one for each of you. They have the same odd configuration, which you find difficult to work with. He frowns at the trouble you're having, and says, 'It's much more efficient; learn how to use it as quickly as you can.' Then he launches into the briefing."

See how the second example brings out details that inform the players, rather than simply telling them the basic information? Andressen's manner—his unsociable attitude, his fussiness, and his pre-occupation with efficiency and minutia—come through in how he carries himself, how he addresses the characters initially, his personalized control panel configuration, and the fact that he expects the Crew to bend to his "more efficient" way of doing things. The players already have a good picture of him in their minds, and they're probably filling in other details, none of them very flattering. One brief description, and you've already got a solid, memorable character.

Furthermore, a "show" description provides chances for the players to participate, as well. Since roleplaying games are a group activity, when you narrate them you can create opportunities for group involvement. Often, they'll *want* to get involved; if so, you have the fun of refereeing a free-wheeling roleplaying festival, rather than simply describing the action. Here's how the above example might work if you roleplayed it in full:

NARRATOR: "Lieutenant Andressen enters the observation lounge, clutching several PADDs in his right hand. He's a Human, short, with stooped shoulders and a bald patch just starting to develop on the top of his head. He walks to the front of the room without preamble. Captain Barrett says, 'Good morning, Lieutenant Andressen. Allow me to introduce my officers.' He introduces you one by one. Andressen nods at each of you, looking you up and down and frowning at each loose thread or wrinkle he sees."

PLAYER 1 (LIEUTENANT HARRY PIPER): "Does he *say* anything?"

NARRATOR: "No, he just frowns at you and sniffs."

PLAYER 1: "I glare at his bald spot and frown back."

NARRATOR: "Andressen turns to the control panel, quickly changing it to an unusual configuration. Then he passes out the PADDs, one for each of you. They have the same odd configuration, which you find difficult to work with."

PLAYER 2 (LIEUTENANT COMMANDER DORRIC ZATARREN): "Sorry, Lieutenant. I've never seen a PADD configured like this; it's going to take some getting used to."

NARRATOR (USING A SLIGHTLY WHINY VOICE FOR ANDRESSEN): "It's much more efficient; learn how to use it as quickly as you can." He pauses for a second, then begins: "For the past several star-months, Starfleet Command has monitored some unusual ship activity in the Cardassian Union..."

In this example, see how the players not only involve themselves, they also build on the same scene? This creates a strong impression of Andressen while at the same time creating connections between the Crew and the NPC. When Andressen snubs Lieutenant Piper, Piper's player is annoyed—just as Piper would be. The *player* responds emotionally. Anticipating, encouraging, and where possible helping along, your players' involvement in and "co-creation" of the scene will make the game richer and more enjoyable for everyone. It also creates a positive feedback loop, as the other players respond to you and to each other.

Engage the Senses

The best "show" descriptions incorporate as many senses as possible—not just what the characters see or hear, but the nearby smells and the feel of the environment they're in. Those little details can also provide subtle clues for the players to pick up on and run with. With the same effort on your part, you can paint an evocative mental picture that drives your game forward, rather than provide plain description that does nothing but provide necessary information.



THINGS TO SEE

- Flashing red alert lights
- Alien architecture
- The smirking face of the Romulan guard
- Recent phaser burns on the walls
- The ion storm breaking across the nebula in all its fury

THINGS TO HEAR

- The hiss of escaping air
- The sudden absence of bird noises in the alien jungle
- The suppressed excitement in the Betazoid archaeologist's voice
- Surly murmurs running through the crowd of Kazon
- The words "Klingon arms dealer" in the spaceport bar

THINGS TO FEEL

- The hot, dry air of the Vulcan highlands
- The intense cold of the corpse in the derelict spaceship
- The lead weight hidden in the Orion's fist when he punched you
- The vessel's shudder as it hits the atmosphere
- The unpleasant tickling sensation of something searching your mind

THINGS TO SMELL

- The stale, rank air on the asteroid research station
- The acrid reek of the alien's primitive firearm
- The rich, luxurious perfume of the ruler's tent
- The complete absence of odor from the man you suddenly realize is a hologram
- The homemade *plomeek* soup at the end of the episode

Manage the Details

You don't have to go overboard with your descriptions of scenes and supporting cast. A long description can cause your players to overlook or miss the truly crucial details—the ones with an impact on the story, or which really help them visualize the scene. More importantly, too many details can drown out the players' ability to create the scene in their minds. Give them the major details, and let them fill in the minor details on their own. Don't worry about the fact that each of them may visualize the scene a little differently; there's nothing wrong with that. In fact, it's likely to enhance each player's enjoyment; he can elaborate on the scene in his own preferred image.

For example, in Act Three, when the Crew infiltrates a Cardassian mining station, Yelden Nor, you might describe the interior this way:

"OK, your test succeeds; you open the airlock door without tripping any alarms. You step into a darkened corridor that's uncomfortably warm and humid. The walls are made of dark grey, unadorned tritanium that seems to soak up most of the light; they arch slightly upward to meet the ceiling. The floor is mostly metal grillwork laid over conduits and pipes. Here and there you see the green and brown Cardassian control panels with their odd crescent-shaped touch surfaces and 'shattered frame' viewscreens. From above and below you occasionally hear the sound of booted feet as Cardassian troops go about their business."

This description goes a little overboard. What you really need to let the players know is (a) it's definitely a Cardassian station, (b) it's dark and spartan, and (c) it's dangerous (there are Cardassians all around). Something like this might work a little better:

"OK, your test succeeds; you open the airlock door without tripping any alarms. You enter an uncomfortably humid, darkened corridor. There are a few small control panels and not much other decor. From above and below you hear the sound of booted feet as Cardassian troops go about their business."

That's not nearly as much detail, but you can trust the players to fill the rest in themselves, in their minds. They've seen the "green and brown Cardassian control panels" and Cardassian metal grillwork on TV before; they'll assume the appearance is the same based on their prior knowledge. They'll also provide the low-pitched hum of the fusion reactor, the heat and sterility of a Cardassian base, and all those other specifics. And their minds will multiply those footfalls, making them cautious and anxious.

Is it Color or is it Crucial?

Your scene cards (see page 53) help you in this regard. Each one should have a space where you can list the information pertinent to the scene so you don't forget it in the heat of narrating. Divide the details into "color" and "crucial" facts.

Color details help you evoke the proper atmosphere, get the players into the mood, and perhaps provide subtle (or not so subtle) hints about the story or the extras. Typical color details include the basic appearance of supporting cast members (species, hair and eye color, facial expression, clothing or uniform worn, objects carried, weapons, any unusual or odd details) and areas (decor, weather, temperature, ambient sounds), plus, of course, any data gathered with tricorders or other sensors ("This area has an unusually high level of insect life, Commander"). You can also throw in a few undefineable details, just to keep the players on edge—"Something about this place doesn't feel right" or "You're not sure why, but something about him seems odd or suspicious." Again, be sure to include all the senses—what the characters smell and feel, not just what they see and hear.

SAMPLE CRUCIAL DETAILS

- The emotional state, or likely reactions, of the main NPC
- Damage to the ship
- Enemies to fight or otherwise overcome
- An important clue to the mystery
- Immediate threats to the Crew's life or safety

Crucial details are vital data points without which the characters cannot proceed through the story (or at least proceed down the most dramatically appropriate path). These are the details that support the scene's purpose (see page 53 of *Chapter 4*). Don't overload your scene with crucial details; most player groups can realistically keep track of, and follow up on, no more than three crucial details at once. (If your scene only has one crucial detail, feel free to add two more color details that help emphasize the feel you're trying for.) Make sure you mention them, though! If necessary, highlight the crucial details, or write them in a different colored ink, to make sure you don't overlook them.

RUNNING THE GAME

In addition to decisions like those in the previous section (or in *Chapter 4*), which deal with the direction or content of the scene, you can make other decisions while you're in the middle of running the scene itself. This lets you tune the game to your own specific player group. Consider the advice in this section to be guidelines—things you can think about while you're telling the story. Things like rules interpretation, pacing, improvisation, and props have different values for different Narrators and different player groups. Your group is unique; find what your players like, and what you like to emphasize, and make every session your own.

EXAMPLE OF PLAY

Pages 70-71 show you a partial example of how a *Star Trek Roleplaying Game* session might go. The left-hand column is the story as it's happening in the minds of the Narrator and players; it's what the imaginary viewer might see on television if he's watching the episode. The right-hand column shows the rolls, decisions, and dialogue around the gaming table as the story takes shape.

The Narrator, Felicia, is running a 24th-century series set on the war-torn frontier planet Regara V. Steve's character, Commander Lovek, is a Vulcan science officer on the nearby Federation starbase; Amy's character, Lieutenant O'Toole, is a Human tactical officer also detached for missions on Regara V. Sheila's Klingon mercenary R'kroh and Don's Ferengi merchant Venk, round out the Crew. The four have become *ad hoc* allies against the Romulan agents who are trying to incorporate Regara V into the Empire. They have traced an Orion smuggling ring back to a warehouse in one of Regara's spaceports, where the Crew is about to make a discovery....

CHANGING AND ADDING RULES

No rules set, no matter how complicated, can perfectly model reality, especially *Star Trek* reality. The Coda System is designed to be robust enough to handle unusual situations, and both clear and flexible enough that a Narrator can make a "seat of the pants" judgment that will work nine times out of ten. However, even a rule that works well for most gamers might trip up or slow down a group with an unusual personal gaming style.

Fortunately, the only inviolable rule in a roleplaying game is this: Do whatever makes the game the most fun for you and your group. If that means changing the rules, change them! They're not written in stone. You bought the game and can do with it what you like, just like you can customize a computer that doesn't do everything you want it to.

For best effect, you should follow several guidelines when changing rules or adding new rules. First, think carefully about what you're doing. The written rules are designed and tested for game balance (to keep any one rule or game element from being significantly more effective in more situations than any other rule, on the average). Before making any changes or additions, consider carefully their effect on game balance. Second, be consistent. If you change a given rule to make it "more realistic," don't change other rules to make them "more cinematic."

Third, unless you're really confident with the rules, don't change them in the middle of the game (or let players argue about the rules in mid-game). That just disrupts things, and a hasty decision may have unintended consequences. Rules changes, and discussions about rules, work best when conducted before or after the actual game session.

Ignoring the Dice

Perhaps the most common "rules change" is "fudging" (altering) die rolls to increase the drama and excitement of the game. Stopping a character's inspired, cinematic, well-thought-out actions just because the enemy got a lucky roll and shot him not only adds nothing to the game, it actively detracts from everyone's fun. Sometimes you need to ignore what the dice say and have events go as the rules of *Star Trek* drama say they should. Of course, if the players do stupid things and stick their characters' necks out, feel free

EXAMPLE OF PLAY

The four figures slowly creep into the dark warehouse, looking around. Below the high, shadowed ceiling, storage drums and crates litter the ground.

Commander Lovek sniffs the air, attempting to identify the chemical reek in the murk.

A look of recognition slowly crosses his face; Lovek whispers, "I believe that smell comes from an engine coolant — but not a Federation one."

Lieutenant O'Toole shrugs in agreement, but can't add any more information.

Venk, true to his Ferengi nature, immediately begins looking around for things to acquire. He checks a crate, and finds it locked with a surprisingly sophisticated electronic security system.

After a few hesitant attempts to pick the lock, Venk turns to O'Toole, knowing her expertise in such systems. He hisses, "O'Toole, help me get this lock open!"

The two of them take turns working at the lock, trying keypad combinations and "defeat codes." Finally, with Venk's help, O'Toole figures out a way to beat the system; Federation tools and Ferengi talent have beaten the lock!

The lock bleeps and the crate opens; top-of-the-line Romulan heavy disruptor rifles lie inside, packed and racked with military precision.

Venk gazes on the weapons greedily, calculating values in a split second. "Military grade weapons," he murmurs, "completely untraceable." He almost purrs in delight.

But how to get all these weapons out of here?

Turning ingenuously to his companions, Venk says brightly: "I'll just confiscate these as evidence. Everybody help me."

FELICIA: Okay, the inside of the warehouse is dark; it's got an enormous high ceiling completely lost in shadow. Down on the floor, there's a bunch of storage drums and crates, and there's a chemical stink in the air.

STEVE: What kind of chemical?

FELICIA: Steve, roll against either Lovek's Chemistry, or, hmmm, any Engineering skills he has.

[STEVE ROLLS TWO DICE, AND ADDS HIS PHYSICAL SCIENCE (CHEMISTRY) SKILL; HE GETS A 17.]

STEVE: I got a 17.

FELICIA: That's good enough to know that it's a kind of engine coolant, but it's not used on Federation ships.

AMY: Is it used on Romulan ships?

FELICIA: Has Lieutenant O'Toole got any knowledge of Romulan engine systems?

AMY: I don't think so.

DON: What's in the crates? My character opens one of the crates.

FELICIA: The crates are locked with a surprisingly sophisticated electronic security system.

DON: Can I pick the lock?

FELICIA: Well, you can roll against the higher of your Systems Engineering or Systems Operation. A Security Systems specialization would be a real help.

AMY: I have that!

DON (AS VENK): "O'Toole, help me get this lock open!" (To Felicia) I have Systems Operation from flying my ship. Can I help Amy?

FELICIA: (quickly checking page 85 for the Combined Test rules) Don, you can roll at minus 5; if you succeed, you've helped, and Amy can add 2 to her roll.

[AMY AND DON BOTH ROLL AND ADD THEIR RELEVANT SKILLS; BETWEEN AMY'S RESULT AND DON'S BONUS, THEY TOTAL 21.]

DON: Plus two for me makes 21!

FELICIA: That puts you over the top; the crate bleeps and opens. It's holding top-of-the-line Romulan heavy disruptor rifles.

DON: I'll use my Appraise skill to see what they're worth.

FELICIA: You don't even have to roll; it's a Routine test to know that these babies will bring a lot of latinum anywhere in the sector. They're military grade and completely untraceable.

DON (AS VENK): "I'll just confiscate these as evidence. Everybody help me."

EXAMPLE OF PLAY

Lovek considers, but rejects, using his tricorder to scan the area. He knows that any monitor sensors will pick up his tricorder and home in on his party. Coming to a decision, he speaks softly, but firmly: "We have insufficient time. I suggest leaving now and reporting what we've found to Starfleet."

Venk's reaction is predictable: "Starfleet? They won't even pay the shipping cost for these weapons!"

R'kroh, growing impatient, growls out "Bah! Cowardly Vulcans!" and draws his disruptor.

R'kroh aims at the biggest crate in the room, which stands against the left wall.

And fires!

The lock's anti-tampering trigger (which O'Toole's skill had allowed her and Venk to bypass on the previous crate) detonates, and the crate self-destructs in a big, orange fireball that takes out a large part of the back wall. The Ferengi shrieks, "Aaah! You blundering ignoramus, you've destroyed my precious weapons!"

As the smoke clears, a large Romulan ground tracking station is revealed through the hole in the wall. Ten Romulan soldiers look back into the warehouse, in confusion and growing anger.

"The odds seem to have shifted against us," Lovek murmurs.

R'kroh responds angrily: "The odds are never against a true Klingon warrior!" Drawing his bat'leth, the Klingon charges toward the Romulans, howling a war cry.

Venk, greed and self-protection working together, grabs one of the heavy Romulan disruptor rifles from the open crate at his feet. O'Toole begins showering the room with covering phaser fire, hollering "Wait, you Klingon bonehead!"

The bright red phaser beams ripple and glance harmlessly off the station's shields. But in the gloom above the Crew's heads, the air wavers — suddenly a cloaked Romulan assault shuttlecraft appears, hovering inside the warehouse!

The four look up, in dawning recognition of their plight.

[COMMERCIAL BREAK]

STEVE: This is taking too long — I use my tricorder to analyze the rest of the crates.

FELICIA: You can do that, but anyone monitoring the area can detect your tricorder and home in on you.

STEVE (TO FELICIA): Er, never mind, then. (As Lovek) "We have insufficient time. I suggest leaving now and reporting what we've found to Starfleet."

DON (AS VENK): "Starfleet? They won't even pay the shipping cost for these weapons!"

SHEILA (AS R'KROH): "Bah! Cowardly Vulcans!" (To Felicia) R'kroh shoots the lock off the biggest crate.

FELICIA: Uhhh . . . okay. The biggest crate is standing against the left wall.

STEVE: Wait! Are you sure you want to do that?

SHEILA: Sure! I know there's something going on here, and I want to bring it out into the open now, rather than letting the bad guys have more time to plan.

DON: Sounds good to me, and besides, Venk wants to get more of these weapons.

SHEILA: Okay, I'm shooting now. [Rolls dice, adds skill level.] And I got a 22! Good-bye, lock!

FELICIA: And good-bye, crate! The lock had an anti-tampering trigger, and it self-destructs in a big, orange fireball that takes out a large part of the back wall, too.

DON (AS VENK): "Aaah! You blundering ignoramus, you've destroyed my precious weapons!"

FELICIA: As the smoke clears, you can see a large chamber full of monitor screens and equipment — manned by a squad of ten Romulan soldiers!

STEVE (AS LOVEK): "The odds seem to have shifted against us."

SHEILA (AS R'KROH): "The odds are never against a true Klingon warrior! Raaarrrgghh!" (To Felicia) R'kroh draws his bat'leth and charges the Romulans!

DON: I grab a disruptor rifle!

AMY (AS O'TOOLE): "Wait, you Klingon bonehead!" (To Felicia) I draw my phaser and start providing covering fire. Should I roll to hit?

FELICIA: Nope — your phaser beams hit what looks like a deflector shield! Suddenly, in the gloom above your heads, the air wavers — there was a Romulan assault shuttlecraft there, hovering under cloak!

[PANDEMONIUM ENSUES.]

to pile on the trouble, but don't squelch good play and enjoyable story development solely on the basis of unfortunate die rolls.

Pacing

Pacing means keeping the story flowing by presenting scenes at the appropriate moment and playing them out at the proper speed. Pacing can suffer if the scene lasts too long or if it seems rushed and over-stuffed. Pacing can be hard to get right, and it differs for every gaming group. With the correct pacing, scenes keep their dramatic "punch," and can work together to deliver a satisfying story.

Sometimes, through no fault of their own, the players can slow down a story's pacing. They may want to discuss and debate things far past the point of usefulness. Every player wants to have some input in the discussion and feel important, so the group ends up spending hours planning a simple raid, arguing about the meaning of clues or the solution to a mystery, or simply figuring out what to do next. Or they might go off on a seemingly irrelevant tangent you couldn't possibly predict. For example, you may expect the Crew to get into an argument with a band of renegade Klingons and, in the process, pick up a verbal clue from them. But a couple of players may decide that the local Ferengi shopkeeper is *really* the person who knows what's going on. Instead of scrapping with the Klingons, they devote all their energy and game time to ferreting out the Ferengi's secrets.

There's no way to prevent this sort of thing—the truest rule in any roleplaying game is that the players almost never do exactly what you expect or want. Instead, you simply have to be ready for it and prepared to deal with it. (It usually requires a little experience as Narrator to develop these instincts and skills, but you'll be surprised at how quickly you pick them up.) The best way to correct a pacing problem is with an in-game solution. For example, rather than telling the players flat out to stop investigating the Ferengi, let them find the information they want quickly—information which proves the Ferengi isn't involved. If necessary, you may need to prod the players a little bit: "Whoops! Those rowdy Klingons have busted into the Ferengi's shop!" Alternatively, of course, you can decide retroactively that the Ferengi does have the information they need. If it doesn't contradict the story you've already revealed, you can change it in your notes and move on, and let the players feel glad that they "saw through that sneaky Ferengi."

The flip side of this problem is pacing that's too fast. Sometimes, in a hurry to get to some other part of the episode, players miss (or Narrators gloss over) crucial details that help set up later scenes. If players keep asking questions about details you've already gone over, or seem to miss important points, you may be going too fast for them. Do something to slow yourself down—toss in a brief, unplanned roleplaying encounter, get something to drink, take a break. Remain aware of this potential issue and you can nip it in the bud if it occurs.

Whether to speed things up or slow them down, you can shift the pacing by switching scene order around. Rather than go directly to a fight, you can encourage a little inter-player roleplaying or character development with a scene in the turbolift or on the alien street. You can even add another clue scene, or a simple emotional intensifier (like a crisis report from Engineering, or some vista of planetary turmoil), to tense up the drama while slackening the actual plot speed. On the other hand, to speed up the pacing, following Raymond Chandler's old advice—"When in doubt, have two men with guns burst through the door"—will get everyone's attention. (Maybe by taking too long to make their next move, the Crew have let their enemies find *them*!) Depending on the circumstances, you might be able to just switch your already-planned scene order rather than add a new element; swap in the romantic moment from Act Two early, or delay it to Act Three depending on the game's feel. You'll find yourself doing this on the fly as you gain confidence and experience, and as you get to know the habits and preferences of your own individual player group.

Improvisation

No matter how much you plan, no matter how many notes you make, you can't always anticipate what the players will do or the questions they'll ask. Sometimes you're going to have to "wing it" and improvise story elements on the fly. (Some talented and confident Narrators do little or no preparation for games; they improvise *everything* based on their players' actions. It's easier than it sounds, with good players, but it takes practice.)

Generally speaking, you have to learn improvisation by experience; there's no way to practice it. But there are ways to make it easier on yourself. You can prepare a few resources to improve your improvisation. For example, if the Crew sidetracks and gets involved in an unplanned story with a free trader, instead of stopping to create a character sheet for that extra, use one from an earlier adventure (or from *Chapter 14*), slightly re-tooled. You can also take other published characters, ships, stations, and the like, file off the serial numbers, change their appearance slightly, and use them as "new" settings and encounters. Keep a list of names for new Supporting Cast members, so that you can tell the players who that free trader is right away and make it look like you planned this all along.

Most importantly, let your players do as much of the work for you as possible. If they steer the story outside the confines of your plans and notes, they must have something in mind. Don't worry about dragging them back into "your" story—never become so attached to your vision of what the episode should be that you're not willing to change it when an equally good (or better) idea comes along. Listen to the players' conversations with each other and adopt their ideas as your own. "In fact, you're absolutely right—the Klingons *are* hiding in the storage dome. They're shooting at you; roll for initiative!"

If necessary, complicate matters! Create a quick subplot, or bring a new guest star onto center stage, to distract the players while you try to keep things rolling or correct whatever problems have arisen. Give the Crew something to do that doesn't interfere with the main story *too* much (a romantic subplot, a quick fight with some thugs) and buy yourself a little time to plan.

Props

Environmental effects such as lighting and music, or toys, handouts, and other physical objects can help you and your players get into the game by creating an atmosphere more conducive to roleplaying. For many groups, they significantly benefit the series.

Lighting

Varying the nature and intensity of the light in the gaming area helps you create certain moods. When the PCs are on their ship, keep the lights bright. If they enter a cave, turn the lights down (or maybe off, providing the players with flashlights instead). To enhance a somber or frightening mood, dim the lights, or maybe replace electric lights with candles. But in any event, make sure the players have enough light to make notes on their character sheets.

Music

Appropriate music, played in the background, affects players' moods almost subliminally. Soundtracks from the *Star Trek* movies often work perfectly for this purpose. If you have a CD player available, prepare in advance so that you can cue up certain tracks for specific scenes: Thunderous, dramatic music for starship combat or chase scenes; quieter, more evocative pieces for investigation or character interaction scenes. Similarly, you can obtain recorded special effects sounds, such as doors opening or transporters activating, and play them whenever the characters take appropriate actions.

Models

Obtain or make some common *Trek* objects, such as phasers or tricorders. Several different toy manufacturers make realistic-looking *Trek* toys, such as phasers that light up and make phaser sounds. Although it may seem a little silly at first, it can really enhance the "feel" of the game to actually wave a tricorder around and "scan" for hostile aliens in your living room. Similarly, toy starships can take the place of miniatures for your space combat scenes.

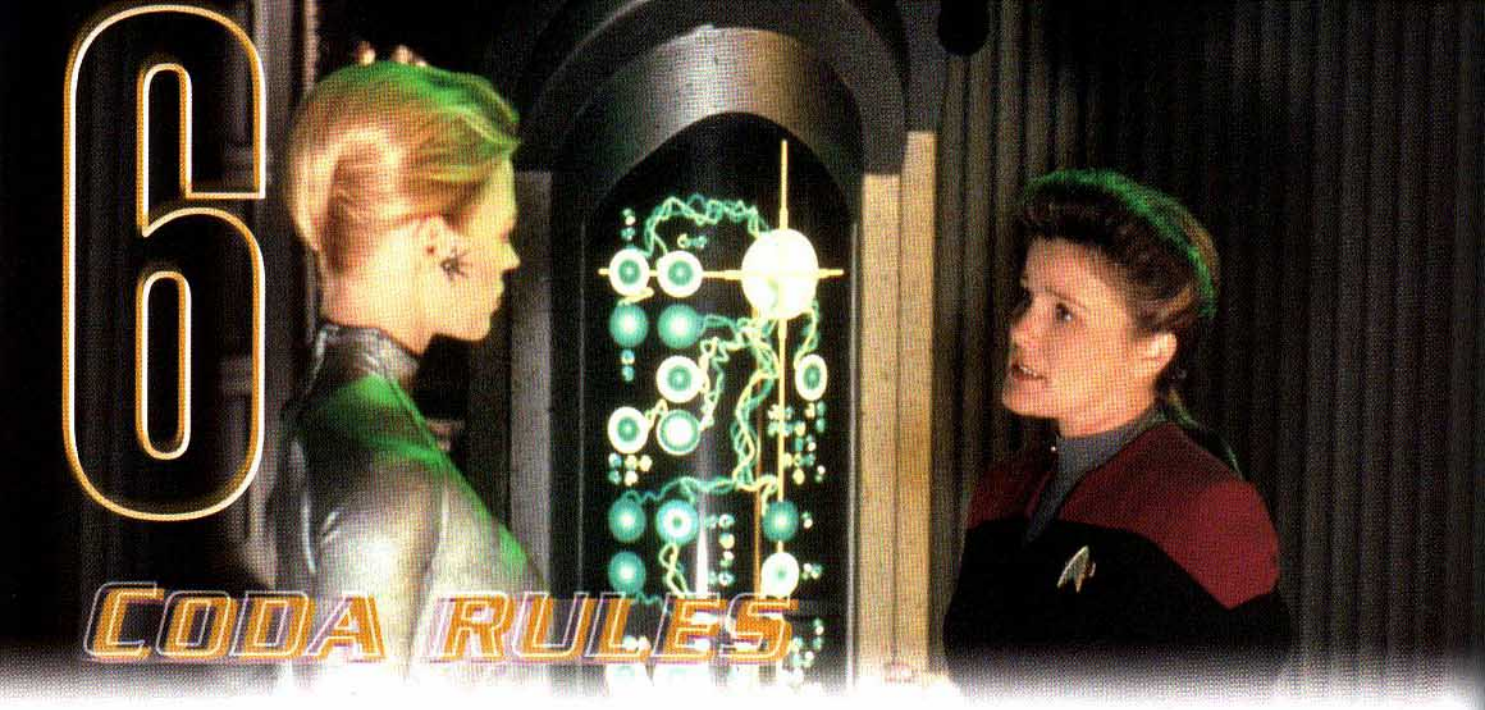
Handouts

Using desktop publishing and word processing programs, or your own artistic talent, you can create "memoranda from Starfleet Command," "planetary briefing reports," "mission specifications," news reports from the galaxy at large, and other such documents. Rather than telling your players what they need to know for the game, let them read the briefing report and find out for themselves. (You can also save game time this way, since players don't have to make notes or ask you to repeat information—it's already written down for them.) You can even use handouts to foreshadow, by inserting clues about future episodes.

Dramatic Synergy

None of the elements described above stands on its own; they're all part of a greater whole. They work together, reinforcing and enhancing each other: By showing the action, presenting enough crucial details to advance the scene and enough colorful ones to enhance it, you establish a feel of dramatic impact. You can use pacing, presentation, and props to keep the players interested and the episode running in the way you want, and fill in any gaps or exploit any opportunities with appropriate improvisation. Throughout, using the rules for maximum fun helps keep players and Narrators on the same page. Ultimately, this works in your favor, since the dramatic synergy lets you cover up or correct any mistakes. With a little practice and experience, you'll find that you and your friends can create *Star Trek* stories even more enjoyable than the ones you see on television—because you created them yourselves.





6 CODA RULES

When characters try to scan a planet for alien life forms, fix a burnt out flux capacitor in the warp coil, or stun a charging Targ with a phaser, the game rules dictate how you, the Narrator, determine the result of the attempted action. Specifically, the rules determine what type of test to make, how many dice to roll, and how to interpret the test result.

The following chapter sets forth the entire rules system for resolving character actions, beginning with the structuring of game time and character actions, followed by standard dice tests and test variations, and ending with combat resolution, injury, and healing. Rules for handling starship combat appear in *Chapter 7: Starship Operations*. But the material in this section covers everything you need to know in order to resolve the gamut of actions and situations that universally apply to your *Star Trek* game episodes.

TIME

Time plays an important role in most *Star Trek* episodes. The game mechanism for reckoning time determines how long a starship must travel to reach a distant planet in a far-off galaxy; it also affects whether a character can deactivate the auto-destruct sequence before a starship explodes.

The passage of time breaks down into five abstract intervals: action rounds, scenes, episodes, series, and interludes. Each interval measures time in different increments, with shorter intervals expressing sequences of events that take only a few moments and longer intervals describing events that span many days or even weeks of narrative time.

- **Action Round:** Action rounds (also called rounds) are the smallest increment of time in the *Star Trek Roleplaying Game*. An action round represents about 6 seconds—the amount of time needed to dodge a disruptor bolt, draw a phaser, take aim, and return fire. Much of the drama in a *Star Trek* episode revolves around action sequences, so whenever your characters are performing fast-paced actions one after another, the story moves in sequential action rounds. Use action rounds when running combat sequences or when time is of the essence during any type of test. During game play, an action round defines the exact number of actions an individual can perform, depending on the character's "action allowance." See "Actions," page 75, for more information about action rounds and character allowances.

- **Scene:** Scenes can last from several minutes to an hour or more, depending on the setting and circumstances engaging the characters. A typical scene might involve flying a shuttlecraft down to a planet or negotiating a truce with representatives of an alien civilization. Some scenes last a long time, while the characters investigate their surroundings, test hypotheses, and struggle to complete their objective. Other scenes may present unexpected challenges, which the characters can deal with very quickly. As a result, scene length varies, but all scenes

share one common element—they present a certain goal or serve a particular purpose in the overarching story line. Once that purpose has been served, the action moves on to the next scene in the episode. A scene involving a combat or a series of critical dice tests is also called an "encounter." See *Chapter 4: Episode Building* for more information.

- **Episode:** Typical episodes include a dozen or more scenes in addition to narrative interludes where time quickly passes between important scenes. Like scenes, episodes are driven by story events. A sample episode might begin when the character's starship enters orbit around a colony planet, and end several weeks later after the characters have made contact with the colonists and discovered a cure to the epidemic threatening their survival. See *Chapter 4: Episode Building* for more information.

- **Series:** Series span two or more episodes and represent a series of connected adventures. A typical series might include a starship journey to a distant planet, several exploratory missions on-planet to cover important points of interest, and a dramatic space combat wherein the villains attempt to prevent the characters from leaving with their newfound knowledge. See *Chapter 2: Establishing the Series* for more information.

- **Interlude:** Interludes represent time elapsed "off camera" and cover events that happen beyond the first-hand experience of the characters. Generally, the Narrator inserts interludes between scenes and episodes to gloss over what has occurred between pivotal scenes and to convey a sense of how much time has elapsed since the last dramatic event. Important information and events can be construed through interludes, but only when such information or events occur automatically, without depending on specific character choices and mandatory dice tests. Scenes and action rounds exist to handle these types of narration. See *Chapter 3: Running the Series* for more information.



ACTION TIME VS. NARRATIVE TIME

During a Star Trek RPG game, you and your players together establish the pace at which events transpire. At first, set the pace by describing events that have already transpired and presenting the current circumstances to which your players can respond. Depending on what the characters do, you may handle each action one by one, calling for dice tests where necessary to determine the result of independent actions. Or, you may simply jump forward in time to describe the eventual outcome of the characters' actions. These two different modes of handling the story action call for distinct methods of handling action in game time: namely, breaking events down into 'action time' or maintaining more fluid pacing in 'narrative time' respectively.

Action rounds are useful for determining whether one character can initiate an action before another, as well as for determining whether someone can finish a task before another event begins. Although action time moves swiftly round after round, it takes longer to play through a short period of an episode using action time because you must describe what transpires during every 5 second round. Action rounds represent the default manner for handling combat scenarios, vehicle chase scenes and other fast-paced action sequences.

In contrast, narrative time advances the story line much more rapidly by enabling you to jump ahead to important events and gloss over the intervening "down time." Narrative time is the default method for recounting most events that occur in a scene or episode, as well as for resolving game tests made to perform extended actions lasting minutes, hours or days (such as repairing a malfunctioning impulse drive).

ACTIONS

In the *Star Trek RPG*, characters accomplish things by attempting and performing actions. An action represents a singular feat such as running down a corridor, performing a Vulcan nerve pinch, or requesting information from the ship's computer. Many of the actions a character attempts can be assumed to be automatically successful; in other words, they do not require any type of dice test to determine success. Walking, conversation, picking up an object—characters can automatically do these sorts of things in most circumstances without worrying about failing in their attempt.

Other actions require tests. Traversing a narrow ledge, explaining a scientific theory in an alien language, lifting a fallen bulkhead to unpin an injured companion—these actions often prove challenging to the average character, and require specific dice tests to determine success or failure. Moreover, these feats rep-

CHARACTER ACTIONS

A character can perform 2 actions per round. This limit is referred to as the character's "action allowance," or "allowance" for short. Certain professional abilities and traits may increase this allowance, enabling a character to perform additional actions each round. For example, a soldier with the Lightning Strike professional ability gains the benefit of one additional attack action with his favored weapon per round. As a result, the soldier may perform 3 combat actions (2+1 for professional ability) per round, provided at least one of them is an attack action using his favored weapon.

resent actions that prevent the character from performing other activities at the same time. While a Starfleet officer can explore a strange environment and communicate through his combadge simultaneously, he might not have sufficient focus to issue commands in an alien language while trying to deactivate an overloading phaser.

In fact, many of the efforts *Star Trek* characters attempt translate better into a series of sequential actions, such as drawing, aiming and firing a phaser. While seeming a fluid motion on-screen, these three acts represent separate actions in the *ST:RPG*. In order to handle such feats in the game, you'll need to break them down into manageable actions, which occur one after another in sequential action rounds. Determining what a character can and cannot do in a round, then deciding what the character will do is what makes the *ST:RPG* so fun and challenging to play.

The rest of this section presents an assortment of actions that *ST:RPG* characters commonly perform during the game. These actions fall into one of several categories, including movement actions (running or diving), combat actions (aiming or firing), free actions (dropping an object or issuing a command), and full-round actions (searching for a concealed object or deciphering an alien glyph). Within each category, the action descriptions present the intended effects, the type of dice test required (if any), and the action cost of performing the deed.

Movement Actions

During a round, a character may perform any of the movement actions listed on Table 6.1. Each movement option requires the character to spend all or a portion of his action allowance to achieve the desired effect.

Combat Actions

During a round, a character may perform any of the combat actions listed on Table 6.2. Some actions a character may wish to perform during combat (such as administering first aid or repairing a weapon) are treated as full-round actions (see Full-Round Actions).

Free Actions

During a round, a character may perform any of the free actions listed on Table 6.3. Free actions do not require any action expenditures and may be conducted simultaneously with other actions.



TABLE: 6.1: MOVEMENT ACTIONS

Action	Cost	Effect	Test
Crawl/Step	1	move 2 m	no test
Walk	1	move 6 m	no test
Jog	1	12 m per round	no test
Run	1	move 18 m	Run (TN: 5+)*
Sprint	1	move 40 m	Run (TN: 10+)*
Swim	1	move 2 m	Swim (TN: 5+)
Jump	1	move 1 m V, 2 m H	Jump (TN: 5+)*
Climb	1	move 1 m V	Climb (TN: 5+)*
Drop Prone	1	become prone	no test
Stand Up	1	stand from prone	Agility (TN: 5+)*

*A test is required only if the character is engaged in combat or if the character attempts to move farther than normally allowed by the action. If the moving character is involved in a combat situation, test TNs normally increase by +5.

TABLE 6.2: COMBAT ACTIONS

Action	Cost	Effect	Test
Aim	1	+1 or +3 to attack test	no test (see Table 6.15)
Dodge	1	dodge incoming attack	Quickness reaction test (TN: opposed)
Draw	1	draw weapon	no test
Armed Attack	1	attack with melee weapon	attack test (TN 10+)
Ranged Attack	1	attack with ranged weapon	attack test (TN: range)
Reload	1	change ammunition/setting	no test
Recover	1	pick up dropped weapon	no test
Unarmed Attack	1	punch, kick, grapple	attack test (TN 10+)
Parry	1	block incoming attack	attack test (TN: opposed)

Full-Round Actions

During a round, a character may perform a single full-round action instead of multiple single actions. Full-round actions include any number of deeds or feats you believe to be accomplishable within the span of 6 seconds, such as using a tricorder to scan for life-forms, or powering up a shuttlecraft for flight. Generally, you should treat most non-combat skill tests as full-round actions. Skill-based actions that require several full rounds to complete should be conducted as extended tests (see "Test Variations: Extended Tests," page 85).

Performing Actions

Most characters can perform 2 actions per round without suffering penalties for trying to do too much. Full-round actions requiring the character's complete attention are the exception: each full-round action consumes all of a character's action allowance for the round, and no additional actions (or tests) are allowed. Otherwise, a character suffers an additional action penalty to any test incurred by actions made in excess of his allowance. The penalty equals -5 times the number of actions attempted in excess of the allowance.

For example, if a Starfleet officer with an allowance of 2 actions attempts to draw, aim and fire his phaser in a single round, the attack test for firing the phaser (3rd action) incurs a –5 dice roll penalty (-5 x 1, for the first action beyond his allowance). If the officer were to try to fire a second time in the same round, the second attack test would be at –10 to his roll (-5 x 2, for the second action beyond his allowance). Although the

TABLE 6.3: FREE ACTIONS

Action	Cost	Effect	Test
Target	0	acquire a new target in combat	no test*
Observe	0	notice something	Observation (TN: variable)
Command	0	issue a several word command	no test*
Drop Object	0	drop item/weapon to ground	no test*
Warn/Alert	0	shout warning/sound alert	no test*
Ride Mount	0	stay mounted, guide steed	no test*

*Specific environmental factors such as obscuring haze, choking smoke, or loud din may warrant tests for specific actions.

TABLE 6.4: FULL-ROUND ACTIONS

Action	Cost	Effect	Test
Hide	F/R	hide in cover/shadows	Stealth (TN: variable)
Search	F/R	search 1m x 1m area	Search (TN: variable)
Computer Work	F/R	perform computer function	Computer (TN: variable)
Read Thoughts	F/R	perform Telepathy test	Telepathy (TN: variable)
Set Explosive	F/R	prepare explosive charge	Demolitions (TN: variable)

Extended Full-Round Actions

Action	Cost	Effect	Test
First Aid	F/R ext.	give first aid	First Aid (TN: variable)
Repair Weapon	F/R ext.	fix malfunction	Repair (TN: variable)
Deactivate Explosive	F/R ext.	disable detonation device	Demolitions (TN: variable)
Disarm Alarm	F/R ext.	disable trigger/terminate alarm	System Engineering (TN: variable)

TABLE 6.5: ADDITIONAL ACTIONS

Action Allowance	2–5 actions*
1st Add'l Action	–5
2nd Add'l Action	–10
3rd Add'l Action	–15

* A character's action allowance = 2 (plus any from traits and professional abilities).

accumulation of test penalties makes succeeding at 3 additional actions virtually impossible (see table 6.5), the Narrator can forbid characters from attempting any more actions than twice their allowance per round.

Actions that don't require tests (such as movement actions) cannot be performed as additional actions during a round; in other words, if you want to take a step after aiming and firing a phaser, you must wait until the beginning of the next round, then take a step as one of your two actions. You could still aim and fire a phaser during this round, because firing the phaser—your first additional action—requires a test (made at an additional action penalty of –5).

TESTS

In the *Star Trek Roleplaying Game*, the outcome of a character's actions depend on the result of tests. A standard test consists of rolling 2d6, adding the character's corresponding attribute modifier or skill level (and any other relevant modifiers), and comparing the final result to a target number (TN) determined by difficulty. The amount by which the test result exceeds or misses the target number determines the overall degree of success or failure of the test.

Test Difficulty

Test difficulty establishes the severity of the challenge posed by whatever action the character is attempting. Climbing a ladder in an engineering bay represents an easier test than scaling a sheer cliff face without proper equipment, just as lifting a 10 kg toolbox is easier than prying a bar of latinum from a dead Ferengi's grasp.

Target Numbers

When assessing the difficulty of a particular test, you need to consider what the character intends to do and assign a base target number (TN) to the test. Then, consider any factors that might increase or decrease the overall difficulty and modify the base TN accordingly. These may be refined after considering all other factors that significantly increase or decrease the difficulty in a particular situation or circumstance.

For example, performing actions in adverse lighting, inclement weather, or with insufficient equipment usually increases the base difficulty of a test. On the other hand, using high-tech equipment or performing an action under ideal conditions can significantly lower the difficulty of an otherwise challenging action.

Ultimately it is your duty to assess the difficulty of an attempted action and assign a corresponding target number to the test. Table 6.6 reveals average target numbers based upon general assessments of difficulty, but the attribute and skill descriptions presented in *Chapters 4* and *6* of the *Star Trek RPG Player's Guide* provide test-specific target numbers covering typical game scenarios.

Test Modifiers

You derive the base target number from the nature of an intended action and its estimated difficulty, but many circumstances can influence a specific test. Complicating factors include a variety of environmental conditions (rain or poor lighting), cultural biases

TABLE 6.6: UNIVERSAL TARGET NUMBERS

Difficulty	Base TN
Simple	5
Routine	10
Challenging	15
Difficult	20
Virtually Impossible	25

TABLE 6.7: TEST MODIFIERS SUMMARY

Physical Tests

Attribute Tests: Agility, Perception, Strength, and Vitality

Reaction Tests: Stamina and Quickness

Skill Tests: Armed Combat skill group, Athletics, Conceal, Construct, Craft skill group, Demolitions, First Aid, Forgery, Gymnastics, Indoctrinate, Investigate, Observe, Ranged Combat skill group, Repair, Sleight of Hand, Sport, Stealth, Survival, System Operation, and Unarmed Combat skill group

Social Tests

Attribute Tests: Presence

Reaction Tests: Savvy and Willpower

Skill Tests: Entertain skill group, Gaming, Impersonate, Influence, Inquire, Negotiate, and Persuade

Academic Tests

Attribute Tests: Intellect and Perception

Reaction Tests: n/a

Skill Tests: Appraise, Computer Use, Engineering skill group, Enterprise skill group, Knowledge skill group, Language skill group, Medicine, and Science skill group

Psionic Tests

Attribute Tests: Psi (see Psionic edge, ST: PG page 136)

Reaction Tests: Willpower

Skill Tests: Empathy, Mind Control, Mind Shield, and Telepathy

TABLE 6.8: PHYSICAL TEST MODIFIERS

Condition	Test Modifier*
Visibility & Lighting	
Clear Visibility/ideal lighting	+0 TN
Dim lighting	+/–2 TN**
Darkness	+/–5 TN**
Dense smoke/fog	+/–5 TN**
Light rain	+/–1 TN**
Heavy rain	+/–3 TN**
Extreme Temperature	
Temperate	+0 TN
Uncomfortable heat/cold	+2 TN
Extreme heat/cold	+5 TN
Terrain	
Flat/unobstructed terrain	+0 TN
Uneven/lightly obstructed terrain	+/–3 TN**
Broken/heavily obstructed terrain	+/–5 to +/–10 TN**
Slick surface/uncertain footing	+3 TN
Slippery surface/poor footing	+7 TN
Frictionless surface/no footing	+12 TN
Low gravity/heavy gravity environment	+/–3 to +/–7 TN**
Zero gravity environment	+/– 7 TN**
Disadvantageous position	+3 to +9 TN
Advantageous position	–3 to –6 TN
Equipment Modifiers (for tests requiring equipment)	
Adequately equipped	+0 TN
Inadequately equipped/using inferior tools	+5 TN
Equipped with jury-rigged/makeshift tools	+10 TN
Totally unequipped	+15 TN
Character well equipped/using superior tools	–5 TN
Equipped with advanced/precision tools	–10 TN
Wearing an EVA suit	+2 TN
Off-hand penalty***	+8 TN

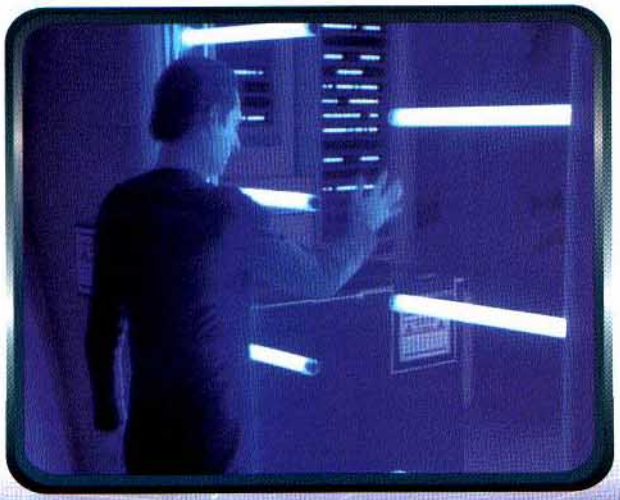
*Characters making opposed tests against characters suffering the same modifiers need not factor modifiers into the test except in cases where relative modifiers favor one of the opponents.

**+/– indicates that the modifier is relative. For example, a character trying to hide in broken ground gains a benefit from cover (–5 TN), whereas a guard searching broken ground for a sniper suffers a penalty (+5 TN).

***The off-hand penalty applies whenever a character relies on his nondominant hand to perform a physical action (such as making a repair or performing first aid).

(racial hatreds or moral intolerance), material considerations (unsuitable equipment or insufficient resources), and so on. For this reason, skill tests are grouped into one of four general categories—physical, social, academic, and psionic—according to the applicable modifiers.

Except in unusual circumstances, you should apply only a few modifiers to any given test. The test difficulty guidelines set forth in the *Star Trek Player's Guide* already account for a number of factors that combine to establish base TNs for various tests. Test modifiers should be applied conservatively, with only the most important modifiers included.



Physical Tests: Physical test modifiers interpret the complications that arise from abnormal physical, material, and environmental conditions. They apply to physical actions, such as Repair, Observe, and Quickness reaction tests. For example, searching in total darkness is much more difficult than searching in bright lighting. In these instances, both lighting conditions and environmental considerations apply as modifiers made to physical tests.

For a list of common physical modifiers and their suggested TN adjustments, see Table 6.8. If multiple modifiers apply, add them up and apply them to the base TN to set the final test TN. Though combat tests and their modifiers are handled in greater detail later in this chapter (see page 86), as physical actions they can be influenced by physical test modifiers subject to your interpretation of the action.

Social Tests: Social test modifiers represent an assortment of factors affecting a character's ability to interact with other persons on a social level. Presence attribute tests, Persuade skill tests and Willpower reaction tests are examples of tests that are subject to social modifiers.

By far, the most common social modifiers involve the disposition of the person the character attempts to influence. Friendly listeners are more likely to be persuaded by a plea for help than are the character's dire enemies.

ROLEPLAYING SOCIAL SKILL TESTS

When using social skills, don't let your players simply roll the dice and look for a result. Instead, roleplay the exchange, with the players speaking and acting as their characters would and you taking the roles of the supporting cast. Players who perform well should receive small bonuses (+1 to +3) to their dice rolls. Don't penalize players for poor roleplaying, unless they say or do something that completely ruins their attempt—like revealing a lie when fast-talking a guard.

This interaction stance, as well other common social modifiers and their suggested TN adjustments, appear on Table 6.9. If multiple modifiers apply, add the sum to the base difficulty to set the final test TN for the exchange.

Academic Tests: Whereas the base TN of most academic tests depends on the obscurity of the information a character tries to remember, academic test modifiers arise from circumstances that complicate a character's ability to recall information, access data, or utilize knowledge. Intellect attribute tests, Knowledge group skill tests and Savvy reaction tests are examples of tests subject to academic modifiers.

For a list of common academic modifiers and their suggested TN adjustments, see Table 6.10. If multiple modifiers apply, the Narrator should add the sum to the base difficulty to set the final test TN.

Psionic Tests: Psionic test modifiers apply to psionic skill and attribute tests, such as Telepathy, Empathy, or Mind Shield. Whereas the base TN for such tests generally depends on the scope or magnitude of the intended action, modifiers can result from a variety of special circumstances.

TABLE 6.9: SOCIAL TEST MODIFIERS

Condition	Test Result
Environmental factors make communicating difficult	-3 to -9
Character demonstrates evidence/sincerity	+3 to +9
Interaction Stance	
Subject is loyal/devoted	+10
Subject is friendly/pacifistic	+5
Subject is indifferent	+0
Subject is aggressive/unfriendly	-5
Subject is hostile/violent	-10
Subject speaks a different native language	-5 to -15

TABLE 6.10: ACADEMIC TEST MODIFIERS

Condition	Test Modifier
Character is situated in comfortable surroundings	+0 TN
Memory Loss	
Character suffers from mind-altering drug/toxin	–5 to –10 TN
Character suffers from selective amnesia	–3 to –9 TN
Character suffers from near total amnesia	–10 to –15 TN
Distractions	
Character is engaged in life-threatening situation	+5 to +10 TN
Character is engaged in by loud noise/talking	+3 to +6 TN
Character is affected by environmental factors	1/2 physical modifier (see table 6.8)

Degrees of Success

Whereas target numbers interpret difficulty by considering all relevant factors involved in the test, degrees of success evaluate the outcome of a character's efforts by comparing his final test result to the test TN. Calculating the degree of success or failure for any test is simple: every increment of 5 rolled above or below the TN represents one degree of success or failure, respectively. See table 6.12 for more information.

Aside from qualifying a character's overall performance during a test, degrees of success and failure can also determine specific, variable effects of professional abilities, skills, and traits. For certain character abilities and skills, degree of success determines how long an effect lasts or quantifies how much of a bonus or penalty a character gets when performing subsequent actions.

TABLE 6.11: PSIONIC TEST MODIFIERS

Condition	Test Modifier*
Environmental Interference	
Psionics warping/dampening energy fields	+/−1 to +/− 6**
Dense matter between character and subject	+/−1 to +/− 3**
Multi-mind interference/emotional noise	+/−3 to +/− 6**
Number of Minds Affected/Targeted	
2 minds	+/−1
3 to 4 minds	+/−2
5 to 8 minds	+/−4
9 to 16 minds	+/−6
17 to 32 minds	+/−8
33 to 64 minds	+/−10
65 to 128 minds	+/−12
129 to 256 minds	+/−14
257 to 512 minds	+/−16
513 to 1024 minds	+/−18 etc
Distractions	
Character is engaged in life-threatening situation	+5 to +10
Character is surrounded by loud noise/talking	+3 to +6
Subject beyond long range (per 50m increment)	+/−5**
Species	
Subject is of same species as character	+0 TN
Subject is of similar species (mentally)	+/− 3 to 6**
Subject is of radically different species (mentally)	+/− 15 to 15**

Range	Modifiers
Point Blank	+2
Short	+0
Medium	−2
Long	−4
Extreme	−2/movement

*Characters making opposed tests against opponents experiencing the exact same modifiers need not factor them into the test, except in cases where relative modifiers favor one opponent over the other.

**+/− indicates that the modifier is relative. For example, sensing the emotions of two beings simultaneously incurs a penalty (+5 TN), whereas defending against intrusive efforts of a similar species telepath confers a benefit to willpower reaction tests (−5 TN).

TABLE 6.12: DEGREE OF SUCCESS

Test Result	Degree of Success/Failure	Time Mod.
11+ below TN	Disastrous Failure—the attempt makes matters worse if possible	base time x 1.5
6-10 below TN	Complete Failure—the attempt fails and may prevent further attempts	base time
1-5 below TN	Failure—the attempt fails, but the character may try again at a −2 test penalty	base time
equals the TN	Marginal Success—the character achieves the basic objective with only minor complications or setbacks	base time
1-5 above TN	Complete Success—the character achieves his objectives with no setbacks whatsoever	3/4 base time
6-10 above TN	Superior Success— the character performs beyond expectations, possibly gaining an additional advantage such as a reduced test duration	1/2 base time
11+ above TN	Extraordinary Success—the character performs far beyond expectations, possibly gaining an additional advantage such as a positive initiative modifier in the next round or the ability to perform an additional action at half the normal cost	1/4 base time

Test Types

There are two primary types of test—attribute tests and skill tests. While these tests share many common applications during play, they are conducted somewhat differently to simulate the difference between using raw natural ability such as intelligence versus extensive education and training in disciplines such as propulsion engineering or medical science.

Attribute Tests

All characters possess six defining attributes: Strength (Str), Intellect (Int), Agility (Agl), Vitality (Vit), Perception (Prc), and Presence (Prs). Attribute levels measure a character's personal endowment in each of these areas. Attribute levels translate into fixed attribute modifiers (+1, +2, and so on). When making an attribute test, add this modifier to the dice result.

Characters use attributes to accomplish actions based exclusively on their innate abilities; in other words, characters make attribute tests when skill is not needed (or is not applicable) to succeed at a particular effort. Lifting a heavy object, balancing on a narrow ledge, or noticing an unusual burning smell are all examples of attribute tests (Strength, Agility, and Perception, respectively) any character can attempt.

MAKING AN ATTRIBUTE TEST

To make an attribute test, have the player roll 2d6 and add their character's corresponding attribute modifier (+0, +1, +2). If he rolls double sixes, the player may roll another d6 and add it to the total result. If this die scores another 6, roll another die and add it, repeating this process until the player rolls something other than a 6. To this number you add any special modifiers resulting from your character's professional abilities or Traits, the circumstances, and so forth.

For example, if a character tries to force open a damaged hatch (TN 12), he would make a Strength attribute test by rolling 2d6 and adding his Strength modifier and any other modifiers from special abilities. Compare the final, modified test result against the target number (TN) established by the test difficulty to determine the degree of success or failure.

Reaction Tests

Although characters generally make attribute tests when exercising their raw talents, many occasions require characters to rely on their natural gifts to resist mental or social influence such as intimidation or mind control, or to survive physical ordeals such as dodging attacks or resisting toxic radiation. These types of attribute tests are called 'reaction tests,' and are adjusted by a character's specific reaction modifier (see *Chapter 8* of the *Star Trek Player's Guide*, pages 145-6). There are four types of reaction test—Quickness, Savvy, Stamina, and Willpower—each corresponding to a secondary character attribute.

Reaction tests function as either standard or opposed attribute tests (see "Test Variants: Opposed Tests"), except that the character substitutes his reaction level for his attribute modifier when determining the final test result.

Skill Tests

Star Trek characters demonstrate a wide range of skills. While characters share many common skills such as athletics or observation, characters also possess unique skills tied to their species, profession or individual pursuits. As with attributes, characters show different levels of achievement among their skills, measured by skill levels. Skill levels factor directly into skill tests much in the same manner that attribute modifiers affect attribute tests. When making a skill test, a character adds his full skill level to the dice roll (and any relevant modifiers) to determine the final test result.

Characters rely on skills to accomplish tasks requiring some amount of education, training or experience, such as operating a starship's communications system, repairing damaged equipment, or negotiating a fragile truce. Requiring experience and training, these types of activities also draw on personal attributes such as Intellect, Agility or Presence. For this reason every skill links to a key character attribute, which bestows a corresponding attribute modifier upon the final test result, just as it does in a raw attribute test.

Skill Specialties

Skills define broad areas of expertise. In most cases, characters must indicate the specific aspect or field in which they possess the greatest knowledge or ability. These are called specialties, and represent

TABLE 6.13 SAMPLE REACTION TESTS

Reaction	Test Type	Reaction	TN/Opposing test
Dodge melee attack	opposed	Quickness	Armed Attack
Dodge projectile	opposed	Quickness	Ranged Attack
Avoid injury while falling	standard	Quickness	variable by height
Resist charm, flattery	opposed	Savvy	Influence
Resist rhetoric, propaganda	opposed	Savvy	Persuade
Detect lie or bluff	opposed	Savvy	Persuade
Withstand extreme temperature	standard	Stamina	variable by degree
Resist poison	standard	Stamina	variable by potency
Avoid disease	standard	Stamina	variable by potency
Ignore fatigue	standard	Stamina	variable by degree
Overcome fear	standard	Willpower	varies by degree
Resist intimidation, interrogation	opposed	Willpower	Influence, Inquire
Resist mind control	opposed	Willpower	Psionic skill

MAKING A SKILL TEST

To make a skill test, a player rolls 2d6. If he rolls double sixes on the test dice he can roll an additional d6 and add it to the result. If this die scores another 6, he may roll another die and add it, repeating this process until he rolls something other than a 6. Add the character's skill level and key attribute modifier, as well as any other modifiers resulting from species abilities, professional abilities, skill affinities (see hereafter), and traits. The total of all dice and accumulated modifiers yields the final test result. Compare this to the target number (TN) of the skill test to determine the final degree of success or failure.

entire areas of learning within the encompassing skill. For example, a character who knows Propulsion Engineering could choose as a specialty Impulse Drive or Warp Drive, indicating which form of propulsion he knows the most about.

Once a character acquires a skill, he may develop one or more areas of expertise as specialties, although the character may still draw on his general knowledge or training when called upon to make a related skill test. For this reason, whenever you require a character to make a skill test, you must also designate the specialty field that most influences the outcome of the test. If the character possesses this specialty, he gains a +2 bonus to his dice roll. If he doesn't have the particular specialty, he makes the test normally, reflecting his general competence in the appropriate specialty field.

Skill Affinities

Occasionally a character possesses several skills that all seem applicable to the action the he wants to perform. In such cases you must choose the skill that best represents the described action for the purpose making a skill test; however, you can give an "affinity" bonus to the character because he possesses other skills that relate to the action. Generally an affinity bonus increases the test result by +1 per additional, related skill, much like the bonus gained for specialty.

A character must possess a skill at level 1 or higher in order to qualify for the affinity bonus. Never award affinity bonuses for having multiple specialties within the same skill; the relationship between skills and specialties already accounts for logical synergies that exist among specialties.

Untrained Skill Use

While skills like Propulsion Engineering represent abilities characters can only acquire through extensive training and experience, others (such as Observe or Persuade) involve general aptitudes and abilities that anyone can try to exercise with some hope of success. When using such skills, characters may make a skill test even if their skill level is zero. This is called "using a skill untrained." *Chapter 6* of the *Star Trek Player's Guide* lists all of the skills characters may use untrained.

When making an untrained skill test conduct the test normally, adding 0 when applying the character's skill level. Attribute, trait, and special ability modifiers still apply, but apply a –2 test penalty to reflect the character's unfamiliarity, neglect of practice, or lack of direct experience. Untrained skills don't confer affinity bonuses, but characters may get affinity bonuses to untrained skill tests if they possess a related skill at level 1 or higher.

If a skill does not permit untrained usage but the character attempts to do something relating to this skill, you must determine whether the character can substitute another closely related skill or whether the action is impossible to perform without the required skill. If no other skills seem relevant, you might also consider an attribute test (typically using the attribute linked to the required skill) instead of disallowing the intended action outright. But in most circumstances, untrained characters automatically fail any test requiring a skill that does not permit untrained usage.

Another viable solution is to enable a character to spend one Courage point to perform the test untrained. This option works well for enabling characters to overcome hurdles you had not intended for them to meet. When using this method, it is important to remember that the Courage expenditure only permits the test once, and does not confer the normal +3 test bonus usually gained from Courage expenditure. But if a player wants to spend additional Courage points on the test to ensure success, he may do so following the normal rules for Courage expenditure.

Impossible Tasks

Sometimes characters attempt to perform seemingly impossible actions. In such cases, you can allow the character to make an appropriate attribute or skill test but set the target number at 30 (nearly impossible TN 25 +5 TN) or higher. If the character has virtually no



chance of meeting such a high TN, you may wish to lower difficulty to make it barely possible (particularly when the character's success is essential for the episode to reach a satisfactory conclusion).

Alternatively, you can simply announce that an action is impossible unless the character expends one or more Courage to overcome the inherent difficulty. When using this method, you should set the TN at 30 and make the character perform the test, spending Courage as needed to increase the test result to a level of success.

Repeat Attempts

The nature of some tests, such as dodging a punch, precludes characters from making repeated attempts (the character either succeeds or takes the punch). Other tests, such as trying to fix a malfunctioning tricorder, may be conducive to repeat attempts provided the character doesn't botch any test so badly as to ruin the potential for further endeavors. For example disastrous failure during a Computer Use (Invasion) test might mean an alarm has been set off, whereas a disastrous failure during a Repair test may result in a component of a machine becoming irreparably damaged, and so forth.

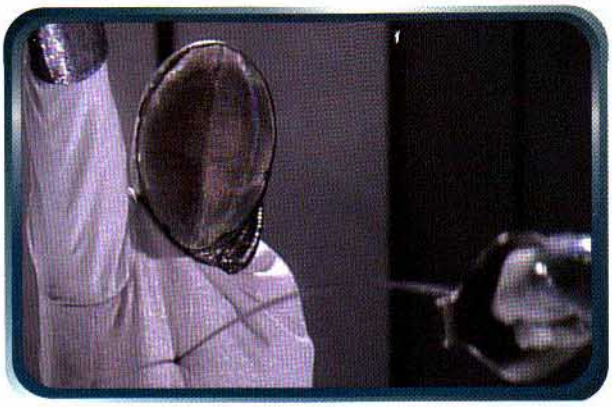
Although some narrative situations don't give characters sufficient time for multiple attempts, failed attempts can be retried under the right circumstances. As a general rule, characters can retry failed skill tests as extended tests (see "Extended Tests," page 85) until they either meet with success, score a disastrous failure (see "Degrees of Success") or eventually give up.

Test Variants

Regardless of type, some tests warrant special consideration in order to account for extenuating circumstances surrounding the nature of the challenge. The following entries list a few of the most common test variants players will encounter.

Opposed Tests

Whenever the success of a character's action depends on the performance of an opponent (such as in a foot race or wrestling match), you may decide the situation warrants an opposed test. Opposed tests differ from standard tests in that you do not set a TN for the test; instead, the participants each make the specified test and compare their final test results. Whichever character scores the higher result wins the test, using his opponent's test result to determine the overall degree of success. Equal test results indicate a tie. If the test



represents an ongoing contest (conducted as an extended test), additional tests can be made to resolve the deadlock.

For example, Jorrek and Kubara engage in an arm wrestling contest. The Narrator calls for Strength attribute tests. Jorrek gets a test result of 14, and Kubara gets a test result of 7. Jorrek wins the opposed test, and since his test result exceeds Kubara's by 7, he achieves a Superior Success and wins the contest. If Kubara had also rolled a 14, the two would have tied, and the contest would have continued to the next round when they could make another opposed test. The contest continues until one or the other beats his opponent's test result.

Characters can use opposed tests for many different situations (see the skill descriptions in *Chapter 6* of the *Star Trek Player's Guide*). For example, a Starfleet security officer could pit his Observe or Investigate against a smuggler's Conceal when searching for contraband; a spy could use his Willpower in a reaction test to resist a Romulan's attempt to brainwash him with Indoctrinate; and a computer hacker and a computer security specialist might employ their respective Computer Use skills when the hacker tries to penetrate the specialist's system.

In some situations, rather than have the opponents determine their test results simultaneously, you may have one of them make a test in advance, and then use

TABLE 6.14: SAMPLE OPPOSED TESTS

Situation	Character Action/Test	Opponent's Action/Test
Acting in disguise	Impersonate	Observe (Spot)
Bargaining	Negotiation (Bargain)	Negotiation (Bargain)
Dodging fire	Quickness Reaction	Ranged Combat
Foot race	Strength	Strength
Gambling	Gaming	Gaming
Hiding	Stealth (Hide)	Observe (Spot)
Parry/block blow	Armed/Unarmed Combat	Armed/Unarmed Combat
Riddle game	Intellect	Intellect
Searching	Observe	Stealth (Hide) or Conceal
Swimming race	Athletics (Swim)	Athletics (Swim)

the test result as the TN for the other character's test later in the episode. For example, when a smuggler hides contraband aboard his ship, you may require a Conceal test to determine how well hidden the goods are, noting the test result. Later, when a Starfleet security officer searches the ship, use the smuggler's Conceal test result as the TN for the officer's Investigate (Inspect) test. You decide what method to use based on the circumstances of the encounter.

Extended Tests

Extended tests apply to complex and protracted actions. Servicing a damaged warp coil might be conducted as a single, standard Engineering or Repair test that takes a certain number of hours to complete. But dramatic circumstances might warrant conducting the operation as an extended test in order to account for different skills that come into play, complications that arise during the repair, or time deadlines requiring careful monitoring of the character's progress.

For example, you might choose to treat a lengthy repair job as a series of different skill tests to represent different stages of the operation. The first stage might involve a System Operation (Shields) test to successfully run diagnostic tests and determine the nature of the problem. The second stage might involve a Propulsion Engineering (Warp Drive) test to replace a worn component within the generator core, and the third stage might involve a Computer Use test to recalibrate the ship's computer and update the diagnostic files.

To conduct this sort of test, you might establish three separate skill tests with the second and third stages requiring a successful test in the preceding stage before the test can be initiated. In this type of scenario, the TNs of subsequent stages might depend on the degree of success of the action in the prior stage. Alternatively, you can lump all three tests into one extended test, using the following guidelines to determine the final outcome by testing only a single skill.

RETRYING A STANDARD TEST AS AN EXTENDED TEST

Under the right conditions, a character can retry a failed action as an extended test, making a second attempt to invade a secure computer system, research a particular fact, or renegotiate an apparent impasse. Whenever a character tries anew, he essentially begins an extended test; and you should resolve the attempt using the extended test rules. The individual skill descriptions presented in *Chapter 6* of the *Star Trek Player's Guide* includes an entry that tells you whether failed skill tests can normally be retried as extended tests.

Resolving Extended Tests

To resolve an extended test, decide what attribute(s) and/or skill(s) play a role in the extended action and break the test into a number of discrete time intervals, such as minutes, hours, or days. Each time interval defines the "action time" needed to make one test and complete one stage of the extended operation. Next, set a TN for each test and add the sum of all TNs together to determine an aggregate TN for the extended test. As a player rolls each test sequentially, add incremental test results together. When the individual test total exceeds the extended test TN, the character has completed her designated objective.

When testing multiple attributes and/or skills, do not permit players to begin testing a new attribute/skill until they have surpassed the test TN for the current stage in the extended test. Individual stages within an extended test may be resolved as standard, combined, and/or opposed tests as circumstances dictate. In most extended tests, retrying failed attempts should be permitted because extended tests almost always pertain to actions that can be repeated until successful.

Count the number of individual tests it takes for the players to accumulate a final result in excess of the aggregate TN. Multiply their number of attempts (all test rolls and retries) by the established action time for the test (for example, 10 minute intervals). This determines how long it takes for the characters to complete the extended test in terms of elapsed game time. By conducting tests in this manner, it is possible for the characters to succeed very quickly by scoring higher results on fewer tests (thereby shortening the total test time). Alternately, it may take the characters much longer than expected if they roll poorly on individual tests and make numerous additional tests in order to meet the extended test TN.

Because extended tests translate a number of repeated tests into elapsed game time, they are especially useful for heightening the drama as characters race against the clock. Regardless of whether the characters are aware of a precise deadline, knowing they must complete an extended action quickly in order to avert impending disaster adds a great deal of fun and suspense to their extended test results.

Combined Tests

Some challenges are so broad or encompassing that multiple characters may combine attributes or skills to confront the problem as a group. To account for this sort of teamwork, you can rule that a particular test (such as an Engineering test to get the warp drive on line) can be performed as a combined test. Combined tests work the same as standard attribute and skill tests with the following exceptions.



After you set a TN for a combined test, the participants must designate one character as the leader or coordinator of the test. Every participant but the leader makes the test at –5 TN to determine how effectively they contribute to the effort. A marginal success provides the leader a +1 test result bonus, a complete success +2, a superior success +3, and an extraordinary success +4. On the other hand, failure adds +0, complete failure imposes a –1 test penalty, and disastrous failure a –2 penalty. Add the bonuses and penalties together to obtain one combined modifier. Then apply this modifier to the leader's test roll to determine the outcome of the group's combined effort.

Not all tests are conducive to team efforts, especially if the group of characters isn't accustomed to working together. If the nature of a test permits team effort, but you have some doubt as to whether particular characters can perform well as a group, you may require the designated leader of the test to make an Administration, Persuade, or similar test first. Succeeding at this test enables the group to attempt the primary action as a combined test. Marginal success at the coordinating test might allow only a +1 teammate modifier as the group struggles to unify their efforts.

Merging Test Variants

Depending on the circumstances, you can merge any of the aforementioned test variants to determine the outcome of the players' actions. Two teams of scientists competing to develop a new type of cloaking device, for example, might become involved in an opposed, extended combined test. Similarly, you might choose to conduct a footrace as just an extended, opposed test whereas a tug of war might represent a combined, opposed test. By merging test variants in this manner, you can simulate virtually any action involving any number of characters.

COMBAT

Of all the action sequences typical to a *Star Trek* adventure, combat scenarios generally create the most dramatic tension because of the potential for physical injury and death. Although combat-related actions are generally resolved as standard skill and attribute tests, combat tests are somewhat more involved in terms of the number and type of test modifiers and character options available.

Combat Basics

The combat system presented in this book describes a variety of actions and tests used to simulate combat scenarios in *Star Trek*. While this chapter covers the same information presented in the *Appendix* of the *Star Trek Player's Guide*, it presents numerous additional rules and refinements to give you and your players even more options.

Action Rounds

Whenever hostilities erupt into violence, you should immediately begin describing events in terms of action rounds (see page 74). All characters involved in the combat may take a number of actions equal to their action allowance each round. Although players may describe what their characters do in any amount of detail, it's your job to interpret the actions in terms of the rules options available to them.

Initiative

Initiative determines the order in which characters act during each round of a combat encounter. Initiative must be determined at the start of a combat scenario, immediately prior to the first combat round. You can use the initiative results to establish the action sequence for the entire combat.

To determine initiative, every active participant makes an "initiative test," which is essentially a Quickness reaction test subject to initiative modifiers. Characters act in order from highest to lowest initiative test results, keeping their initiative ranking throughout the entire combat.

Surprise

If a character is unaware of assailants or simply doesn't suspect violence, it is possible for one or more attackers to surprise the defenders and automatically win initiative. To determine if any characters are surprised, you can require each to make an Observe test (TN 10 plus any applicable modifiers). Characters who succeed at the test may make initiative checks, whereas characters failing the test automatically lose initiative and suffer the loss of one action during the upcoming round.

TABLE 6.15: COMBAT TESTS

Action	Action Cost	Test Type	Common Modifiers
Aim	1	none	+1/+3
Armed Attack	1	Armed Combat	Close Combat
Charge	2	Armed/Unarmed	Close Combat
Delay	0	none	none
Dodge	1	Quickness reaction	Close/Ranged Combat
Parry/Block	1	Opposed	Close Combat
Ranged Attack	1	Ranged Combat	Ranged Combat
Unarmed Attack	1	Unarmed Combat	Close Combat
Free Action	0	see Table 6.3	none
Full-round Action	see Table 6.4 for details; character must disengage from combat to perform		
Movement	see Table 6.1 for options, costs, tests, and modifiers as applicable		

Actions

When it is a character's turn to act, the player must describe what the character attempts to do. Typically characters perform one or more combat actions (see Table 6.15 for options), but they might instead disengage from combat to perform non-combat actions such as making repairs, administering first aid, hailing the ship, or anything else a player devises.

Combat Actions

Table 6.15 presents some of the more common actions performed during combat encounters. Using these as a guide, you should determine the costs and test factors for any variations on these actions.

Attacking: To inflict damage with a weapon (including natural weapons such as fists and feet), a character performs an appropriate skill-based attack action (Armed, Unarmed or Ranged combat) and makes an attack test. An attack costs one action. If successful, an attack inflicts damage based on weapon or attack type (see "Inflicting Damage" for more information).

Aim: An aim action gives the attacker a +1 modifier to close combat and a +3 modifier to ranged combat attack test results.

Charge: Charging permits a character to use his strength, mass, and momentum to deliver a particularly forceful attack after running a short distance. If successful, the character multiplies the damage inflicted by 1.5 (round up) and forces the target to make a Strength attribute test (TN = charging character's Strength +2) to avoid being knocked prone. Charging gives the attacking character a +1 bonus his attack roll, but also confers a –3 penalty to any dodge or parry test results he makes during the same round. In addition, any attack made against the charging character receives a +1 bonus to hit.

To perform a charge, the character must be at least five meters, but no more than 12 meters, away from the target. The action cost equals 2 (this combines the cost of moving plus a single attack). Because the character is moving in a combat situation, he must make a successful movement test (see Table 6.1). A character cannot split the movement and the attack into subsequent rounds and still receive the benefits of a charge.

Delay: Instead of acting in order of initiative, a character may delay one or more of his actions until he sees what other combatants do. A character who has delayed one or more actions may interupt any character acting in order of initiative and act before him. However, if two or more characters all have delayed actions and then try to act simultaneously, they must make new Quickness reaction tests to determine who acts first. You cannot "carry over" delayed actions from one round to the next. Delayed actions not used by the end of the current round are lost. See "Dodge" and "Parry" for more information.

Dodge: In response to any close combat or ranged attack, a character may dodge in an attempt to avoid injury. Dodging costs one action, and the character must declare his dodge action prior to the attacker rolling his skill test. The attacker then makes the appropriate skill test. If successful, the attacker's modified test result becomes the target number for the character's dodge action, conducted as a Quickness reaction test. With a successful Quickness test, the character dodges out of the way and avoids all damage. If the attacker's attack test fails, no Quickness reaction test need be made; the character defers the roll until he is successfully hit within the same combat round. Declared dodges that remain unused—either because remaining attackers fail to successfully hit or no further attacks are made—are lost.

Once a dodge action has been declared, the action applies to all attack tests made in the current round. Thus, a character who declares a dodge, but does not make a Quickness reaction test (because the first attacker failed his test), still gains the benefit of the



declared dodge for attack tests made later in the round. If the dodge action is successful, this test result becomes the new Defense rating for the character for the rest of the round. Finally, the defender can use additional dodge actions in a single round, to improve his chances of being missed.

Example: Kor rolls a Ranged Combat test to shoot Lieutenant Ward. Ward's player declares a dodge action. Kor fails his attack test, rolling under Ward's Defense. Koloth makes a Ranged Combat test and successfully hits with an 11 test result. Ward's player now makes a Quickness reaction test for her previously declared dodge action, rolling a 12. She dodges out of the way. Ward's test result (12) becomes the TN to hit her when Kang attacks her later in the round.

A character may use delayed actions to perform a dodge action, and may dodge even if he has already used up his action allowance (but subtracts a cumulative –5 from his roll per additional action required). A character can declare a dodge action prior to his turn in response to an attack, though this counts toward his action allowance for the round. See "Actions" and "Action Allowance" for more information about action costs and performing actions in excess of a character's allowance.

Parry/Block: In close combat, a character may attempt to block an unarmed attack or parry an armed attack to avoid injury. Resolving a parry or block action works just as resolving a dodge action. Blocking or parrying costs 1 action and you must declare your action in response to the attacker rolling the skill test. The attacker then makes the appropriate skill test. If successful, the attacker's modified test result becomes the target number for either an Armed or Unarmed Combat test (parry or block respectively). With a successful Armed or Unarmed Combat test, the character thwarts the incoming attack and avoids all damage. Unlike dodge actions, however, parrying or blocking only applies to a single incoming attack.

Non-Combat Actions: If characters attempt non-combat actions in combat, conduct the tests normally, but pay special attention to the amount of time (measured in action rounds) needed to complete the intended action. A character disengaged from combat might be interrupted by combat participants depending on his proximity to the conflict. In such cases the Narrator must to determine whether injury, evasion, or any other type of distraction affects a non-combat action in progress, and if so, to what extent.

Attack Tests

Attack tests are conducted as skill tests of the appropriate type (Armed Combat, Unarmed Combat, or Ranged Combat). See the skill descriptions in the *Star Trek Player's Guide* for more information about these skills.

Armed Attack Test

When a character uses an Armed Combat skill to perform an attack with a weapon, he must make an Armed Combat skill test. The base difficulty of the attack test equals the target's Defense rating. Physical test modifiers and close combat test modifiers (see tables 6.8 and 6.16) may apply.

Scoring a marginal success or better indicates a successful attack. The attacker rolls the weapon's damage dice to determine the damage he inflicts; but if the attack test resulted in an extraordinary success, the attacker inflicts maximum damage for the weapon used (consider all dice rolled for damage to come up 6's). To avoid damage from a successful attack, the target may perform a dodge or parry/block action as an opposed test.

Unarmed Attack Test

When a character uses his body (fists, elbows, feet) to make an unarmed attack, he must make an Unarmed Combat skill test. The base difficulty of the attack test equals the target's Defense rating. Physical test modifiers and close combat test modifiers (see tables 6.8 and 6.16) may apply.

Scoring a marginal success or better indicates a successful attack. The attacker rolls the weapon's damage dice to determine the damage he inflicts; but if the attack test resulted in an extraordinary success, the attacker inflicts maximum damage for the weapon used (consider all dice rolled for damage to come up



6's). To avoid damage from a successful attack, the target may perform a dodge or parry/block action as an opposed test.

Ranged Attack Test

Like close combat attacks (armed and unarmed), ranged attack tests use the target's Defense rating as the base TN, but must also factor in range (the physical distance between the shooter and target) modifiers as well as any other applicable modifiers. The exact range increment and accompanying modifier depends on the physical distance and weapon type (see Table 6.18 for weapon range increments). In addition to range modifiers, other physical test modifiers and ranged combat test modifiers may apply (see tables 6.8 and 6.17, respectively).

Each ranged weapon is assigned five physical range increments: point blank, short, medium, long, and extended range. To determine the range modifier for a particular weapon to hit a target, determine the physical distance from shooter to target and consult the weapon's range increment to find whether the distance qualifies as point blank, short, medium, long or extended range. If the distance doesn't match one of the range increments exactly, use the next highest range increment.

For example, if a character attempts to fire a Type I phaser at a target 6 meters away, the range would be short. The range increments for a Type I phaser are 5/10/25/50/+10, so for this weapon, there's no real difference between firing at a target 6 or 10 meters away: short range covers everything from 5.1 meters to 10 meters distant.

Scoring a marginal success or better indicates a successful attack. The attacker rolls the weapon's damage dice to determine the damage he inflicts; but if the attack test resulted in an extraordinary success, the attacker inflicts maximum damage for the weapon used (consider all dice rolled for damage to come up 6's). To avoid damage from a successful attack, the target may perform a dodge action as an opposed test.

TABLE 6.16: CLOSE COMBAT MODIFIERS

Situation	TN Modifier
Defender prone	–5 TN
Attacker in advantageous position	–1 to – 3 TN*
Defender in advantageous position	+1 to +3 TN*
Defender behind cover	See Table 6.21
Off-hand penalty	+8 TN**

*Narrator must determine exact modifier based on her assessment of the situation.

**The off-hand penalty applies whenever a character relies on his nondominant hand to perform a close combat action (such as swinging a club or blocking a punch).

Inflicting Damage

Successful attacks inflict a certain amount of damage. The amount of damage varies by weapon or attack type. See Tables 6.18, 6.18A, and 6.19 for particulars.

A character's Strength modifier applies to the damage tests made for armed and unarmed (close combat) attacks, but not to ranged weapons or ranged combat attacks.

The degree of success a character achieves on an attack also modifies the damage he does. If he achieves an extraordinary success (the test result is 11 or more above the TN), the attack inflicts maximum damage to

TABLE 6.17: RANGED COMBAT MODIFIERS

Ranged Combat Modifiers

Range Category	Test TN
Point Blank	-2
Short	0
Medium	+2
Long	+4
Extended	+2 TN/movement

Situation	TN Modifier
Defender prone	+5 TN
Attacker in advantageous position	–1 to – 5 TN*
Defender in advantageous position	+1 to +5 TN*
Defender behind cover	See Table 6.21

Target's Size	
1/8 man-sized (.25 m height)	+9 TN
1/4 man-sized (.5 m height)	+8 TN
1/2 man-sized (1 m height)	+6 TN
Man-sized (approx. 2 m height)	+0 TN
1.5 x man-sized (3 m height)	–4 TN
2 x man-sized (4 m height)	–6 TN
3 x man-sized (6 m height)	–8 TN
4 x man-sized (8 m height)	–12 TN

Target Motion	
Moving 3 to 6 m per round (walk)	+2 TN
Moving 7–12 m per round (jog)	+4 TN
Moving 13–18 m per round (run)	+6 TN
Moving 19–40 m per round (sprint)	+9 TN
Moving 41–80 m per round	+12 TN
Moving 81–160 m per round	+15 TN
Moving 161+ m per round	+20 TN or more
Off-hand penalty	+8 TN**

*Narrator determines exact modifier based on her assessment of the situation

**The off-hand penalty applies whenever your character relies on his nondominant hand to perform a ranged attack (such as firing a phaser).

TABLE 6.18 STAR TREK WEAPONS

Melee Weapons

Weapon	Parry Mod.	Damage*
Ahn-woon	n/a	1d3+grapple
Bat'leth	+2	3d6+2
Club	−2	1d6+1
D'k tahg	−2(+1)	1d6+2
Knife	−3	1d6+2
Lirpa	+1	2d6+4 (blade)/2d6+2 (club)
Mace	−3	2d6 (2d6+2 if spiked)
Mek'leth	+1	2d6+3
Staff	+1	1d6+1
Stunrod	−2	1 + stun (power setting 1 to 3)
Sword	+0	2d6+3

* Add Strength modifier to Armed and Unarmed Combat damage rolls.

Ranged Weapons: Energy Weapons

Weapon	Range	Damage
24th-century Phasers		
Phaser I	5/10/25/50/+10	varies by power setting*
Phaser II	5/20/50/100/+20	varies by power setting*
Phaser III rifle	5/40/80/160/+40	varies by power setting*
Phaser III-B rifle	5/50/100/200/+50	varies by power setting*
Phaser III-C rifle	5/50/100/200/+50	varies by power setting*
23rd-century Phasers		
Phaser I	5/10/20/30/+10	varies by power setting*
Phaser II	5/20/40/80/+20	varies by power setting*
22nd-century Lasers		
Laser Pistol	5/10/20/40/+10	3d6+4
Laser Rifle	5/30/60/120/+30	4d6+5
Heavy Laser Rifle	5/40/80/160/+40	5d6+6

Ranged Weapons: Projectile Weapons

Weapon	Range	Damage
19th-21st-century Projectile Weapons		
Pistol	2/5/10/20/+5	2d6+4
Rifle	10/50/100/200/+50	3d6+4
Shotgun	3/15/45/90/+15	2d6+3 (3d6+3 at PB)
Assault rifle	10/50/100/200/+50	4d6+2
Submachine gun	5/20/40/80/+20	2d6+4

Ranged Weapons: Archaic Weapons

Weapon	Range	Damage
Bow & arrow	5/25/50/100/+25	2d6
Crossbow	5/20/50/100/+20	2d6+3
Javelin/spear	5/15/45/90/+15	2d6+5
Kligat	3/10/30/60/+10	1d6+3
Throwing knife	3/10/30/60/+10	1d6+1

* See Table 6.18A: Phaser and Disruptor Damage

the target. Don't roll damage; instead, simply calculate the maximum damage (12 on 2d6) (also add the Strength modifier for close combat attacks).

If a character scores an extraordinary success when using a weapon set to stun, kill, or disintegrate the target, the degree of success doesn't inflict additional damage, but does impose a +5 TN increase on the target's reaction test to avoid or resist the damage.

Stun, Kill and Disintegration Effects

Note that certain weapons can stun and/or disintegrate targets with a successful attack. When set to accomplish these effects, the weapon does not inflict damage normally, but instead initiates a reaction test to determine the final outcome of the attack. Refer to Tables 6.18A and 6.19 for more information about these special types of weapon effects.

Stun Effects

Characters can set many weapons in *Star Trek* (phasers, disruptors, stunrods, and the like) to deliver non-lethal stun effects. Generally, these types of weapons possess variable power settings that amplify the potency of the attack at the expense of increased power consumption.

When struck by such weapons, characters must make a Stamina reaction test at a TN based on the weapon's setting (see Table 6.19) to minimize the stun effects. A character failing the test suffers the full stun effect and is knocked unconscious for a number of rounds. A character who succeeds at the test shakes off the worst of the effects, and suffers action penalties similar to injury effects for the duration of the stun effect.

Armor and Cover

Some characters wear armor or shielding devices to minimize the damage sustained from combat attacks and other sources of damage. Similarly, a character can hide behind cover, such as a metal bulkhead or stone pillar, to deflect damage from an attack. Armor and cover offer differing degrees of protection depending on the materials involved and the attack type (and/or weapon type) being deflected.

Each time an attack inflicts damage to a character, his or her armor or cover "absorbs" a number of points and reduces the amount that gets passed on as injury by the same amount. Cover can only absorb so much damage before attacks destroy it, leaving the character vulnerable to attack (unless there's more cover to hide behind!). See Table 6.20 for more information.

TABLE 6.18A PHASER & DISRUPTOR EFFECTS

Power	Setting	Charges	Damage	Notes
1	Light Stun	1	stun*	Stun a Human for 5 minutes
2	Medium Stun	2	stun*	Stun a Human for 15 minutes or a Klingon for 5 minutes
3	Heavy Stun	3	1+stun*	Stun a Human for 1 hour or a Klingon for 15 minutes
4	Light Thermal	5	1d6+3	Cut a 1 m hole in 10 cm of wood in 3 minutes
5	Medium Thermal	8	2d6+6	Cut a 1 m hole in 10 cm of steel in 3 minutes
6	Heavy Thermal	12	3d6+12	Cut a 1 m hole in 10 cm of steel or rock in 30 seconds
7	Light Disrupt A	15	5d6+18	Kill a humanoid; cut a 1 m hole in a duranium bulkhead in 10 minutes
8	Light Disrupt B	20	10d6+36	Vaporize a humanoid
9	Light Disrupt C	30	Kill	Vaporize resilient alloys (beam may ricochet)
10	Medium Disrupt A	40	Kill	Vaporize any substance (energy rebound prior to vaporization common)
11	Medium Disrupt B	50	Kill	Explode 10 cubic meters of rock into rubble
12	Medium Disrupt C	60	Kill	Explode 50 cubic meters of rock into rubble
13	Heavy Disrupt A	70	Kill	Explode 100 cubic meters of rock into rubble
14	Heavy Disrupt B	80	Kill	Explode 160 cubic meters of rock into rubble
15	Heavy Disrupt C	90	Kill	Explode 400 cubic meters of rock into rubble
16	Heavy Disrupt D	100	Kill	Explode 600 cubic meters of rock into rubble

* See "Stun Effects," below

TABLE 6.19: STUN EFFECTS

Setting and Power	Reaction TN	Duration	Effect (Failed/Successful*)
1 Light Stun	9	3d6x3 rounds	Unconscious/–5
2 Medium Stun	12	2d6+3 minutes	Unconscious/–9
3 Heavy Stun	15	1d6x10 minutes	Unconscious/–12

*The listed penalty applies to physical tests (including combat-related tests); for academic tests apply half the listed penalty.

TABLE 6.20: ARMOR & COVER PROTECTION

Armor Type	Damage Absorbed
Cardassian body armor	5 (physical damage only)
Klingon body armor	7 (physical damage only)

Cover Type	Damage Absorbed	Damage Sustainable
Thin wooden door	6 (all types)	5
Wooden door	8 (all types)	10
Thin metal door	10 (all types)	15
Reinforced metal door; large rocks	14 (all types)	25
Armored metal bulkhead	20 (all types)	40
Heavily armored security door	24 (all types)	50

Shooting Around Cover/Called Shots

Degree of Cover	*TN Modifier*
100% (nothing exposed)	Impossible to shoot around (+12)
75% (head, arm exposed)	+8 TN
50% (some or all of upper body exposed)	+6 TN
25% (all upper body, some lower body exposed)	+4 TN
10–24% (most of body exposed)	+2 TN

Of course, an attacker can try to shoot around cover by aiming specifically for the parts of the target's body that remain exposed (you can use the same modifiers for called shots to specific parts of the body, like the head or hand). See Table 6.20 for modifiers.

INJURY AND HEALING

Whenever a character sustains damage, he may be injured or killed depending on the total amount of damage he has suffered. As characters take damage from attacks or other sources of injury (see "Other Sources of Injury," below), they progress from healthy to injured, then incapacitated to near death. The following sections describe how damage accumulates, how injuries affect characters, and how characters recover from injury through medicine and natural healing.

TABLE 6.21: EFFECTS OF INJURY

Wound Level	Injury Effects
Healthy	none
Dazed	Character performs tests* at –1
Injured	Character performs tests* at –3
Wounded	Character performs tests* at –5
Incapacitated	Character performs tests* at –7
Near Death	Character performs tests* at –9

* Injury penalties do not apply to Stamina reaction tests made to recover from injury. The severity of injury already factors into the TN of these reaction tests.

Health

Every character has a Health rating equal to his Vitality attribute plus his Strength modifier. This number represents the amount of damage the character can sustain before progressing from one Wound Level to the next. For example, a person with Vitality 9 and Strength modifier +0 has a Health of 9. If he suffers nine points of damage, he drops from Healthy to Dazed; another nine points reduces him to Injured; and so on.

Wound Level

As characters suffer damage, they progress through a number of Wound Levels describing their overall degree of injury. Starting with Healthy, the Wound Levels





include Dazed, Injured, Wounded, Incapacitated, and Near Death. Surpassing Near Death indicates a character has died from his sustained injuries.

Within each Wound Level, a character can withstand an amount of damage equal to his Health. Once a character has accumulated damage equal to this threshold, he begins accumulating damage in the next Wound Level and suffers action penalties as a result of greater injury (see Table 6.21 for injury effects). This process continues until either the damage ceases to accumulate and the character begins to heal or until the character dies from injuries, whichever comes first.

Injury Effects

As characters sustain damage and drop from one Wound Level to the next, their injuries begin to impair their ability to perform actions. This impairment results in penalties that apply to all physical (and combat-related) tests, as well as most academic tests (see Tables 6.8 and 6.10, pages 79 and 80).

Other Sources of Damage

Aside from combat, characters can suffer damage and injury from a variety of sources, such as fire, falling, poison, and radiation. *Chapter 13: Hazards* describes the methods for handling these types of hazards during play, including rules for reducing or avoiding damage from these sources.

Healing

With medical attention and/or time, injuries heal as the body restores lost fluids and regenerates damaged tissue. The game rules reflect the body's ability to heal through two distinct sets of rules—natural healing and medical attention.

Natural Healing

Injuries heal naturally over time, although first aid, medical science, and medical technology can speed the natural healing process dramatically. Without the benefit of medical attention or knowledge, characters must rely on their natural Vitality and Stamina to fight off infection and heal.

Natural healing requires substantial rest, decent nutrition, and a sanitary environment. Assuming a character sleeps at least six hours per day, maintains a sufficient diet, and keeps open wounds clean of infection, he recovers 1 wound point per day. In these conditions, characters can also make Stamina tests (see Table 6.22) at the end of every week to recover a number of additional wound points equal to their Vitality modifier.

If a character has received successful first aid, he may make a Stamina reaction test twice per week to recover a number of additional wound points equal to his Vitality modifier. Failed Stamina tests incur no ill consequences; the character just doesn't show remarkable progress in his healing.

If you determine that the character has not taken the proper precautions during a particular day, it is fair to suspend the recovery of wound points for the day. Weekly Stamina tests can also be denied on the same grounds.

TABLE 6.22: NATURAL HEALING

Subject's Wound Level	Stamina TN
Dazed	10
Injured	15
Wounded	20
Incapacitated	25
Near Death	30

Recovering from Attribute Reductions

Some hazards, such as radiation and toxins, temporarily reduce attributes as they wreak havoc on the character's body. Although medical technologies can provide quicker remedies to these ailments, characters recover lost attribute points naturally at a rate of 1 point per day (unless otherwise specified). Recovering lost attribute points falls subject to the same conditions (rest, nutrition, and sanitation) as healing normal injuries, but characters may not ordinarily make Stamina tests to hasten attribute recovery.

Recovering from Stun Effects

Stun effects wear off naturally without the need for medical attention of any kind. Once the duration of a stun effect expires, the character regains consciousness (if unconscious) and returns to full functionality: test penalties for being stunned cease to affect the character.

Medical Attention

Medical attention enables characters to recover from damage even more rapidly. Advancements in 23rd and 24th century medical science permit medics and physicians to mend flesh and knit bone with miraculous results.

TABLE 6.23: FIRST AID TEST

Subject's Wound Level	First Aid TN
Stunned	10
Injured	15
Wounded	20
Incapacitated	25
Near Death	30

First Aid

A skilled character can make a First Aid test to stabilize an injured companion. The TN for the test depends on the subject's degree of injury—an Incapacitated character proves much harder to treat than one who is only Stunned (see Table 6.23).

With a successful First Aid test, the subject immediately recovers all damage sustained in his current Wound Level, effectively reducing his degree of injury by one level (although the character still suffers full wounds in the new level). For example, if a character with Health 7 sustained 18 points of accumulated damage (effectively giving him 4 points of damage in the Injured level), a successful First Aid test would alleviate the 4 points of damage in his Injured Wound Level. This leaves the character fully Stunned, a mere one wound point shy of falling back to Injured status.

Once the character has been stabilized through first aid, he can make Stamina tests to recover additional wound points twice per week as described under Natural Healing. If you think that a character's wounds could become infected, make another successful First Aid test to determine whether the character heals naturally on a given day or during a given week, or does not recover due to infection.

Advanced Treatment

Whereas First Aid tests can be made to stabilize a character and hasten the process of healing naturally, some injuries require advanced medical treatment (Medicine tests), such as surgery, routine medication, and repeated therapy, to heal properly.

A character can make Medicine tests in addition to, or in lieu of, First Aid tests to hasten recovery. Medics and physicians with full medical training (and, of course, access to any necessary equipment) find it easier to treat injuries than do emergency technicians and medics who only practice first aid. The TNs for treating injuries of varying degrees reflect this fact—use the First Aid TNs, but lower them by one full category of difficulty (a doctor using Medicine only needs a test Result of 20 or more to heal an Incapacitated patient).

Upon making a successful Medicine test, the subject of the treatment immediately recovers a number of wound points equal to his Health, effectively reducing his degree of injury by one Wound Level. Thereafter, the character heals naturally and gains the benefit of two Stamina tests per week, just as if she had received successful first aid. Moreover, if the attending medic or physician keeps the patient under his direct supervision, the doctor may administer care on a daily basis. Under these circumstances, the doctor can perform one Medicine test each day to double the normal rate of natural healing: each successful test enables the patient to recuperate two wound points that day, twice the normal rate of recovery.

MOVEMENT

Before you can explore the ancient alien ruins of Risa or see the vast White Sands on Tellar, you need to get there. Sometimes it's important to know how long it takes your character to get somewhere. The Narrator determines whether to measure movement for a particular scene and how precisely. If the characters simply wander through the streets of an alien city to "get a feel for the place," you probably won't need to track movement too carefully. If they're racing a group of Nausicaan thugs through a wasteland in an attempt to reach a remote starport before their pursuers, the Narrator will need to track each group's movement carefully.

There are three types of movement:

- **Tactical:** Tactical movement is measured in meters per action round and is always used for combat, other forms of conflict, and when characters are engaged or adjacent to other characters.

- **Casual:** Casual movement is measured in meters per minute and is used for completing tasks when every second isn't critical (for example, when negotiating a treaty or exploring an abandoned starship).

- **Travel:** Travel movement is used for long journeys or marches and is measured in kilometers per hour.

Pace

Regardless of whether your Narrator is using tactical, casual, or travel movement, your character always moves at one of the following *paces*. Table 6.24 lists movement rates by pace and movement type.

Walk: A normal brisk walk (approximately 5 km/hour) requires a single movement action.

Jog: A jog (approximately 10 km/hour) normally requires two movement actions.

Run: A run (approximately 15 km/hour) normally constitutes a full-round action and may require a test if the character is engaged in combat.

Sprint: A sprint (approximately 25 km/hour) normally constitutes a full-round action and may require a test if the character is engaged in combat. Encumbered characters cannot sprint.

TABLE 6.24: PACE

Pace	Tactical	Casual	Travel
Walk	6 m per round	60 m per minute	5 km per hour
Jog	12 m per round	120 m per minute	10 km per hour
Run	18 m per round	180 m per minute	15 km per hour
Sprint	40 m per round	400 m per minute	25 km per hour

*If using action time, the distance covered is per action spent. See "Movement Actions," page 76.

TABLE 6.25: OBSTACLE

Obstacle	Movement Penalty	Example
Uneven/moderately obstructed terrain	3/4 normal pace	scrub-covered hillside; swampy ground
Broken/heavily obstructed terrain	1/2 normal pace	dense forest or jungle; mud flats or marsh
Slick surface/uncertain footing	1/2 normal pace	muddy or sandy ground; moderate slope
Slippery surface/poor footing	1/4 normal pace	wet rock or oily surface; steep slope
Poor visibility	1/2 normal pace	Dense fog or smoke

Obstacles

The pace rates listed on Table 6.24 assume characters move over flat, unobstructed surfaces, such as starship corridors, floors, roads, and so on. Numerous obstacles and obstructions hinder a character's movement. The Narrator decides what obstacles, if any, impede character movement.

If the characters use casual or travel movement to journey from one place to another or to conduct an extended search, Table 6.25 provides a list of penalties for obstructed movement over longer periods of time. These penalties are cumulative; a character moving through dense foliage (1/2 normal pace) in a hilly region (1/2 normal pace) would move at only 1/4 his normal pace.

Movement and Fatigue

Certain types of forced or prolonged movement can fatigue or exhaust characters. The following guidelines apply for characters moving at the various paces.

FATIGUE

Sustained activity leads to fatigue. Characters typically grow tired from sustained movement, prolonged activity (such as computer programming), and lost sleep.

Your character makes Stamina reaction tests to resist fatigue depending on the type of action in which he or she engages, as described on Table 6.26: Fatigue Rates. The difficulty for fatigue-related Stamina tests is TN 10.

Level: Refers to the level of activity in which your character is engaged. Manning a bridge station during a normal eight-hour shift is considered Relaxed, while climbing Mount Seleya is considered Demanding. Thus, climbing a mountain prompts fatigue-related Stamina tests more frequently than operating a duty station.

Base Time: The amount of time in which a character can engage in a particular level of activity before prompting the first Stamina reaction test.

Interval: Defines the amount of time your character can sustain activity before making an additional Stamina test. This test is made as soon as the time interval passes, with modifiers resulting from failed tests applying immediately.

Extreme: Actions requiring rigorous activity, such as combat, psionic use, and sprinting. Some physical skill tests are considered Extreme, such as Athletic tests made to run a foot race or Demolitions tests to defuse a bomb. All combat-related skills (Armed, Unarmed, and Ranged) are considered Extreme activities.

Demanding: Actions requiring rigorous, sustained activity or attention to detail, such as most sports, heavy manual labor, searching a house, and mountain climbing. Academic skills tests performed under pressure or used in a physical test, and many non-combat physical skills, are considered Demanding.

Standard: Actions requiring an average amount of activity, such as jogging, administering first aid, searching a room, and routine uses of most physical skills. Most social tests are considered Standard.

Relaxed: Actions requiring minimal physical activity, such as walking at an easy pace, performing research, and simple uses of most physical skills. Most academic tests are considered Relaxed.

Characters progress through six stages of fatigue, from Energetic to Collapse. Table 6.27: Fatigue Effects illustrates the fatigue levels and associated penalties. If

TABLE 6.26: FATIGUE RATES

Level	Base Time	Interval
Extreme	10 minutes	5 minutes
Demanding	1 hour	30 minutes
Standard	2 hours	1 hour
Relaxed	4 hours	2 hours

a character fails a Stamina test to resist fatigue, he becomes "Winded" and suffers a penalty. If he fails another Stamina test, he becomes "Tired" and suffers additional penalties. If the character continues to push himself and fails his Stamina tests, he becomes more fatigued and the penalties increase accordingly. These penalties are cumulative with injury penalties. For example, a character who is both Injured (–2 to all tests) and Tired (–2 to all tests) suffers a cumulative –4 penalty. These penalties apply to future Stamina tests to resist fatigue. Should a character continue to push himself while Exhausted, he collapses if he fails another Stamina test.

EXAMPLE: Lieutenant Ward attempts to decipher ancient Debrune glyphs on an obelisk, which the Narrator considers to be a Computer Use test. After four hours of research, the Narrator calls for a Stamina test to resist fatigue and determines it to be a Relaxed activity. Ward's first Stamina test has a TN 10, which she fails with a test result of 7, and suffers –1 to all future tests. Ward continues the job, and after two more hours makes a second TN 10 Stamina test. This time the test is modified by –1, and she rolls an 11. She succeeds with a modified test result of 10. After another two hours of uninterrupted study, Lieutenant Ward attempts another test, and so on until she either rests or collapses.

A character can remain awake and active for a number of hours equal to (16 + Vitality modifier) without suffering from fatigue. Thus, a character with a +2 Vitality modifier can remain awake for 18 hours. Beyond this point, a character must make a Stamina test (TN 10 +1 per additional hour) every hour to avoid accumulating fatigue. Whenever the character fails a test he accumulates fatigue levels and will eventually reach the level of Collapse (see Table 6.27: Fatigue Effects for more information).

These conditions are cumulative. A character (+2 Vit mod.) remaining awake for 19 hours and then engaging in a Demanding physical test for 1 hour makes a total of three Stamina tests—the first for loss of sleep, the second to perform an hour-long Demanding test, the third for remaining awake for another hour. Should the character fail the first test, he suffers a –1 penalty to all tests. Failing the second test (for the Demanding activity), he drops to Tired (–2). Finally, failing his second test for remaining awake, he drops to Fatigued (–4).

A character must rest to recover a fatigue level, as described on Table 6.26: Fatigue Rates. These rates are cumulative. An exhausted character who rests for four hours becomes Fatigued. After another two hours of rest, he is only Tired. The Narrator defines what constitutes "rest;" sleep obviously counts, but in many cases simply sitting, relaxing, and engaging in no strenuous activities may suffice (particularly for lower fatigue levels). Less than restful circumstances may prevent recovery of fatigue levels altogether.

TABLE 6.27: FATIGUE EFFECTS

Fatigue Level	Penalty
Energetic (normal)	none
Winded	–1 to all tests
Tired	–2 to all tests
Fatigued	–4 to all tests
Exhausted	–8 to all tests
Collapse	character collapses from exhaustion; no tests possible

ENCUMBRANCE AND CARRYING CAPACITY

A character can normally carry his Strength x 5 in kilograms without suffering any penalties or hindrances. Thus, a character with Strength 6 could carry 30 kg as a normal load. A character can carry up to twice his normal load (Str x 6 to10 kg) as a heavy load, and up to three times his normal load (Str x 11 to 15 kg) as a very heavy load. Characters suffer penalties to their movement rates when carrying heavy or very heavy loads. Heavier loads also fatigue characters more easily. Consult Table 6.28 for specific fatigue modifiers. Both movement and fatigue modifiers are cumulative with other game modifiers, such as obstacle penalties or injury effects.

TABLE 6.28: ENCUMBRANCE & MOVEMENT

Load (in kg)	Movement Penalty	Fatigue Modifier
Normal (Str x 5)	N/A	N/A
Heavy (Str x 6–10)	3/4 normal pace	Stamina test to resist fatigue made at +10 TN
Very Heavy (Str x 11–15)	1/2 normal pace	Stamina test to resist fatigue made at +20 TN



COMBAT SUMMARY

1) Initiative: Who Acts?

Initiative Test: All active participants make a Quickness reaction test, and act in order from highest to lowest test result.

Surprise: Assailants can surprise opponents through careful planning or sudden action. To determine whether targets are surprised, make an Observe test (TN 10 + modifiers). With a failed test, automatically lose initiative (act last in the round), and lose one action (first round only).

Rounds: Combat takes place using action rounds, which represents 6 seconds of time.

2) Combat Actions: What Can You Do?

Actions

Characters can perform two actions per round. See individual action tables for actual action costs.

Movement Actions: Actions required to move. See Table 6.1.

Combat Actions: Actions required to aim, attack, dodge, and so on. See Table 6.2

Free Actions: Actions that do not require action expenditures. See Table 6.3.

Full-Round Actions: Actions that require the full round to perform. See Table 6.4.

Extended Full-Round Actions: Actions that require several full rounds to perform. See Table 6.4.

Multiple Actions: Additional actions performed in the round beyond a character's action allowance incur a cumulative –5 penalty. See Table 6.5.

Armed Attack Test

Make an armed attack test when attacking with a primitive hand weapon. Resolve using the appropriate Armed Combat skill. Base difficulty equals the target's Defense rating. Physical test modifiers apply.

Ranged Attack Test

Make a ranged attack test when attacking with a ranged weapon. Resolve using the appropriate Ranged Combat skill. Base difficulty equals the target's Defense rating. Physical modifiers apply, especially those resulting from range.

Unarmed Attack Test

Make an unarmed attack test when making physical attacks. Resolve using the appropriate Unarmed Combat skill. Base difficulty equals the target's Defense rating. Physical test modifiers apply.

Dodge, Parry and Block Actions

Dodge, Parry and Block actions affect the chances of successfully hitting a target. Each of these actions must be declared by the defending character prior to the attack test being made. Attacker's attack test result, if equal to or greater than the target's Defense, becomes the TN for the appropriate skill test.

3) Damage

With a successful attack, the attacker inflicts an amount of damage on the defender. The damage caused by an attack equals the total rolled on the weapon's damage dice. Add the attacker's Str modifier to damage tests made for armed and unarmed attack tests. Degrees of Success modifies total damage caused:

Stun, Kill, Disintegrate Effects

Certain weapons can cause stun or kill damage, such as phasers and disintegrators. Weapons that list "kill" under their damage instantly kill the target regardless of total wound points. When struck by weapons set to stun, the target makes a Stamina reaction test at a TN equal to the weapon's setting. A successful reaction test suffers action penalties for the duration of the stun effect. A failed test results in unconsciousness for a number of rounds. See Table 6.19.

Wound Points and Levels

Characters have six wound levels: Healthy, Dazed, Injured, Wounded, Incapacitated, and Near Death. At each level, a character can sustain a number of points of damage equal to their Health.

As characters sustain damage, they drop from one wound level to the next, and suffer penalties as described on Table 6.21.

When a character loses all wound points in the Near Death category, they die.



7 STARSHIP OPERATIONS

Starships play a vital, some might say central, role in *Star Trek*, and players and Narrators alike will depend on their vessels regularly. Your Crew may use a ship as its base of operations, in which case they'll be depending on their ship each episode, sometimes in life and death situations. Narrators depend on starships to provide interesting encounters; often, the Crew's starship becomes like a separate character all its own. This chapter covers many aspects of starship operations—normal starship functions, unusual capabilities, system failure, repair, and combat capabilities.

STARSHIP SYSTEMS

Although starships serve as a means of transportation, an instrument of policy, and a home-away-from-home for their crews, they are really just a collection of individual systems upon which the Crew relies to get them from place to place, protect them from the hazards of space, and defend against attack. A starship's systems include vital components such as life support and propulsion as well as secondary, though no less important, systems, such as transporters and optical data networks.

PRIMARY SYSTEMS

All starships have six different primary systems—Propulsion, Sensors, Operations, Life Support, Weapons, and Shields. These are the critical systems providing basic functionality to the ship. Ships also have secondary systems, ranging from communications to transporters, but these vary by class.

The following system descriptions cover both routine and inventive applications as shown in the various *Star Trek* series, such as recalibrating sensors to locate cloaked opponents, rerouting power to damaged systems, and locking down the computer core from intrusion.

Propulsion

One of the most important questions in a *Star Trek RPG* episode involves how long it takes a starship to get from point A to point B. Can the Crew arrive fast enough to save Narendra III from invasion? Will they make it to Deneb with critical medicines in time to halt a deadly plague? Often during a game session, your Crew will want to know how fast they can get to their destination, and the warp factor required. A starship's propulsion system establishes the speeds of which it is capable.

Each starship profile lists the ship class cruising, sustainable, and maximum speeds in terms of warp factor. Cruising speed refers to the ship's normal rate of speed. Sustainable speed tells the top speed a ship can move without overstressing its engines, and maximum speed lists the theoretical top speed at full engine power. For example, *Intrepid*-class starships typically cruise at warp 8, can sustain warp 9.6, and can go as fast as warp 9.975 (see the profile on page 149). Vessels used by various species are presented in *Chapter 9: Starships*, beginning on page 146.

Table 7.1: Travel Times At Warp allows you to translate a ship's rate of speed (measured in warp factors) into the time required to travel a certain distance. First locate the engine data on the appropriate starship profile to find a vessel's propulsion data. Next, determine the distance between the Crew's current position and their destination, and find the appropriate column on Table 7.1. Read down the column to the row for the desired warp factor. This is the travel time to reach the destination.

Example: The Crew needs to travel from Sol to Alpha Centauri for a diplomatic conference. Their starship, an *Intrepid*-class ship, typically cruises at warp 8, and can safely travel up to warp factor 9.6. The Narrator determines that Alpha Centauri lies 5 light-years from Sol, and locates that column on Table 7.1. Reading down the chart, she finds that the Crew can get there in 2 days at warp 8, and informs the players. They, however, want to get to Alpha Centauri as fast as possible without damaging their ship and decide to travel at warp 9.6 (for a total travel time of 23 hours).

You may prefer to firmly establish the relative distances between various systems and planets, and then determine travel times. This way, both you and your players can decide how fast the Crew must travel to get to their destination. Be sure to write down the distances you establish for your setting (eventually creating a record of all the distances in your series). Don't worry about whether or not the distances you set are "right;" if you want to place some planet you create 16 light-years from Earth, that's okay. It's your setting.

When establishing distances in your series, you can extrapolate from the times expressed on Table 7.1. For example, if you want a planet to be 25 light-years from the crew's current position, simply add the travel times from the 5 light-year and 20 light-year columns (so at warp factor 7, a 25 light year trip takes 14 days). If you establish that Bajor lies 15 light-years from Cardassia Prime, then multiply the travel time listed under the 5 light year column by 3 (9 days at warp 7).

By the 24th century, Starfleet imposed a new warp factor scale different from the one used during Captain Kirk's time. Under this new scale, warp 6, the standard cruising speed for Federation ships, equals approximately warp 7.3 under the old system, while warp 9.2 equals the old system's warp 11.8. Narrators running series set prior to the 24th century should use the scale described on Table 7.1 for simplicity's sake, though you should feel free to use whatever calculation suits you for *Enterprise* and original *Star Trek* series.

Pushing the Engines

Each ship's warp drive possesses three levels of operation: cruising speed, sustainable speed, and maximum speed. Warp engines are designed to run constantly at cruising speed, requiring only routine maintenance. The sustainable speed defines the recommended maximum at which the engines can be safely run; engineers often get nervous if their ship runs continuously at its sustainable speed, since it means components tend to break down faster. By pushing the engines, an engineer attempts to operate the ship's engines at maximum speed—the theoretical maximum of a ship's warp engine. Ships can attempt maximum speed if the engineer makes a successful Propulsion Engineering test at TN 10+ the ship's maximum speed. Thus, a ship with a maximum speed of 8 requires a Propulsion Engineering test against a TN 18. With a success, the ship can attain maximum speed; otherwise some engine component cannot take the stress and malfunctions.

After a malfunction, the engineer must repair this damage before attempting another skill test to attain maximum speed. See "Diagnosis and Repair" page 109 , for more information. Once maximum speed has been achieved, a reliability check (TN 10+Speed) is required every hour spent at maximum speed (see page 137 for information on reliability checks). A failed reliability check means the system goes completely offline and must be diagnosed and repaired as though it had malfunctioned. Engineers who achieved a complete success or better on the initial Propulsion Engineering test can skip the diagnosis stage.

Transferring Power

In addition to powering the ship's flight, the engines provide power to all the other systems on board. System functionality requires a constant supply of power from the engines. Unless damaged, engines provide enough power for all systems to operate normally. But by taking power from one system and shunting it to another, a skilled engineer can briefly lower the effectiveness of one system to boost the effectiveness of another.

An engineer can intentionally cause one block of damage to one system (see page 114 for information



TABLE 7.1: TRAVEL TIMES AT WARP

	Speed	kmh	# of times Speed/light	400,000 km	12 million km	5 ly	20 ly	10,000 ly	100,000 ly	2,000,000 ly
	Examples			Earth to Moon	Across Sol System	To nearby star	Across one sector	Across UFP	Across Galaxy	To nearby Galaxy
§	Standard Orbit	9600	<0.00001 sublight	42 hours	142 years	558,335 years	2 million years	1 billion years	11.7 billion years	223 billion
o	Full Impulse	270 million	0.25 sublight	5.38 seconds	44 hours	20 years	80 years	40,000 years	400,000 years	8 million years
c	Warp Factor 1	1 billion	1	1.34 seconds	11 hours	5 years	20 years	10,000 years	100,000 years	2 million years
	Warp factor 2	11 billion	10	0.13 seconds	1 hour	6 months	3 years	992 years	9921 years	198,425 years
	Warp Factor 3	42 billion	39	0.03 seconds	17 minutes	2 months	1 year	257 years	2568 years	51,360 years
	Warp Factor 4	109 billion	102	0.01 seconds	7 minute	18 days	2 months	98 years	984 years	19,686 years
	Warp Factor 5	229 billion	214	0.006291 seconds	3 minutes	9 days	1 month	47 years	468 years	9,357 years
Δ	Warp Factor 6	421 billion	392	0.003426 seconds	2 minutes	5 days	19 days	25 years	255 years	5,096 years
	Warp Factor 7	703 billion	656	0.002050 seconds	1 minute	3 days	11 days	15 years	152 years	3,048 years
	Warp Factor 8	1.10 trillion	1,024	0.001313 seconds	39 second	2 days	7 days	10 years	98 years	1953 years
	Warp Factor 9	1.62 trillion	1,516	0.000887 seconds	26 seconds	1 day	5 days	7 years	66 years	1319 years
Ω	Warp Factor 9.2	1.77 trillion	1,649	0.000816 seconds	24 seconds	1 day	4 days	6 years	61 years	1213 years
	Warp Factor 9.6	2.05 trillion	1,909	0.000704 seconds	20 seconds	23 hours	4 days	5 years	52 years	1048 years
	Warp Factor 9.9	3.27 trillion	3,053	0.000440 seconds	13 seconds	14 hours	2 days	3 years	33 years	655 years
	Warp Factor 9.99	8.48 trillion	7,912	0.000170 seconds	5 seconds	6 hours	22 hours	1 year	13 years	253 years
≈	Warp Factor 9.9999	214 trillion	199,516	0.000007 seconds	0.2 seconds	13 minutes	53 minutes	18 days	6 mos	10 yrs
μ	Warp Factor 10	<INFINITE>	<INFINITE>	0	0	0	0	0	0	0

NOTES

§ synchronous orbit around Class-M planet

o 1/4 light speed; normal maximum impulse speed

c equals speed of light

Δ normal cruising speed of UFP starships circa *TNG*

Ω normal maximum speed of UFP starships circa *TNG*

≈ subspace radio speed with booster relays

μ unattainable without transwarp

on system damage), effectively reducing its capabilities, to temporarily "upgrade" the performance of another system, causing it to operate as though it were one class better than it really is. For example, a Class 3 sensor system behaves as though it were a Class 4 sensor system, granting a +4 bonus to System Operations (Sensors) tests. A system already at the highest Class (E) does not benefit from transfer power. The reliability of an upgraded system does not change.

Make a Propulsion Engineering test against a TN 10+the target system's reliability modifier (see page 137) to transfer power. A Class C system with reliability of +4 would, therefore have a TN 14 (base 10 + the reliability modifier of +4). The power transfer lasts 10 minutes (15 minutes for a superior success and 20 minutes for an extraordinary success), then returns to its normal state. You can terminate a power tranfer at any time, as an action, with no test required.

The newly damaged system cannot be repaired while the upgraded system continues to benefit from the power transfer, though damage from other sources can be repaired. For example, a system suffering 1 block of damage from transferring power and 2 blocks of damage resulting from battle could have the latter damage repaired, but not the damage resulting from transferring power (at least not while power transfer *remains in effect). Once the power transfer ceases, the* engineer can attempt to repair the block of damage caused to the contributing system.

Each system can only benefit from this inventive application once. An engineer could not, for example, transfer power from life support to weapons, then from shields to weapons, thus upgrading weapons twice. Furthermore, a system benefiting from a power transfer cannot have its power transferred to a third system, preventing an engineer from transferring life support to weapons, thus upgrading them, then transferring power from his newly upgraded weapons to shields. Only energy weapons benefit from transferring power, not torpedoes. Upgrading the ship's shields affects only their protection rating, not their threshold (see "Shields," page 106).

Sensors

A ship's sensors serve as its eyes and ears. The science officer depends on them for analyzing stellar phenomena, the tactical officer depends on them for tracking enemy ships, and the helmsman needs them to guide the ship. A ship's sensors comprise a wide array of sensing devices—parametric subspace field stress sensors, thermal imaging arrays, stellar graviton detectors, charged particle scanners—rather than a single, all-purpose device. Operators on board actually collect data derived from a variety of sensors to assemble a complete picture of their subject.



Sensors are capable of scanning an area to search for a particular substance or energy pattern, such as oxygen and kelbonite, or subspace fields and gravitons. The presence of life-forms can be ascertained by detecting biological readings, body heat, motion, or even the pollution levels in a planet's atmosphere.

Sensors detect what they were designed to detect. Sensors cannot distinguish specific configurations of elements and compounds; a ship's sensors could detect the presence of aluminum in a room, but not the presence of a filing cabinet. This can complicate matters when scanning for life-forms. Silicon-based beings would read as rock, not living rock (because the sensors detect the presence of the element), while gaseous creatures would be detected as their chemical composition. Finally, you may rule that certain phenomena cannot be detected at all without recalibrating the sensors, because the thing being searched for falls outside the sensor's parameters. Examples include antiprotons, selgninaem, and solanagen. And some elements block sensor sweeps entirely, such as kelbonite.

During an episode, players may frequently use their ship's sensors to uncover information pertaining to the adventure. Is there life on the planet they've just discovered? Where is the Cardassian ship they're following? What is the probe made out of? Similarly, you may call on your players to use sensors to further the plot along, such as alerting the crew of imminent danger.

Using the ship's sensors requires a System Operations (Sensors) skill test, though other skills relating to the type of sensor scan can grant affinity bonuses (see page 83). For example, scanning a planet for biological signs warrants a System Operations test, but a +1 affinity bonus could apply if the operator also possesses the Life Science (Biology) skill. Similarly, repairing the computer core aboard an alien probe requires a Systems Engineering skill test, but the engineer might benefit from an affinity with the Computer Use skill or even Language (alien) depending on the nature of the problem and the scope of repair. Unlike Tricorders, sensors do not provide any sort of equipment bonus to skill tests made while using the system.

TABLE 7.2: SENSOR TEST MODIFIERS

Scan for	TN Modifier
General information	TN 5
(mass, diameter, spectral class, radiation, atmospheric content)	
Locate abundant specific elements; specific life-forms	TN 10
(iron, granite, nitrogen, radiation)	
Uncommon specific elements	TN 15
(uranium, dilithium, duranium, a specific Human among aliens)	
Rare or difficult to detect elements	TN 20
(antiprotons, kelbonite, a specific Human among other Humans)	
Specific elements beyond sensor capability	TN 25
(solanagen, silicon-based lifeforms)	

* Sensors can be recalibrated to detect specific elements, reducing the TN (see "Recalibrate Sensors," below).

A Systems Operations (Sensors) skill test usually requires a full-round action, resolved with a standard test. The test difficulty depends on the the nature of the scan and type of information sought (see Table 7.2). Physical modifers (page 79) and ship hazards (pages 230-233) may apply. For example, scanning a planet to ascertain its mass, hydrosphere, density, gravity, and so on requires a skill test against a TN 5. Performing the same scan aboard a ship enveloped in a level 6 ion storm adds +4 TN for a total test TN of 9.

In circumstances calling for dramatic tension, or where the sensor sweep covers a very large area, you can conduct sensor tests as extended tests. For example, when time is of the essence, such as locating an individual Vulcan on a Romulan ship before it warps away, use the extended test rules. As a rule of thumb, you can conduct all sensor-related skill tests with an single or aggregate TN of 30 or higher as extended tests. Each test roll takes one full action, so you can determine the number of rounds it takes to complete the test by counting the number of rolls required to exceed the single or aggregate test TN. Scoring a disastrous failure on any single test means the operation fails and the character must start anew.

Example: The Crew must find a supply of refined ryetalyn to combat Rigelian fever on Denobula, but Orion rogues have stolen the medicine; the Crew must meticulously scan the planet's surface for the medicine before many Denobulans die. The Narrator decides the System Operations (Sensor) test should be conducted as an extended test, and sets the base target number at 20 for rare elements (see Table 7.2). The players believe the ryetalyn to be somewhere on the largest continent so they begin scanning it with ship sensors. The Narrator multiplies the base TN 20 by 8 (see Table 7.3) to find the final aggregate TN needed to complete the scan (TN 160). Players now start making tests and adding up the results, each test taking one full round. Once their aggregate result equals 160, they succeed.

Analyzing Ship Status

In addition to determining the operational status of another starship, skilled sensor operators can precisely determine information about the ship and its systems. With a successful skill test, a player can obtain any information from the opposing vessel's starship profile (see *Chapter 9*). This is a standard skill test against a TN 15, with each test requiring a full-round action. Modifiers for range and interference apply. Each successful test provides one piece of information about the opposing ship's current status, including which systems are damaged and by how much, how close it is to making a system failure check, the type and range of its weapons systems, and so forth, which the player defines before rolling the dice. Essentially, analyzing ship status allows the player to ask one question about a nearby vessel, which the Narrator must answer upon making a successful test. For every degree of success above the target number, the Narrator should provide one additional piece of information about the vessel. Analyzing ship status requires focusing the sensors precisely on an opposing ship, increasing the TN for the player's next sensor skill test by +5 TN.

TABLE 7.3: EXTENDED SENSOR TEST TN'S

Area	Aggregate TN
Planet	TN x 10
Continent	TN x 8
City	TN x 6
City Block/large ship	TN x 4
Building/small ship	TN x 2
Room	TN

Recalibrating Sensors

When searching for phenomena normally invisible to the sensors—including cloaked ships—the sensor operator can optimize the sensors to detect the otherwise undetectable object at the cost of normal sensor functionality. By succeeding at a System Engineering (Sensors) test, the officer recalibrates the sensors, gaining a +5 bonus to sensor related skill tests for every degree of success (+5 for complete success, +10 for superior success, and so on). The action time for this test is 1d6 minutes. The target number to recalibrate sensors equals TN 15 (for elements beyond the sensor's normal capabilities, such as antiprotons) or the opposing ship's cloak rating (see page 138). A successful test means the recalibrated sensors can detect the object.

Unfortunately, because recalibrating the sensors adjusts them to focus specifically on a particular phe-

nomenon, all other sensor related skill tests increase their TN by the amount of the bonus resulting from recalibration. For example, recalibrated sensors that provide +10 to sensor skill tests increase the difficulty for other sensor tests by +10 TN. Against cloaked opponents, a successful test allows the Crew to use all tactical and command maneuvers (see page 116) while the opponent remains cloaked, but against uncloaked vessels tactical and command maneuvers have their TNs increased by the recalibration bonus. These effects last until the operator restores normal functionality to the sensors, a full-round action with no test required.



Run Silent

In the vastness of space, ships are only detectable by analyzing their emissions—the warp signature and subspace distortion caused by their engines, the electromagnetic radiation emitted by their own sensors, their navigation beacon, and subspace radio traffic. As a ship moves through the Galaxy, enemy vessels can detect and analyze this output, thus determining the ship's class, course heading, and position. By running silent, a ship attempts to reduce its sensor signature by shutting down all but the most vital of systems—communications, active sensors, warp drive, weapons systems, even internal lights (leaving basic systems such as life support, navigational deflectors, and passive sensors operational). The ship then sits, dead in space and more difficult to detect. Ships that run silent cannot move, execute any maneuvers, utilize the shields, power up weapons, or analyze ship status (see previous page). A sensor operator can still make basic sensor tests as described on page 101, however. Opposing ships have a +15 TN to detect a ship running silent, in addition to any modifiers listed on Table 7.2.

Ships running silent may gain surprise on their opponents as described on page 112. Because the ship powers down most systems, however, if it fails to surprise the opponent or is detected through sensor scans, it is susceptible to enemy attack. If the opposing ship attacks, the two combatants engage in an opposed test, System Operations (Shields) against the enemy's attack skill test. If the enemy's attack test succeeds, the ship running silent could not raise shields in time (ignore shields for the first attack).

Operations

Operation systems use a ship's computers to control and manage all the other systems onboard. Operation systems are often the most reliable, since all other systems depend on them to function. Characters can use their Computer Use skill to tweak a ship's operation systems. See the Computer Use skill description in the *Star Trek RPG Player's Guide* for information on basic computer operations.

Access

Every system aboard a ship, from the turbolifts to the replicators, are linked together through the ship's computer core via the optical data network. Members of a ship's crew must have the proper authorization in order to access, modify, or restrict data and systems on board their vessel. This depends on the character's rank, as measured by the Promotion edge. The higher a character's rank, the more secure the system they can access. Thus, while an ensign could not normally gain access to the ship's life support systems, a vital ship's system, the ship's captain can access the functions of any system on board. This is especially important when modifying the way in which a system works, locking out unwanted operators, or encrypting files.

Table 7.4: Computer Access describes the necessary rank to access certain systems. Promotion level refers to the character's level in this edge. Characters with a Promotion level equal to or higher than the required rank can override a system's security on command with no test required, and can lock the system

TABLE 7.4 COMPUTER ACCESS

Promotion	Rank	System	Base TN	Action Time
0	Ensign	Personal Files, Shared programs	15	Variable rounds
1	Lieutenant (j.g)	Simple functions (turbolift, door)	15	Variable minutes
2	Lieutenant	Single system (navigation, transporter)	15	Variable minutes
3*	Lieutenant Commander	Vital system (life support)	20	Variable minutes
4+**	Commander	Computer core	25	Variable hours

* Or Command 1edge; a PC with Command 1 gains access to systems as though he were Promotion 3.

** Or Command 2 edge; a PC with Command 2 gains access to systems as though he were Promotion 4 or better.

against unwanted access. Characters of a lower rank who wish to modify or restrict access to a system must themselves circumvent the pre-programmed safeguards to prevent unwarranted access.

The target numbers appearing on Table 7.4 denote the difficulty of Computer Use (Invasion) skill tests made to thwart security subroutines; the action time column suggests the time it takes to override the system. When a character locks a system or data, he sets the TN for any Computer Use (Invasion) tests as listed on Table 7.4.

For example, any ensign can encrypt his or her personal files (logs, research, holodeck programs), because this function has no Promotion prerequisite. The same ensign, however, could not modify life support to flood all decks with neural gas because he is not authorized to do so (this requires Promotion 3). A lieutenant (Promotion 2) could lock his transporter station (a single system) to prevent unauthorized use; however, a lieutenant commander (Promotion 3) can automatically unlock the transporter with no test. Finally, a lieutenant attempting to flood all decks with neural gas does not have access to modify that system, and so must engage in a TN 20 Computer Use (Invasion) test to get past internal security.

Every starship's computer core is programmed with the names and ranks of all crewmembers on board, which controls authorization. A character must be a member of the Crew, or have been granted access to ship's systems as though they were a crewmember, in order to access ship's functions. These characters are considered to have Promotion 0 (and so can encrypt their personal files and nothing else). Even though a visiting Klingon holds the rank of Captain (Promotion 5), he could not access the *Enterprise's* computer core, or even simple functions like turbolift operation, because he is not a member of the crew. For that, an officer must instruct the computer to grant the Klingon captain access. To do this requires a successful TN 5 Computer Use or System Operation (Command) test. The character granting a new level of access must have the Promotion level required for the function to which he is granting access. Therefore, a lieutenant could grant a visiting Klingon access to a single system, but not the computer core. Finally, the character performing this skill test can grant an access level lower than his own (giving the Klingon authority over simple functions, for example, rather than level 2 clearance).

A crewmember can establish a higher degree of security for a system by adding further encryption. This requires an extended Computer (Programming) skill test against a TN equal to the base TN listed on Table 7.4. Every degree of success adds +5 TN to any (Invasion) tests, as per the following: Marginal success +5, complete success +10 TN, superior success +15 TN, extraordinary success +20TN. Fellow officers, including those of higher rank, must circumvent this additional level of security. In other words, a character with a higher Promotion level does not automatically override the new security level; they must make opposed Computer (Invasion) skill tests.

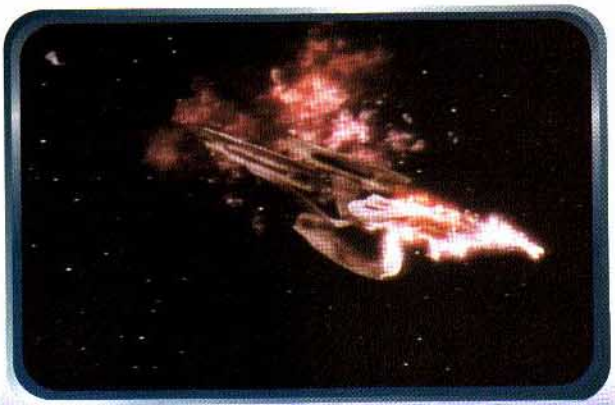
Example: Lieutenant Ward races down the companionway in advance of an Orion pirate boarding party. As she passes through a door, she decides to seal it to prevent the Orions from pursuing her, and add an additional level of encryption. The player attempts a TN 15 Computer (Programming) test, which the Narrator decides will take two minutes. The player rolls a 9, adds her Computer Use skill (+5), and gains a +1 affinity bonus from her Physical Science (Mathematics) skill, for a total of 15—a marginal success. The TN to get past the door is now TN 20. Commander Dern encounters the locked door and uses his security override code, which does not work (thanks to Lieutenant Ward). He must engage in a TN 20 Computer Use (Invasion) skill test to circumvent Ward's encryption.

Decoding

There are only so many different ways a ship's systems can be configured, and all systems tend to follow certain design parameters. A skilled operations officer can board virtually any ship belonging to any species and, in a short while, understand how the ship functions by comprehending how the computer systems link everything together. By a making successful System Operation (Computers) test against TN 20, an officer can figure out how to use the alien system properly. In time-critical situations, you should conduct this as an extended test with a time interval measured in minutes (see page 85). If the officer fails, he's guessed wrong and he cannot operate the system. The character must make additional System Operation tests to actually operate the system after decoding it.

Self Destruct

By using this terminal application of a ship's computer systems, the commander and her two highest-ranking officers can cause the warp and impulse engines to overload, completely destroying the ship. All three officers must know the proper codes to perform a self-destruct; the officers should at least possess the edges Command 1 and Promotion 3 to execute. No test



is required to scuttle the ship. On Starfleet ships prior to the 24th century, the crew has 60 seconds to abandon ship. Ships of later eras allow the highest-ranking officer to set the countdown.

Life Support

Responsible for maintaining temperature, pressure, atmosphere, and gravity, the life support systems are the most critical onboard a ship, and are therefore usually the last to fail. On Starfleet vessels, life support systems are multiply redundant, making their failure nearly impossible, but on Cardassian and Klingon ships these systems can be vulnerable during starship battles.

Typical life support systems can maintain dozens of different environments onboard a ship. Most common work areas are set to the norm of the dominant species onboard—Earth normal (also known as Class-M) on most Federation ships. By simply programming life support with a particular species' preferences, however, a suitable habitat can usually be created onboard (most often in personnel areas of the ship). Gravity, atmosphere, pressure, and more can all be reprogrammed to suit a visiting dignitary or an able crewman.

Disabling Gravity

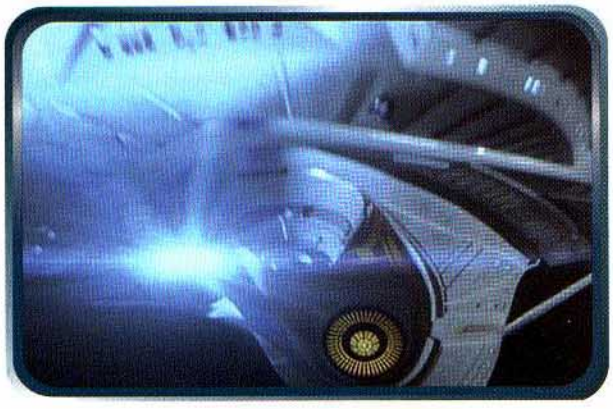
Because gravity aboard a starship is artificial, disabling the gravity generators can cause havoc among the crew. Doing so effectively disables most of a ship's crew without harming them (although they may suffer falling damage when the gravity is turned back on). As with other key life support functions, disabling the gravity requires an officer to bypass the system's security protocols. See "Access" on page 103. Characters operating in zero gravity suffer penalties (see page 79 for rules on zero gravity), unless equipped with magnetic boots.

Flooding Decks

By manipulating the functions of the life support systems, a medical or science officer can flood areas of the ship with gas, in order to repel invaders or quell disturbances. The officer picks an area of the ship—from a single room to several decks—and chooses from either Anesthezine, Kayoline, Melorazine, or something similar, then pumps it through the ship's air ducts. In order to access this function requires disabling of the life support system's security locks. See "Access" on page 103 for information on bypassing system encryption. Once the character obtains access to life support, he must then make a successful System Operation (Medical) or (Life Support) skill test in order to make the necessary adjustments. Use the following target numbers: entire ship TN 5, several decks TN 10, deck TN 15, section TN 20, single room TN 25, . Everyone in the selected area must make a Stamina test against the TN listed for the agent on Table 10.2 of the *Star Trek RPG Player's Guide*.

Monitoring Crew

The life support systems onboard a ship, when tied to the sensors, can carefully monitor the life signs of crewmembers as they go about their duties. The Romulans and Cardassians use this procedure as a security measure to ensure crew loyalty, while on Starfleet vessels this is used more benignly to track the crew's health. This enables a skilled medical officer to spend a full-round action to monitor a crewmember and see if he or she has taken damage, suffers from the effects of illness, or endures more unusual effects (such as alien possession). A successful System Operation skill test against TN 10 allows the medical officer to know with certainty the current status of any crewmember aboard the ship.



Weapons

Weapon systems represent all of a ship's offensive capabilities. Generally broken down into beam weapons and missle weapons, each weapon system has its own penetration value, listed on Table 9.12: Beam & Missile Weapons in *Chapter 9: Starships*.

Starship combat is a special kind of starship operation, and is covered separately beginning on page 110. The following sections illustrate several inventive ways in which a Crew can use a starship's weapons systems.

Disrupting Electrical Grid

By targeting a city's energy production facility or transmission grid, a ship's tactical officer can cause a total, city-wide blackout. The acting officer performs a sensor scan of the city, making a System Operation (Sensors) skill test (TN 10). An affinity bonus from System Engineering applies. Adjusting the ship's beam weapons to the proper harmonics requires an additional System Operation (Tactical) test against a TN 25. The engineer adds the weapon system's reliability modifier to his roll for this test (see page 123 for reliability modifiers). If this test fails, the ship's weapons fire, but for no effect. The tactical officer need not make a separate attack test to successfully knock out the city's power transmission.

Planetary Stun

The starship's Crew attempts to stun the populace by modifying the ship's beam weapons to wide-angle stun. Making the necessary calibrations requires a System Operation (Tactical) skill test (TN 20). The engineer adds the weapon system's reliability modifier to his dice roll (see page 123 for system reliability modifiers). Failure indicates that the officer is unable to achieve the necessary calibrations (which the officer will realize prior to firing the weapons). The tactical officer need not make an additional attack test to successfully stun the everyone in the area. Performing this operation affects an area equal to roughly one city block. Everyone in the affected area must immediately make a Stamina reaction test (TN 15) or be stunned for 1d6x10 minutes.

Varying Beam Frequency

By matching the modulation, frequency, and nutation of a deflector shield system, a starship crew can modify its weapons (both beam and torpedo) to penetrate an opponent's shields. First, the Crew of the attacking ship must determine the opponent's shield frequency, either through successfully obtaining the information from the opposing ship's computer (a Computer Use (Invasion) test), infiltrating the crew, or scanning the opposing ship. To determine an opposing ship's shield frequency requires an extended System Operation (Sensors) test with a total TN 50 and the interval measured in rounds. No test is required to adjust the weapons frequency. Second, the character makes the appropriate attack test (see "Starship Combat," page 110). With a success, the attacking ship's weapons ignore the opponent's shields entirely (treat as though attacking the hull, see page 114).

Raising & Lowering Shields

A ship's shields are its first line of defense. All shields have three ratings: Protection, representing how difficult it is to score a hit on a ship; strength, representing the shield's current level of functionality; and threshold, representing the amount of damage the shields can safely absorb from a single attack. How these three aspects function is covered under "Attacking & Damage," page 114.

Raising and lowering shields requires one action and is computer controlled (so no skill test is needed).

Extending Shields

By making a System Operation (Tactical) or (Shields) test, a player can extend the ship's shields beyond their normal coverage, and protect another ship or other object. The TN for this test is 10 + the size of the object. This operation affects the shield's threshold by –1 (see page 143 for more information on shield threshold values).



Reinforcing Shields

It's possible to stop the gradual decline of shield strength during combat by reinforcing them. Apply one block of damage to any system (other than shields) before making the skill test (as described under "Transferring Power," page 99). By making a successful System Engineering test against a TN 10 + the amount of damage sustained by the shields, a player can restore lost shield strength. Add the shield's reliability modifier to the test in addition to skill and attribute modifiers. Degrees of success apply, with a marginal success restoring one point of strength, a complete success restoring two points, a superior success restoring three points, and an extraordinary success restoring four points. This test can only be made after the shields have lost strength. Reinforcing shields can be attempted any number of times, so long as the Crew is willing to damage their systems. Because attempting this means tampering with the flow of power to the shields, failing the test inflicts one block of damage to the shield systems.

EXAMPLE: The *Resolute* has lost five points of shield strength in an attack. Lieutenant Ward attempts to reinforce the shields to get them back up to full strength. Her player applies one block of damage to the operations systems and makes a System Operation skill test. The TN equals 15 (10 + 5). Ward's player rolls 7 + 7 (skill mod) + 2 (Int mod) + 8 for a total of 24. Because she got a complete success, she restores 2 strength to the shields.

Remodulating Shields

Deflector shields operate at certain energy frequencies to block damage from beam weapons and photon torpedoes. By matching the frequency of the deflector shields as described under "Varying Beam Frequency" (left-hand column), an opposing starship can bypass a target's shields. One of the only ways to stop this is to change the frequency at which the shields operate. To remodulate the shields requires an extended Systems Engineering (Tactical) test against TN 45. A successful test negates the effects of the opponent's weapon frequency change until the opposing ship varies frequencies again.

Secondary Systems

Each ship has dozens of secondary systems, ranging from replicators (or food processors) to transporters. Many of these perform their normal functions routinely, while at the same time are useful to inventive or desperate engineers.

Communications

The communications array on a ship enables the crew to communicate with other ships, space stations, and anyone able to receive subspace or radio transmissions. There is no test for normal communications.

Jamming Communications

An opposing ship's communications can be jammed through the use of various countermeasures, preventing it from alerting others to its status. To jam an opponent's communications requires a successful opposed test between the jamming ship and the defending ship. The active (jamming) operator makes a System Operation test, which sets the base TN for the defending character. If the defending character succeeds at the test, the communication gets through normally and the jamming ceases. Additional tests are required to send messages if the jamming continues.

Deflector Dish

Situated at the immediate front of most ships, the deflector dish, also known as the navigational deflector, emits waves of force that knock aside micrometeorites and other minute space debris that might otherwise damage the ship.

Jamming Sensors

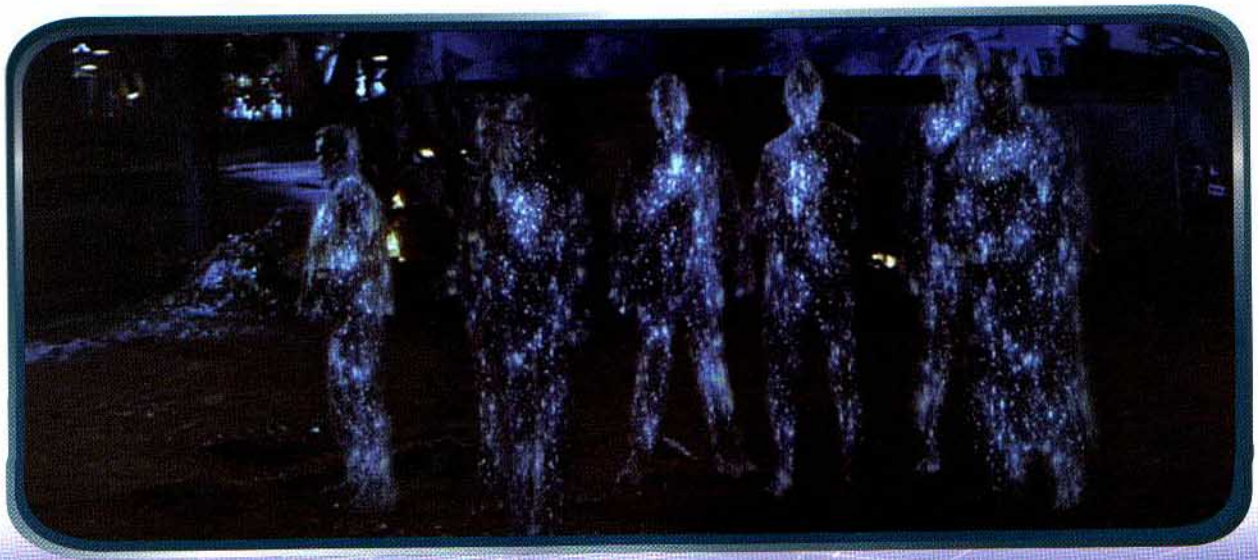
An opposing ship's sensor can be overloaded or jammed through the use of various countermeasures. To jam an opponent's sensors requires a successful opposed test between the jamming ship and the defending ship. The active (jamming) character makes a System Operations test, which sets the base TN for the defending character. The defending character must make a successful skill test prior to conducting any further sensor scans. A player can use recalibrate sensors (see page 102) to optimize her equipment to increase the success of her countermeasures (but suffers any penalties described under "recalibrate sensors"); similarly, the defending character can recalibrate sensors to circumvent attempts to jam sensors (especially if the initial opposed test fails).

Transporter

The transporters are the primary means of moving Crew and cargo on and off ships. The base target number to successfully transport people or objects to and from a transporter pad is TN 5, and anyone with System Operation skill can make this test. The TN to operate transporters is often modified by hazardous circumstances (see *Chapter 13: Hazards*).

Bone Lock

In conditions preventing normal transporter operation, it is possible to lock on to a person's skeleton by detecting the calcium in their bones. This can only be attempted on someone who has previously used the ship's transporters. To get a bone lock on someone, the transporter operator makes a System Operation (Transporter) skill test against a TN 10. For every degree of success reduce the target number to transport the subject according to the following: Marginal success –5, complete success –10 TN, extraordinary success –15 TN, extraordinary success -20TN. If the test fails, the transporter is unable to obtain a sufficient transporter lock onto the character to commence beam out. If the transporter operator still attempts to beam the character aboard, he or she suffers 2d6 points of damage. A skeletal lock cannot be attempted on the same person twice under the same circumstances.



Intraship Beaming

A method of transporting a subject within the confines of a starship, the transporter operator locks onto a target somewhere inside the ship and beams him to another location—from the bridge to main engineering, for example. This procedure requires pinpoint accuracy because of the risk of materialization inside a bulkhead or deck. This procedure was considered dangerous prior to the 24th century, and calls for a successful System Operation (Transporter) test against a TN 20. By the time of *Star Trek: The Next Generation*, however, the procedure had been perfected; reduce the difficulty to TN 15. A disastrous failure (in either test) results in a catastrophic accident, automatically reducing the subject to Near Death (mark off all wound points up to Near Death).

A similar procedure is known as site-to-site transport. The operator first beams the subject to the transporter then, rather than materializing him in the chamber, transports him directly to another location (often on board the ship). This is useful for transporting injured parties directly to sickbay, for example. Use the above skill test information when using this procedure.

Near-Warp Transport

In times of heightened emergency, a crew may attempt to use the transporters at relativistic speeds (those close to the speed of light). In order to compensate for Doppler shift between the ship and target location, as well as the realignment of the transporter carrier wave, this is a TN 20 System Operations (Transporter) test. This can be a disconcerting experience for those being transported; characters subject to near-warp transport must make a Stamina test (TN 15), or suffer the fatigue effects associated with being Tired (see Table 6.27, page 96).

Transporting Through Shields

Normally, a ship's deflector shields hamper transporter operation; while the shields are raised it is impossible to initiate transport. It is possible to transport a subject through another ship's deflector shields, by harmonizing the transporter matter stream with the target vessel's shield modulation, geometry, and frequency. See "Varying Frequency," page 106, for information on obtaining an opponent's shield information. No test is required to alter the transporter matter stream frequency, though a System Operation (Transporter) test is still required to successfully initiate transport.

Malfunctions

Many famous *Star Trek* plots are driven by the malfunction of an important system at a critical time. An alien computer virus infects the ship's systems, affecting their performance. A fanatical engineer installs new equipment that takes over the ship. An ion storm causes the transporters to split those who use it into two separate beings, or accidentally slams two people together into one body. Any number of things can go wrong with systems that have nothing to do with sustaining damage in battle.



Malfunctions are useful plot devices because they make the episode more difficult. They limit what the Crew can do, what systems they can depend on, and consume time for repairs that could be better spent resolving more important issues. Malfunctions are most appropriate to time-critical episodes, because they either hamper the Crew—they can't use the transporters to recover the missing away team because it's malfunctioning—or inject an element of suspense—can the warp drive be repaired before the star explodes? How a system malfunction affects the episode depends ultimately on you. Often, repairing a malfunction makes a good scene goal (see page 110), though system failures can also be the subject of an entire episode. A few suggestions are provided in the System Malfunction

SYSTEM MALFUNCTION EXAMPLES

SYSTEM	MALFUNCTION
Computers	The computer gives false data; it refuses orders.
Holodeck	Occupants cannot leave; the holodeck tries to kill people; programs won't end.
Life Support	The temperature fluctuates wildly.
Propulsion	The ship will not stop accelerating; the ship will not accelerate at all.
Sensors	The sensors show images of ships that aren't there.
Shields	The shields cannot be lowered; no one can beam on or off the ship.
Transporter	The transporter creates duplicates, causes illness, reassembles matter incorrectly.
Weapons	The phaser banks slowly overload; photon torpedo tubes are blocked.

Other examples include turbolifts that trap crewmembers inside, doors that won't open, and replicators that produce bizarre items.

Examples sidebar; use these as a starting point for your own plot devices.

When introducing a system malfunction in your episode, it's generally a good idea to reveal some immediate, non-fatal symptom to warn the Crew (computers crash, doors won't open, gravity fails). Fatal malfunctions should be presented only after the characters have had sufficient time to diagnose the problem and make repairs. For example, if the energy from a quantum singularity affects life support systems, start with a gradual increase in the temperature before imposing harsh physical test modifiers and lethal damage.

Used in this way, what actually causes the problem is less important than its effects. What is important is that the transporter doesn't work, not the cause of the malfunction or precisely which component needs to be replaced. You don't have to know all the ins and outs of transporter engineering to successfully use a malfunction in your episode. Often, however, your players will want to know precisely what's wrong, because it makes the game session sound more fun. You can simply make up the cause, using Table 7.5: Component Malfunctions. Roll 1d6 once for each column on the table and combine the results.

TABLE 7.5: COMPONENT MALFUNCTIONS

1	Quantum	field	inducer
2	Molecular	reaction	displacer
3	Thermal	conversion	coil
4	Neutrino	imaging	grid
5	Ionic	flux	inhibitor
6	Dekyon	polarizing	equalizer

EXAMPLE: During the episode, Owen introduces a warp drive malfunction preventing the Crew's starship from leaving orbit. Autumn, playing Lieutenant Ward, wants to diagnose the problem, and succeeds at her Propulsion Engineering skill test. Owen rolls on Table 7.5, gets a result of 4, 2, and 6, and tells her that strange radiation from the planet below affects the Neutrino Reaction Equalizer, causing it to fail.



Diagnosis and Repair

The first step in repairing a malfunctioning system is discovering what's wrong. With quantifiable damage—damage resulting in the removal of system blocks—the computers keep track of what's failing and why. Malfunctions, on the other hand, are story-based and rarely manifest in points of damage. In these cases, the ship's systems fail in ways that the ship's computers aren't programmed to monitor. Once the Crew discovers what's wrong with the system, they can begin to repair it.

Diagnosis

When dealing with damage as the result of a malfunction, the characters begin by running diagnostic tests. This is either a Repair or Engineering skill test, with the target number set by the Narrator depending on how difficult she wants to make the test. Generally, the higher the target number, the more obscure, complex, or hidden the malfunction. These are better handled as extended tests. One method is to treat the problem as a series of skill tests to represent the different components being tested and impose lower target numbers for each. Or you might define an aggregate TN, such as TN 50 or TN 100, and a time interval for each skill test (5 minutes, 20 minutes, 3 hours), then subtract the player's test result from the total. Before dice are rolled, the players should inform you which primary or secondary system they're diagnosing before making the skill test. If they check the wrong system—the phasers when the electroplasma system is the source of the problem, for example—a successful skill test informs them that the system operates properly, and they must continue searching until they find the right system.

Players can use the computer's diagnostics software to aid in their search. More powerful diagnostic programs increase the chance of discovering the problem, but require more time to perform. Players gain a bonus to their skill tests depending on the level of computer-assisted diagnostic they employ (see Table 7.6: System Diagnostics). This bonus applies to each skill test made in an extended test, allowing you to set truly high target numbers. Table 7.6 also lists the duration for each level of diagnostic, which can be used to conveniently break down an extended test into a series of time intervals. For example, a level 1 diagnostic requires 4 hours, so you might set 1-hour time intervals for each skill test. If the players choose to use the ship's computers in this way, they should inform you of which level of diagnostic they employ. This creates tension, as the players choose fast diagnostic routines to save time, only to discover they need to run more extensive tests because they didn't obtain a high enough test result.

If the players succeed at the test, they uncover the problem. Next, they can proceed to repairing the affected system (see "Repairing Malfunctions"). If they fail, the diagnostic routine wasn't sufficient to the task,

TABLE 7.6 SYSTEM DIAGNOSTICS

Diagnostic Level	Duration	Bonus	Description
5	3 Seconds	–	A computer operated routine, ordered by the characters
4	5 minutes	+2	A more comprehensive computer routine
3	30 minutes	+4	A manual check of the system's main components
2	1 hour	+6	An extensive manual check of all the system's main components and its secondary components
1	4 hours	+8	The most thorough check possible. Involves systematically taking each component apart and testing it, as well as all power couplings

and additional tests must be undertaken until the problem is isolated. Depending on the problem, you can also allow the player's degree of success to modify the target number of any repair skill tests.

Repairing Malfunctions

Malfunctions, because they result from a story effect, have no quantifiable damage level, so you must exercise your judgment when assigning target numbers to repair tests. The TN to fix a malfunction should be based primarily on how long you think it should take to fix. For standard skill tests, where you want the players to resolve the situation quickly, you can equate the malfunction's effect with blocks of system damage (see page 115). For example, fixing malfunctioning doors might be the equivalent of one block of system damage, a TN 20. Fixing malfunctions, however, is better handled as an extended test, either by breaking down the task into its constituent tests (replace thermal flux inducer, TN 10, adjust field resonance displacer, TN 15) or by assigning an aggregate TN (as described on page 137).

STARSHIP COMBAT

Battles between starships represent tense, dramatic encounters because the fight not only endangers the Crew, but also their base of operations. This section presents a fast narrative system for running starship combat, concentrating on what the bridge characters do to prevail in the face of dire adversity.

These rules portray starship engagements from the perspective of the Crew inside their ship, rather than from an external, tactical view of the actual position and vectors of the combatting vessels. For a more strategic treatment of starship combat, try Decipher's tactical starship game, *Engage!*, in which players keep track of their vessels on a map, measure range and speed, and maneuver for advantage.

As with any time-critical situation, starship combat is measured in action rounds, with all characters getting their normal action allowance per round. Additionally, the Crew may devote actions to initiate specific starship actions, called maneuvers (see "Using Maneuvers" page 113). Every starship is capable of executing 2 maneuvers per round.

Range

Range plays a critical role in determining whether or not a ship can successfully attack an opponent. Range between ships is measured in standard range increments: point blank, short, medium, long, and extended range. Table 7.7: Starship Range Increments lists these ranges and the approximate distance they represent.

Starship combat encounters begin at the range at which one opponent successfully detects another with their sensors. You should prompt the Crew to make a sensors test (TN 10) as soon as two opposing vessels enter within extended range of one another. Starship hazards (pages 230-233) modify the test difficulty. Alternatively, you can predetermine a specific range for an encounter. For example, by the time combat started between the *Reliant* and *Enterprise* in *Star Trek II: The Wrath of Khan*, both ships were at close range and aware of each other's presence.

To track range between ships, record their current range on a piece of paper or use the starship range increment bar (right). As ships perform Close and Open maneuvers, note the change in range. Ships moving beyond extended range are considered at extended +1, extended +2, and so on. Although they usually won't be able to hit each other at these ranges, ships must still travel through these range bands. For example, a starship at extended +2 must perform two Close maneuvers in order to get to extended range. To keep track of the range between more than two ships, use multiple starship range increment bars (at right).

TABLE 7.7: STARSHIP RANGE INCREMENTS

Range	Approximate Distance
Point Blank (1)	1,000 km
Short (2)	10,000 km
Medium (3)	50,000 km
Long (4)	100,000 km
Extended (5)	200,000 km
Extended +1	+100,000 km

STARSHIP COMBAT SEQUENCE

1) **ESTABLISH INITIAL RANGE:** Starship battle begins at the range at which one or both combatants detects the other using sensors (TN 10), unless the Narrator rules otherwise. Range between starships change through use of maneuvers.

2) **ROLL INITIATIVE:** Each starship involved in battle makes a Tactics skill test; starships act in order from highest to lowest test result.
   - A. **SURPRISE:** When the Narrator rules surprise may be a factor, make System Operation (Sensors) skill tests. If failed, starship crew is surprised, and losees initiative.

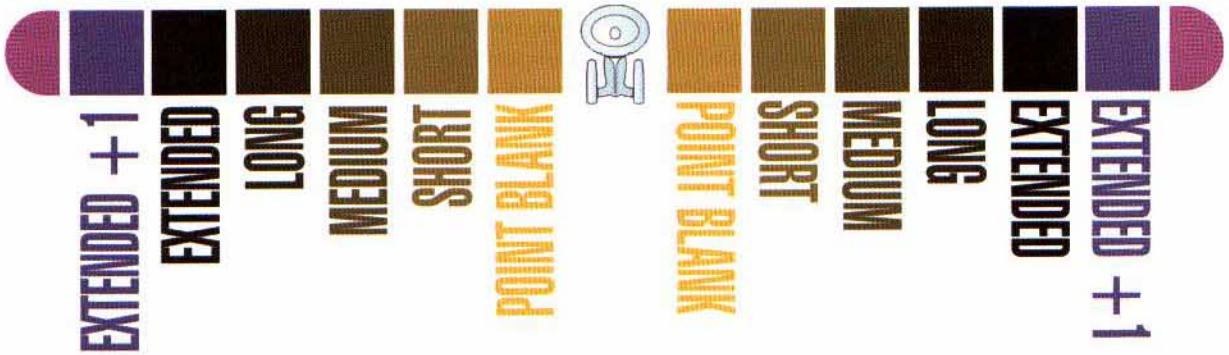
3) **CHOOSE PRIMARY TARGETS:** All maneuvers affect the attacking ship's primary target.

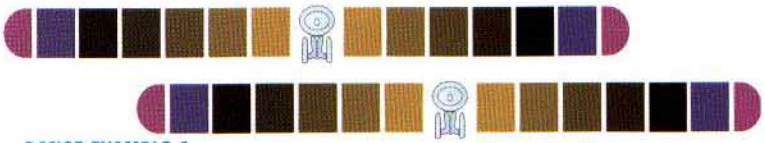
4) **SELECT MANEUVERS AND REVEAL:** When it is each ship's turn, the Crew selects two maneuvers, reveals them, and makes appropriate skill tests. Each starship can perform two maneuvers per activation.

5) **ATTACK MANEUVERS:** Starships perform attacks through use of maneuvers, using the following process:
   - A. **MAKE SKILL TEST:** Target number equals target ship's shield protection, modified by maneuvers.
   - B. Consult Table 7.8: Starship Combat Test Results to determine success of attack.
   - C. If successful, reduce shield strength as indicated on Table 7.9.
   - D. Compare attacking ship's weapon penetration to the target ship's shield threshold. If higher, apply the difference to the opposing ship's structure.
   - E. When a level of structure is removed from the ship's damage track, roll on Table 7.10: System Damage to find the system damaged in the attack. If all structure is removed, the target is destroyed.
   - F. **SYSTEM DAMAGE:** Remove one point of damage per successful hit from the affected system. Apply the listed penalty immediately. When all system damage boxes are marked off, the system no longer functions.

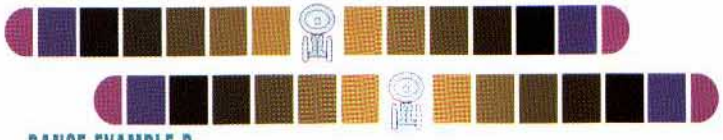
6) **GO TO STEP 4:** Some Narrators prefer to roll initiative every round, in which case go to step 2 (but skip step 3).

STARSHIP RANGE INCREMENT BAR





RANGE EXAMPLE A



RANGE EXAMPLE B

By moving one counter in relation to the acting ship's primary target, you keep track of both the acting ship's current range to its primary target and its distance to all other ships involved in the battle, as shown in the illustration.

As you can see to the left, in Example A two ships face off at medium range. After the lower ship executes a Close maneuver, it moves its range bar one space to the left as shown in Example B, decreasing the range by one increement.

Initiative

Once a starship detects an adversary, start narrating the combat in rounds. Initiative establishes the order in which starships act during a round. To determine initiative, the commanding officers of the participating ships make a Tactics skill test. Specialties apply to this test; a captain with Tactics (Romulan) squaring off against a warbird would add +2 for his specialty. Characters lacking the Tactics skill add 0 to their skill test and subtract 2 from the final test result (see "Untrained Skill Use," page 83).

Ship commanders make intitiative tests at the beginning of the first round of combat and maintain their score throughout the encounter. As an optional rule, you may test initiative each combat round instead.

Ships act in order from highest to lowest test result. Individual character initiative is not tracked during starship combat; all characters on board act together on their ship's initiative. Should combat erupt on board, however—the arrival of a Borg boarding party, for example—the characters then make separate initiative tests.

Skilled commanders can predict what an opponent will do. If the captain with the highest tactics result achieves a superior success, his opponent must pick and reveal the first maneuver his ship will execute. If the captain achieves an extraordinary success, his opponent must pick and reveal both maneuvers. When combat involves multiple ships, consider each vessel separately for these purposes. Thus, if a commanding officer achieves a superior success against one warbird and an extraordinary success against a second, then the first warbird must reveal its first maneuver and the second must reveal both maneuvers.

Example: Don, the narrator, throws a *D'deridex*-class Romulan warship against the *Resolute*. After hailing the Romulan ship, it becomes apparent conflict is inevitable and Don asks the *Resolute's* captain to make a Tactics test, signifying the start of combat.

Matt (playing the captain) rolls a 10, and adds his Tactics skill of 6 and his +1 Int modifier for a test result of 17. Don secretly rolls for the Romulan commander and gets a total of 11. Since Matt's total is higher, his ship acts first. Because he achieved a superior success, Don must tell the players what the *D'deridex's* first maneuver will be.

Surprise in Starship Combat

Starships rely on their sensors to locate potentially hostile ships, or detect another ship powering up its weapons and raising its shields. If a starship Crew is unaware of an impending attack or does not expect hostilities to break out, it is possible for attackers to surprise them and automatically win initiative. Examples include an attack by a seemingly-friendly ship (the *U.S.S. Reliant* against the *Enterprise* in *Star Trek: The Wrath of Khan*), a ship running silent (see page 103), an attack by a cloaked ship, or a strafing run originating from behind a moon.



To determine whether or not a starship Crew is surprised, the Crew makes a System Operation (Sensors) test. The target number depends on the situation, such as a cloaking device's rating, nebula modifiers, and so on. If the Crew succeeds at the test, they make initiative tests and act normally during the round. Crews failing the test do not detect the source of the attack, and their ship acts last during the first round of combat. They still roll initiative (for the purposes of determining initiative degrees of success), but don't start acting in their order of intiative until the next round.

Actions

During each round of combat, each character can perform up to two actions. Actions include making skill tests, moving about the ship, or executing a starship maneuver. Starships, like characters, can perform two actions per round. These actions are called maneuvers, and require skill tests just like repairing a system or operating the transporter. Individual character actions and starship actions are considered separately. The helmsman, for instance, might make two skill tests on his ship's initiative—breaking from orbit, and executing a helm maneuver. This leaves one ship action for another crewmember to perform. A character may execute both of the ship's maneuvers, but that's all he can do in the current round (having used up both of his individual actions); other crewmembers can still use their two individual actions, but not to perform starship maneuvers (since the ship has already performed its two actions). For more information on individual maneuvers and their associated skill tests, see "Maneuvers" beginning on page 116.

On each ship's initiative, the Crew performs actions and maneuvers and makes related tests. A Crew acts to maximize its efficiency, so characters can act in any order during their ship's initiative. For example, if the tactical officer must have her injuries treated before making an attack test, the doctor can render treatment before the tactical officer acts. While only one crewmember makes a test to execute a maneuver, all players can be involved

in the decision-making and—indeed, this is part of the fun of starship combat—debate exactly what to do. Once players decide on a course of action, the commanding officer must recount what maneuvers the ship is going to perform, and in what order. Then you can start prompting the cremembers to make whatever tests are required.

Example: Matt, Hyrum, Owen, and George debate their first round's actions. Hyrum, playing the tactical officer, suggests the ship Come About and Lock On. The rest of the players agree, and Matt informs the Narrator of their decision.

Owen, playing the flight control officer, makes a Starship Operations (Flight Control) test to execute the Come About maneuver, and Hyrum makes a Starship Operations (Tactical) test to execute the Lock On maneuver. Both Hyrum and Owen have one more action they can take this round, and the other players still have their two actions. Matt suggests a sensor scan of the area to see if there are any other Romulan ships closing in, or if there's some space phenomenon the *Resolute* can use to its advantage. George, playing the science officer, makes a System Operation skill test (which does not count as a maneuver).

Targets

After determining initiative, the Crew of each ship selects a primary target before it executes its first maneuver. If there are only two combatants, then the primary target is the opposing ship. The primary target doesn't change unless the current primary target ship executes a Disengage maneuver, or is destroyed. All maneuvers affect the acting ship's primary target. Thus, while a Close maneuver brings you closer to the acting ship's primary target, it may increase the distance to another opponent. Once a primary target is destroyed, the acting ship must pick a new primary target (if any) before its next maneuver.

In battles involving more than two combatants, a ship's primary target can be any opponent, not necessarily one choosing it as a primary target. Thus, a ship can designate as its primary target opponents other than those attacking it. In this way, multiple starships can gang up on one opponent.



Example: Two birds-of-prey attack the *Enterprise*. Both Klingon ships designate the *Enterprise* as their primary target. The *Enterprise* can designate either Klingon ship as its primary target, but can only choose one at a time.

Example: Two birds-of-prey attack the *Enterprise* and the *Resolute*. Both Klingon ships designate the *Enterprise* as their primary target. The *Enterprise* designates one bird-of-prey as its primary target, while the *Resolute* designates the other as its primary target. Thus, the *Enterprise* suffers attacks from two opponents, both Klingon ships have one opponent each, and no ship currently targets the *Resolute*.

Using Maneuvers

Maneuvers are actions your ship makes during battle, such as Fire, Hard About, and Immelmann Turn. Each ship can perform two maneuvers per combat round, and maneuvers are resolved as standard skill tests accomplished by the ship's Crew. All actions a ship performs in battle are accomplished as maneuvers.

Each maneuver is classified into one of three types, signifying the skill needed to execute the maneuver. Helm maneuvers require a System Operation (Flight Control) test, while tactical maneuvers require a successful System Operation (Tactical) test. Both types of maneuver can substitute an appropriate related specialty, such as System Operation (Disruptors) for tactical maneuvers and System Operation (Navigation) for helm maneuvers. Command maneuvers require a Tactics skill test, usually by the commanding officer.

Each maneuver lists the target number for the skill test. Sometimes, this relates to the difficulty in pulling off the maneuver. The Open maneuver has a TN 10, for example, because it is fairly easy to perform. Other maneuvers have the opposing ship's protection rating as the TN, such as the Fire maneuver. Individual maneuver descriptions begin on page 117.

The Narrator can rule that some maneuvers cannot be used given the current tactical situation, or require certain maneuvers be performed in a particular order.

Example: Two birds-of-prey attack the *Enterprise* and the *Resolute*. Both Klingon ships designate the Enterprise as their primary target. The *Enterprise* designates one bird-of-prey as its primary target, while the *Resolute* designates the other as its primary target. The Crew of the *Resolute* wants to target both Klingon ships with Multifire, which allows one ship to attack multiple targets. The Narrator rules that given the current location of the *Resolute* in relation to the two birds-of-prey, the ship cannot attack both ships (because one bird-of-prey blocks a clear shot at the other). But if the *Resolute* performs a Close maneuver first, the ship can then perform Multifire.



Attacking & Damage

When a starship executes an attack maneuver, make the appropriate skill test and consult Table 7.8: Starship Combat Test Results. Typically, the target number for the attack is the opposing ship's shield protection value. Failing to beat the TN doesn't mean the attack necessarily missed, but can indicate a glancing hit, or one harmlessly absorbed by the shields. The success of the hit determines the extent to which the attack reduces the strength of the opposing ship's shields.

As strength is reduced, mark off the boxes on the ship's Shield Strength Track, starting from the top (10, Full Strength) down to the bottom (0, Shields Down). The Shield Strength Track also lists various secondary effects resulting from crossing off the associated box, such as a panel shorting out or a reduction to the shield's protection. These effects are applied immediately. For attacks that reduce shield strength by two or more, apply these effects cumulatively. Thus, with an extraordinary success that reduces shields from 10 to 7, a bridge panel shorts out and shield protection is reduced by 1. Damage recorded in this way applies only to deflector shields, not the ship itself.

Example: The *Resolute* engages several Jem'Hadar ships. The captain orders a Multifire (Tactical) maneuver, allowing the *Resolute* to attack two ships simultaneously. The protection rating of the Jem'Hadar ship is 9. Multifire modifies this by +5, making the target number to hit the ship a TN 14. The player rolls the dice, adds his System Operation (Tactical) skill and his Int modifier, and obtains a test result of 15.

Table 7.8: Starship Combat Test Results

Margin of Success	Result
Below TN	Ship missed (no effect on shields)
Equals TN	Marginal Success: Apply damage normally; do not reduce shield strength
1-5 above TN	Complete Success: Reduce shield strength by 1
6-10 above TN	Superior Success: Reduce shield strength by 2
11+ above TN	Extraordinary Success: Reduce shield strength by 3

Table 7.9: Shield Strength Track

Strength	Effect (if any)
10	Full strength
9	Bridge panel shorts! (Stunned for 1d6 minutes)
8	
7	Shield protection rating reduced by 1
6	
5	Primary system hit, make roll on Table 7.10
4	Shield threshold reduced by 1
3	
2	Bridge hit, console explodes! (1d6 wounds)
1	Primary system hit, make roll on Table 7.10
0	Shields down! Protection set to 5.

The shot exceeded the TN by 1, so the shield strength on one Jem'Hadar ship is reduced by one.

Battle Damage

In order for an attack to damage its target, it must penetrate the opponent's deflector shields. A shield's threshold rating represents the amount of damage it can absorb in a single attack. A weapon's penetration represents its "stopping power," the amount of damage it causes to a target. If an attack maneuver succeeds in overcoming the opposing ship's protection, compare the weapon's penetration with the target's shield threshold.

Each weapon has a different penetration value depending on the range of the target. If the penetration is lower than the threshold, no damage is applied to the ship. If the penetration is higher than the threshold, on the other hand, apply the difference as damage to the opponent's damage track (see page 115). If a ship lacks functioning shields, or the opponent is caught with his shields down, all damage applies to directly to the ship's hull (see "The Damage Track").

Example: Continuing the above example, the *Resolute's* weapon penetration at the current range is 5, and the Jem'Hadar ship's threshold is 2. Since the *Resolute's* penetration is higher, the difference is applied as damage directly to the hull of the Jem'Hadar ship.

Keeping Track Of Damage

When an attack penetrates an opposing ship's shields and damages the vessel's hull, the damage must be marked off from the ship's structure. Structure represents the ship's hull integrity, with larger ships and those made of tougher materials tending to have a higher structure. While a successful attack may or may not damage individual systems, every attack that penetrates the shields causes structure damage.

TABLE 7.10: SYSTEM DAMAGE

Roll 2d6 and consult the correct chart based on the vessel's classification.

LIGHT/FAST CLASSIFICATION

ROLL	SYSTEM
2	Life Support
3	Shields
4	Weapons
5-7	Operation
8-9	Sensors
10	Propulsion
11	All Systems
12	All Systems x2

HEAVY/WARSHIP CLASSIFICATION

ROLL	SYSTEM
2	Life Support
3	Shields
4-5	Weapons
6-7	Operations
8-9	Propulsion
10-11	Sensors
12	All Systems

ALL OTHER VESSEL CLASSIFICATIONS

ROLL	SYSTEM
2	Life Support
3-4	Shields
5-6	Weapons
7-8	Operations
9	Sensors
10	Propulsion
11	Weapons & Operations
12	All Systems

As structure is marked off, a critical may occur. Criticals cause damage to the ship's systems. For every 5 points of damage the ship suffers, Table 7.10: System Damage must be consulted to determine which system is damaged. If damage reduces Structure to zero, the ship is destroyed, even if it still has functioning systems.

EXAMPLE: The *Resolute* successfully caused 3 points of damage to a Jem'Hadar ship. It loses 3 points of damage from its starting structure of 20, leaving it with 17 Structure. If the vessel takes two more points of damage, the vessel suffers the effect rolled on Table 7.10: System Damage.

System Damage

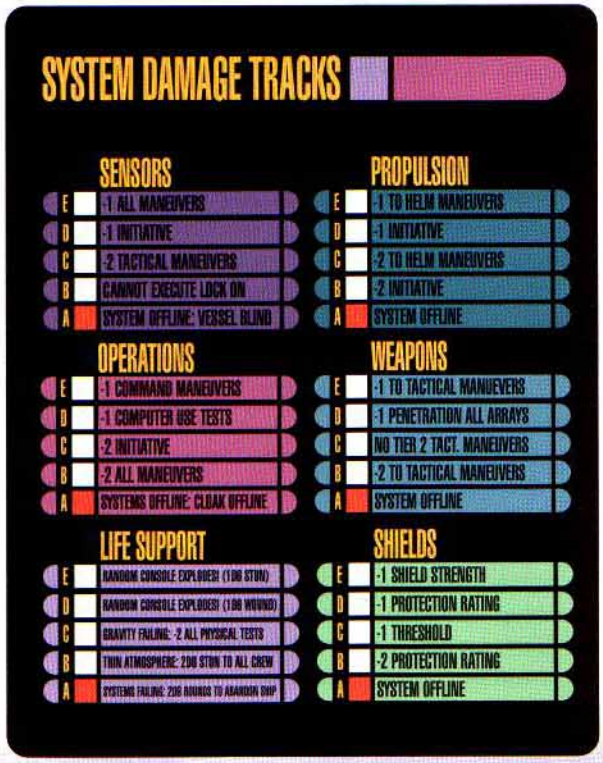
Anytime a vessel sustains damage that eliminates the last box in any row of structure, individual ship systems suffer damage. As systems are damaged, they may cause cumulative penalties, modifiers, or outright destruction. Consult Table 7.10: System Damage to determine the affected system(s) sustaining excessive damage. Locate the appropriate sub-table for the target ship's classification and roll 2d6 to find the system damaged in the attack. Next consult the individual system failure track to determine the specific results affecting combat

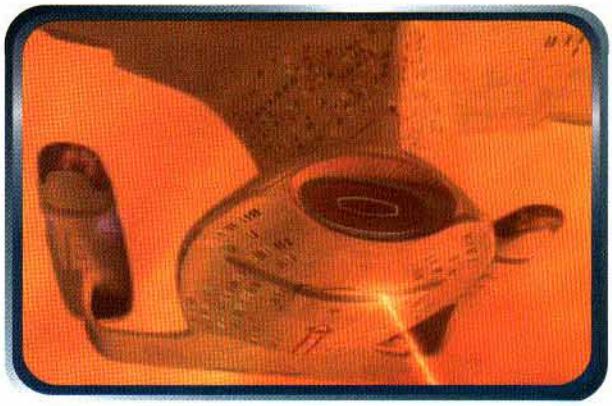
System Damage Tracks

Each category of system—life support, operations, propulsion, sensors, shields, and weapons—has a system damage track. These tracks represent the cumulative amount of damage that a system can sustain before failing. As a system sustains more damage, its effectiveness is reduced. In some cases, such as life support, total failure of a system can have deadly consequences.

Every system recorded on the starship profile has a reliability rating, ranging from A to E. Systems with a Class A reliability lack backup and redundant systems, and so are more easily damaged in battle. Systems with Class E reliability can sustain more damage while continuing to function. (For more information on reliability ratings, see page 137.) This reliability rating establishes an individual damage track for the system.

When an indicated system is hit, mark off one box on the system's damage track, starting with the topmost box. Each damage level lists an effect to the right of the box, such as –2 to initiative or –2 to tactical maneuvers. As damage accumulates, penalties add up. Any system that has all of its boxes marked off no longer functions.





Hazards

Many space-based hazards, such as flying through a nebula or an ion storm, have the potential to cause damage to a system, forcing it to make a system reliability test. Similar to reaction tests, system reliability tests measure the durability and resilience of starships. One of the ship's Crew rolls 2d6, and adds to this the system's reliability modifier (see "System Reliability," page 137, and individual system descriptions in *Chapter 9: Starships*). The target number for the test depends on the hazard encountered, and can be found on the appropriate tables in *Chapter 13: Hazards*. If the total result is less than the reliability test TN, the system suffers damage; mark off the first damage box on the system's failure track (see page 115). Depending on the nature and severity of the hazard, a system can be completely knocked out.

Example: The *U.S.S. Resolute*—a *Defiant*-class ship—explores the Kandar Nebula. Unbeknownst to them, a derelict alien ship drifted into the nebula long ago, and its distress beacon interacts with the nebula's radiation in a dangerous way, forcing a propulsion reliability check with a TN of 11. The *Resolute* has class 5a impulse engines with a reliability rating of C (+4), so the Crew of the *Resolute* rolls 2d6 and adds 4. The result is only 10, and the *Resolute* must scratch off one box from its propulsion system failure track. The *Resolute* consequently suffers –2 to all helm maneuvers.

Maneuvers

During combat, starships act by performing maneuvers.

Maneuvers are ranked by tier, with tier one maneuvers being simpler to perform than tier three maneuvers. Tier two and three maneuvers often require the ship to meet a particular prerequisite, usually one or more maneuvers from a lower tier. Each maneuver has an abbrivated form shown in parentheses—(T) for tactical, (H) for helm, and (C) for command.

In addition, maneuvers follow a standard format:

Prerequisites: Either the maneuvers that must be successfully executed prior to executing the maneuvers, or restrictions on when the maneuver can be employed. For example, before a ship can use Target System it must first have successfully executed a Lock On maneuver, while the Full Stop maneuver cannot be performed immediately after a Fast Attack maneuver. If a maneuver requires that you do multiple maneuvers first, you must do these maneuvers in the order listed. In order to execute a Cochrane Deceleration, for instance, you must first Come About, then Match Speed, then execute a Cochrane Deceleration. Restrictions only apply to the previous maneuver, either in the current round or from the round before. If you perform an Evasive Attack, for instance, as the last maneuver in one round, you cannot Fire as your first maneuver in the second round, although you could execute another maneuver and then Fire.

Duration: Many maneuvers have a duration of "instant." The maneuver is performed, takes effect immediately, then ends. Other maneuvers describe the conditions that cancel the effect.

Target Number (TN): This is the target number for skill tests related to the maneuver.

Effect: The maneuver's effects on combat between starships.

TABLE 7.11: MANEUVERS BY TYPE

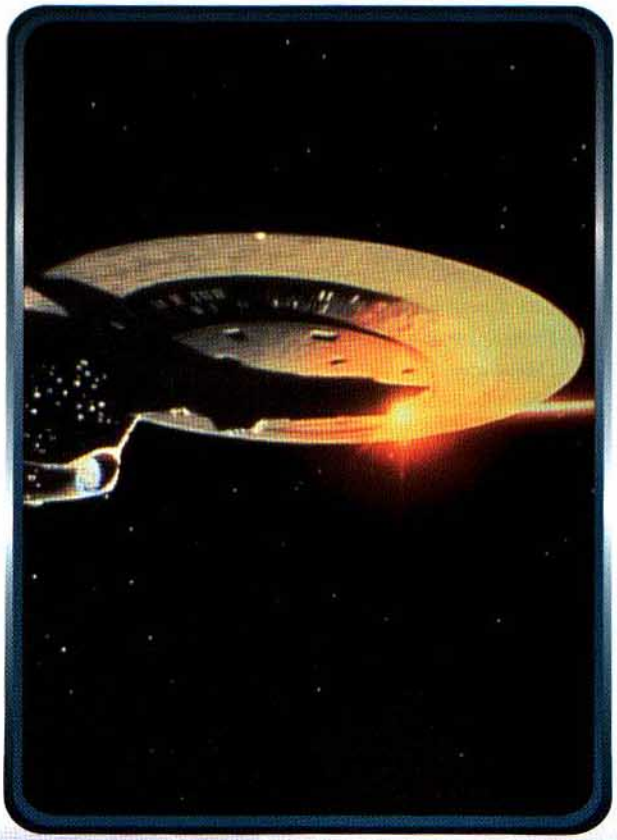
Helm	Tier	TN
Close	1	10
Come About	1	10
Disengage	2	10 + 5 per opponent
Full Stop	1	—
Hard About	2	15
Match Speed	2	Protection
Open	1	10
Ramming Speed	2	Protection – size
Z-Axis	2	10
Tactical		
Fire	1	Protection
Lock On	1	Protection
Multifire	2	Protection + 3 TN/opponent
Multiweapon	2	Protection +5/weapon system
Spread	1	Protection
Target System	2	Protection +5
Command		
Cochrane Deceleration	3	15
Evasive Attack	3	20
Fast Attack	3	15
Full Attack	3	25
Immelmann Turn	3	15
Picard Maneuver	3	25

TABLE 7.12: MANEUVERS BY TIER

Tier One	Type
Close	Helm (H)
Come About	Helm (H)
Fire	Tactical (T)
Full Stop	Helm (H)
Lock On	Tactical (T)
Open	Helm (H)
Spread	Tactical (T)

Tier Two	Type
Disengage	Helm (H)
Hard About	Helm (H)
Match Speed	Helm (H)
Multifire	Tactical (T)
Multiweapon	Tactical (T)
Ramming Speed	Helm (H)
Target System	Tactical (T)
Z-Axis	Helm (H)

Tier Three	Type
Cochrane Deceleration	Command (C)
Evasive Attack	Command (C)
Fast Attack	Command (C)
Full Attack	Command (C)
Immelmann Turn	Command (C)
Picard Maneuver	Command (C)



Tier One Maneuvers

Tier one maneuvers are basic moves performed by starships. They aren't particularly challenging to pull off, but often form the basis for more complex maneuvers.

Close (Helm)

The starship closes the distance between it and an opposing vessel, often to bring its weapons into more effective range.

Prerequisite: Cannot be used after Evasive Attack (C), Fast Attack (C), or Picard Maneuver (C)

Duration: Instant

TN: 10

Effect: Decreases range by 1 increment for a marginal success, 2 increments for a complete success, 3 increments for a superior success, and 4 increments for an extraordinary success. You may choose to decrease range by less than the increment indicated by the test result.

Come About (Helm)

The starship performs a quick turn to avoid an incoming attack.

Prerequisites: None

Duration: Instant

TN: 10

Effect: Come About allows a ship executing this maneuver to break an opponent's target's lock. If primary target does not have Lock On, then add +5 to your protection instead. This maneuver only affects the acting ship's primary target; opposing ships that nominate the acting ship as their primary target are not affected. Thus, Come About only affects one opposing ship per use.

Fire (Tactical)

The basic attack command, the starship fires either its beam weapons, photon torpedoes, or other weapons.

Prerequisites: Cannot be used after an Evasive Attack (C), Fast Attack (C), or Z-Axis (H) maneuver

Duration: Instant

TN: Target's protection

Effect: The acting ship fires one weapon system at its primary target, using its protection as the TN to hit.

Full Stop (Helm)

The starship comes to a full stop, making it essentially an immobile weapons platform. The ship sacrifices mobility, and increases the likelihood of being attacked, for an improved chance to successfully attack.

Prerequisites: Cannot be used after Fast Attack (C)

Duration: Until another Helm maneuver is executed

TN: None

Effect: This maneuver grants a +5 bonus to System Operations (Tactical) skill tests while the ship remains at Full Stop, but reduces the ship's protection by –5.



Lock On (Tactical)

The tactical officer locks weapons onto an opposing ship, concentrating the ship's fire against a single opponent. The ship's targeting computers give attack priority to the affected opposing starship, making attacks against other vessels more difficult.

Prerequisites: None

Duration: Lasts until broken by another maneuver

TN: Target's protection

Effect: Establishing Lock On with a target increases the effectiveness of your weapon systems and allows you to execute more complex attack commands. Once Lock On has been achieved, it lasts until broken by an opposing ship's maneuver, and until then affects all attack tests made by the acting ship. Lock On provides a +3 bonus to skill tests made to attack the target ship.

Open (Helm)

The starship opens the distance between it and an opposing vessel, often to make attacks by the opposing ship less effective or to leave the battlefield entirely.

Prerequisites: None

Duration: Instant

TN: 10

Effect: Successfully executing this maneuver increases range by 1 increment for a marginal success, 2 increments for a complete success, 3 increments for a superior success, and 4 increments for an extraordinary success. You may choose to increase range by less than the increment indicated by the test result (only opening range by one increment if two or three are indicated). Ships that move beyond extended +4 have left combat range, and are considered to have fled the battle (though a new battle may be initiated if opposing ships pursue).

Spread (Tactical)

The ship fires several weapons at once in a screen to increase the chances of hitting, but at the sacrifice of pinpoint accuracy.

Prerequisites: Cannot be used after Evasive Attack (C), Fast Attack (C), or Z-Axis (H)

Duration: Instant

TN: Target's protection

Effect: When applying this maneuver, choose one weapon system, such as phasers, disruptors, or photon torpedoes. This maneuver grants a +3 bonus to the skill test made to attack, for every –1 the tactical officer applies to the weapon's penetration, up to a maximum of –3.

Tier Two Maneuvers

More advanced than simple maneuvers such as Close and Fire, tier two starship maneuvers are more difficult to execute, but grant better advantages in battle.

Disengage (Helm)

The starship disengages from battle entirely, either preparatory to warping away or to change targets in the middle of combat.

Prerequisites: None

Duration: Instant

TN: 10+5 per additional opponent

Effect: Before executing this maneuver, you must declare whether you are leaving the battlefield or changing primary targets. Withdrawing has a TN 10+5 per additional opponent in the battle. This test represents the helmsman's ability to steer a course clear of opposing ships. Failure could indicate that another opponent blocked the ship, or that the helmsman of the primary target vessel maintains a close distance. If changing primary targets, no skill test is necessary and the TN does not apply. The new target remains your primary target until you Disengage again, or the target is destroyed. In either case, this maneuver leaves your ship vulnerable to attack. Your ship suffers a –5 penalty to its protection until your next helm maneuver.

Hard About (Helm)

A steeper turn than Come About, the starship makes a sudden turn to improve its position or to avoid attack.

Prerequisites: None

Duration: Instant

TN: 15

Effect: This maneuver produces the same effects as Come About with the added value of allowing you to increase or decrease the range to your primary target, as your ship uses its sharp turn to improve its position. A ship executing this maneuver can either increase or decrease range by 1 increment. In addition, Hard About allows a ship executing this maneuver to break an opponent's lock on. If primary target does not have Lock On, then add +5 to your protection instead. This maneuver only affects the acting ship's primary target; opposing ships that nominate the acting ship as their primary target are not affected. Thus, Hard About only affects one opposing ship per use.

Match Speed (Helm)

The starship matches its speed relative to that of its primary target. This not only enables other, more sophisticated, maneuvers, it makes the target easier to hit.

Prerequisites: Cannot be used after a Z-Axis (H)

Duration: Lasts while range is maintained

TN: Target's protection+5

Effect: With a successful skill test, the starship matches speed with its primary target. While the two ships maintain the same relative distance—both ships remain at the same range increment they were at when Match Speed was executed—the starship performing this maneuver gains a +5 bonus to Starship Operations (Tactical) tests made to attack. For example, the *Enterprise* is at short range from a Romulan warbird when it performs a Match Speed maneuver; so long as the two ships remain at short range, the *Enterprise* gains a +5 bonus to attack tests. This is often the first maneuver executed in a round on a starship's initiative.

Multifire (Tactical)

The starship fires one weapons system at multiple ships, regardless of its primary target.

Prerequisites: All targets must be in the same range increment

Duration: Instant

TN: Each target's protection+3 TN/opponent

Effect: Choose one weapons system affected by this maneuver—such as beam weapons or torpedoes. The starship fires this system at multiple targets. The tactical officer declares which ships he's targeting and the order of attack before he makes his first roll (though the primary target must be attacked first). Roll one attack test for each target, suffering a cumulative, -3 test penalty for each additional opponent attacked after the first. For examle, firing at the primary target has no Multifire penalty, but firing on a second target incurs a –3 penalty, a third target a –6 penlaty and so on. A failed test does not halt the chain of attacks; roll damage for each successful attack separately.



Multiweapon (Tactical)

The starship fires two or more weapons systems (phasers and photon torpedoes, for example) at one opponent.

Prerequisites: Lock On (T)

Duration: Instant

TN: Target's protection+10

Effect: With a successful skill test made to attack, the primary target suffers damage from each weapon system employed. Combine penetration values for the weapons and apply the aggregate to the target ship's shields. For example, phasers with penetration 5 and torpedoes with penetration 6 have a combined penetration of 11. The target number for the attack is equal to the primary target's protection+10. The tactical officer makes one attack skill test.

Ramming Speed (Helm)

In a last ditch effort to stop the enemy no matter the cost, the starship rams into the opposing vessel. Although this sacrifices both ship and the crew, it usually destroys the opposing ship.

Prerequisites: Point blank range; cannot be used at Full Stop (H)

Duration: Instant

TN: Target's protection–Size

Effect: The helmsman makes a System Operation test against a target number equal to the primary target's protection minus its size (see page 136). This reflects the ease of hitting larger ships and the difficulty in hitting smaller ships. The target ship suffers damage equal to the ramming ship's current structure + current shield strength. The acting ship suffers reciprocal damage (determined by the target's remaining structure and shield strength).

Target System (Tactical)

The tactical officer targets a specific system on an opposing ship—a weapons system, the propulsion system—in the hopes of disabling it. If the attack penetrates the target's shields and exceeds the shield's threshold, the damage is inflicted directly to the system in question.

Prerequisites: Lock On (T)

Duration: Instant

TN: Target's protection+10

Effect: Choose a system targeted by this maneuver and make an attack test with the TN equal to the primary target's protection+10. With a successful attack test, apply damage directly to the targeted system (rather than to the ship's structural damage track). For every 3 points of damage in excess of the target's shields threshold mark off one box of damage on the targeted system's damage track.

Z-Axis (Helm)

The starship takes advantage of the three-dimensional nature of space to gain a better position or maneuver out of danger.

Prerequisites: None

Duration: Instant

TN: 15

Effect: With a successful test, the ship changes its position along the vertical axis (either up or down, player's choice). If the ship's next maneuver is a Helm maneuver, the player making the test gains a +5 bonus to the skill test. This bonus is lost if the next maneuver is not a Helm maneuver. In addition, a Z-Axis maneuver allows the acting ship to either close the distance to the primary target by one range increment or break an opponent's Lock On. This effect must be chosen prior to making the skill test.

Tier Three Maneuvers

All maneuvers in this tier are Command maneuvers. These maneuvers involve precise timing and specific conditions, as described under the maneuver's prerequisites. Because each relies on the commanding officer's ability to judge battlefield conditions, think tactically, and strike at the right time, each maneuver in this tier requires a successful Tactics skill test by the commanding officer.

Cochrane Deceleration (Command)

An extremely fast and difficult stop, the Cochrane Deceleration forces an opposing ship to fly past the starship employing this maneuver.

Prerequisites: Come About (H), Match Speed (H).

Duration: Special

TN: 15

Effect: The acting ship must successfully Come About and Match Speed before attempting this maneuver. When successfully performed, the acting starship gains a +5 protection bonus from attacks made by the primary target for the remainder of the round. In addition, the tactical officer may immediately perform one tactical maneuver in excess of the ship's action allowance for the current round. The officer must use one of his individual actions to take advantage of this maneuver and must still make the appropriate skill test. Cochrane Deceleration automatically increases the distance between the acting ship and its primary target by one range increment (from short to medium, for example) and brings the ship to a Full Stop (as per the maneuver).

Evasive Attack (Command)

The starship performs an unexpected evasive maneuver while attacking at the same time.

Prerequisites: Come About (H) or Hard About (H), must Close (H)

Duration: Special

TN: 20

Effect: This maneuver allows the acting starship to increase range to the primary target by +1 range increment, grants a +10 bonus to next helm maneuver executed, and the tactical officer may perform a free Fire maneuver (though the officer must have an individual action available). The helm maneuver bonus lasts until the target's next action. Thus, if the target takes an action after Evasive Attack, but before the acting starship executes its Helm maneuver, the +10 bonus is lost.

Example: The *Resolute* executes an Evasive Attack against a Cardassian cruiser as its first action in the round. If the second action is a Helm maneuver, then the *Resolute* benefits from a +10 bonus to the test. If the Cardassian ship acts before the *Resolute* can perform a Helm maneuver (by winning initiative in the next round, for instance), then the *Resolute* loses the +10 bonus.

Fast Attack (Command)

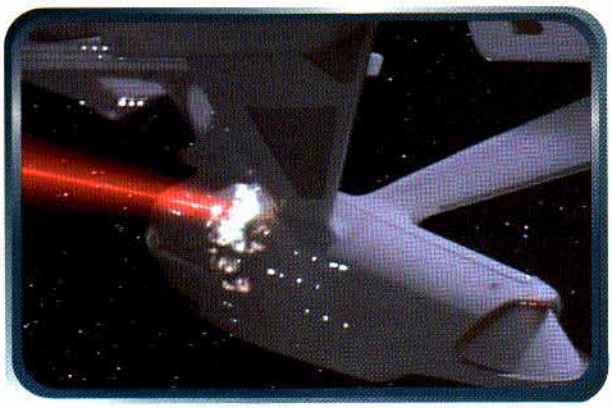
The starship rapidly closes the distance to an opponent and speeds past him, firing weapons throughout the strafing run.

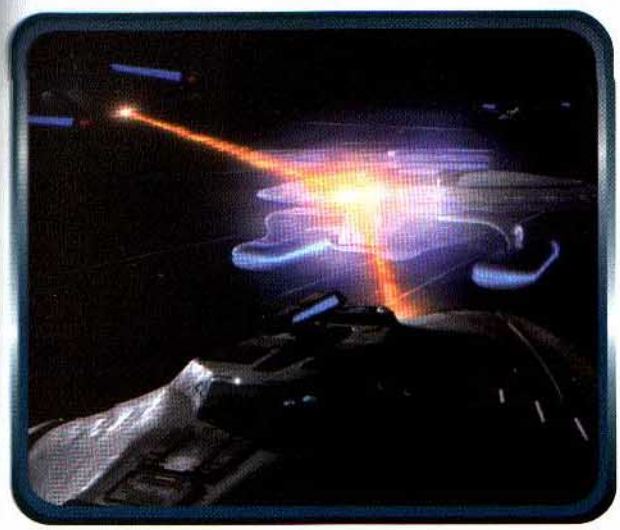
Prerequisites: Must Close (H) by two range increments in one maneuver

Duration: Instant

TN: 15

Effect: If successful, this maneuver allows the acting ship a free Multiweapon maneuver and increases range to the primary opponent by 2. The tactical officer must have an individual action available to take advantage of the Multiweapon maneuver, and must make an attack skill test as normal (see Multiweapon maneuver, page 119). This maneuver does not count against the ship's action allowance. The attacking ship must have closed the distance to the defending ship by two range increments with one maneuver, either in the current, or the previous, round.





Full Attack (Command)

The starship lays down a withering hail of fire, attacking with every available weapon at a multitude of targets.

Prerequisites: Lock On (T), Match Speed (H); must be at point blank or short range

Duration: Instant

TN: 25

Effect: This is an extremely difficult maneuver to perform. The acting ship must currently have Lock On and Match Speed, as well as being in the point blank or short range increment. If successful, the tactical officer may perform both the Multifire and Multiweapon maneuvers for free (though he must have individual actions available to perform). These maneuvers do not count against the ship's action allowance. The officer declares the order in which ships are attacked, starting with the primary target, and declares which weapon systems are being used. The attack TN equals the target's protection + 5 for each attack. A failed test does not halt the chain of attacks. Roll damage for each successful attack separately, applying the combined penetration values for each weapons system used once per hit.

Immelmann Turn (Command)

An Immelmann Turn is a sharp, sustained turn that results in the hunter becoming the hunted.

Prerequisites: Close (H), Hard About (H)

Duration: Special

TN: 15

Effect: This maneuver affects opponents by making it more difficult for them to perform helm or tactical maneuvers. With a successful test, all opponents with the acting ship as their primary target suffer a –5 penalty if their next action is either a helm or tactical maneuver. In addition, ships performing this maneuver automatically Close with their primary target by one range increment (no test required). This does not count against the acting ship's action allowance.

Picard Maneuver (Command)

Made famous by its inventor, Captain Jean-Luc Picard, this maneuver is especially difficult to perform. The starship takes advantage of relativistic time dilation by using a short warp speed burst to appear in two places at once, then fire on its opponent.

Prerequisites: Close (H), Lock On (T)

Duration: Instant

TN: 25

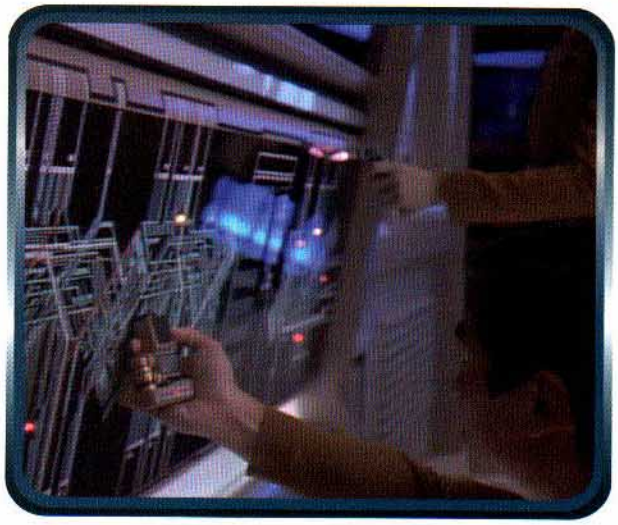
Effect: The acting starship must first Close and achieve Lock On to prepare for time dilation and offensive action. Upon performing this maneuver, the acting ship generates an after image that results in a +5 bonus to its protection for the duration of the round. In addition, the tactical officer may perform one tactical maneuver in excess of the ship's action allowance for the round. To perform this maneuver the tactical officer must use one of his individual actions and must still make the appropriate skill test.

REPAIR

When the battle is over, it's time to repair any damage the ship suffered. The more damage a ship and its systems incurs, the harder it is to effect repairs. Some damage may be so extensive that repairs can take days, or require the ship to put in to a starbase.

Any character with the appropriate skill can make repairs. The Repair skill is useful only for repairing ship's systems up to a TN 15; more difficult repairs, and those affecting the ship's structure, require the appropriate Engineering skill. For example, to add structure requires a Structural Engineering skill test, while repairing a warp drive sustaining three blocks of damage calls for a Propulsion Engineering skill test. All other systems must be repaired using the System Engineering skill.





Systems

When individual systems sustain damage, either through combat or space-based hazard, the Crew can make a Repair or related Engineering skill tests to repair the damage and improve the system's functionality. In ordinary circumstances, repairing a system initiates an extended Repair or Engineering test with an aggregate TN equal to 15 x the number of damage blocks being repaired (see Table 7.13: System Repair TNs) and test interval of 1 hour. At the end of each 1 hour interval, the crewmember making (or leading, in the case of combined tests) makes a repair test and adds his test result to any previous results. For every 15 points scored, the Crew repairs 1 block of damage on the system damage track.

TABLE 7.13: SYSTEM REPAIR TN'S

System Damage	TN	Est. Repair Time (avg.)
One Block	15	1.5 hours
Two Blocks	30	3 hours
Three Blocks	45	4.5 hours
Four Blocks	60	6 hours
Five Blocks	75+	Variable

Conducting repairs in this manner enables the Crew to repair damage incrementally, and discontinue the repair effort at any time. It also enables them to repair multiple blocks of damage faster than the average repair time by virtue of scoring high degrees of success. For example, if the Crew attempts to repair 4 blocks of damage, the aggregate test TN is 60. With each test requiring one hour, it is conceivable that repairs could be completed after 3 tests, reducing the total repair time from an estimated 6 hours to a remarkable 3 hours.

If a system goes offline as a result of taking its last block of damage, you can rule that repairing the last counts as two or more blocks of damage to increase the repair time. Or you could rule that it's impossible to repair such damage without going to a starbase.

Emergency Repairs

There are instances in battle when there is no time to effect complete repairs on a damaged system. The standard time to restore the system to fully operational status requires hours or days of work, and the engineering crew has a fraction of the time it really needs. The star will explode in a nova in ten minutes, and it will take hours to get the warp drive back on-line, or the phasers require four hours of repair but the captain needs to get off one good shot before the Romulans bear down. In these cases, characters must perform emergency repairs to the system to get it working in the short run, rather than making long-term repairs.

First, the player should select which type of emergency repair he or she wants to employ. Table 7.14: Emergency Repairs describes four types of emergency procedure. The type establishes the time required to make the repair, the target number for skill tests, and how long the repair will hold. Players can choose from among the following:

Quick Fix: The character attempts to quickly replace damaged components. This requires more time, but is the most reliable type of emergency repair. It is most often used immediately after one battle, but when the crew anticipates another attack soon.

Bypass: The character attempts to bypass a damaged component, rather than replacing it. This takes less time than a quick fix, but is also less reliable.

Patch: The character attempts to fix whatever is damaged, working with it rather than replacing or bypassing it. This requires even less time, but fails more frequently.

Jury-Rig: The character attempts to get the system working by any means necessary, such as using the wrong components or jamming circuitry into place. This is the fastest way to restore functionality, but at a cost to the system's reliability. It's the best way to get a system up and running in the middle of battle.

After selecting the repair type, the player makes a System Engineering or Repair skill test. The target number depends on the type of procedure being employed, as shown on Table 7.14. Repair skill can only be used to fix systems with a target number no higher than 15; more difficult repairs require System Engineering. Each procedure lists the time required to complete repairs, with the player making the skill test after the time has elapsed. Conduct the repair as a standard test (characters can retry failed tests). When performed during a combat round, each procedure counts as a full-round action. Thus, a character performing a patch during combat would spend 10 full-round actions (10 rounds/minute) on the problem.

If this skill test is successful, the character restores at least one point of damage to the system damage track. Degrees of success apply, so that a complete success restores two points, a superior success restores 3 points and an extraordinary success restores four (up to the system's maximum). A system with zero points left could have up to three points restored in this way. The system still suffers whatever cumulative penalties are listed on its damage track for the current damage level.

Repairs of this nature can be unreliable, failing at the worst possible moment. Table 7.14 lists a period of time for each procedure after which the system must make a reliability test. For example, after 10 minutes a system repaired with a bypass must make a *reliability* test. A player rolls 2d6 and adds the system's reliability modifier (see page 137) to the roll, then compares this result to the TN on Table 7.14. This reliability test is made after every interval until it either fails or the system is fully repaired (using the rules on page 121). If the test result is less than the stated TN, the system fails, taking at least one point of damage. Degrees of failure apply, so a complete failure damages the system by two points, and a dramatic failure causes three points of damage (negative numbers do not apply). A character can attempt to perform another emergency repair.

EXAMPLE: The *U.S.S. Voyager* has Class E sensors (+8 reliability), which have suffered five points of damage. The sensors are off-line, the ship suffers cumulative penalties, and a Hirogen ship bears down on them. Lieutenant Ward has a half-hour before the enemy arrives, and so attempts a bypass to get the sensors up and running. She spends 10 minutes on the problem, and makes a System Engineering skill test against a TN 15. Ward's player rolls 11 on 2d6, + 7 for her skill, +2 Int modifier, for a total of 20. Ward restores two points of damage to the sensors.

After an hour, the sensors must make a reliability test, and Ward's player rolls 2d6 and adds the sensor's *reliability modifier* (+8), getting a result of 15. The bypass holds and the sensors continue to function.

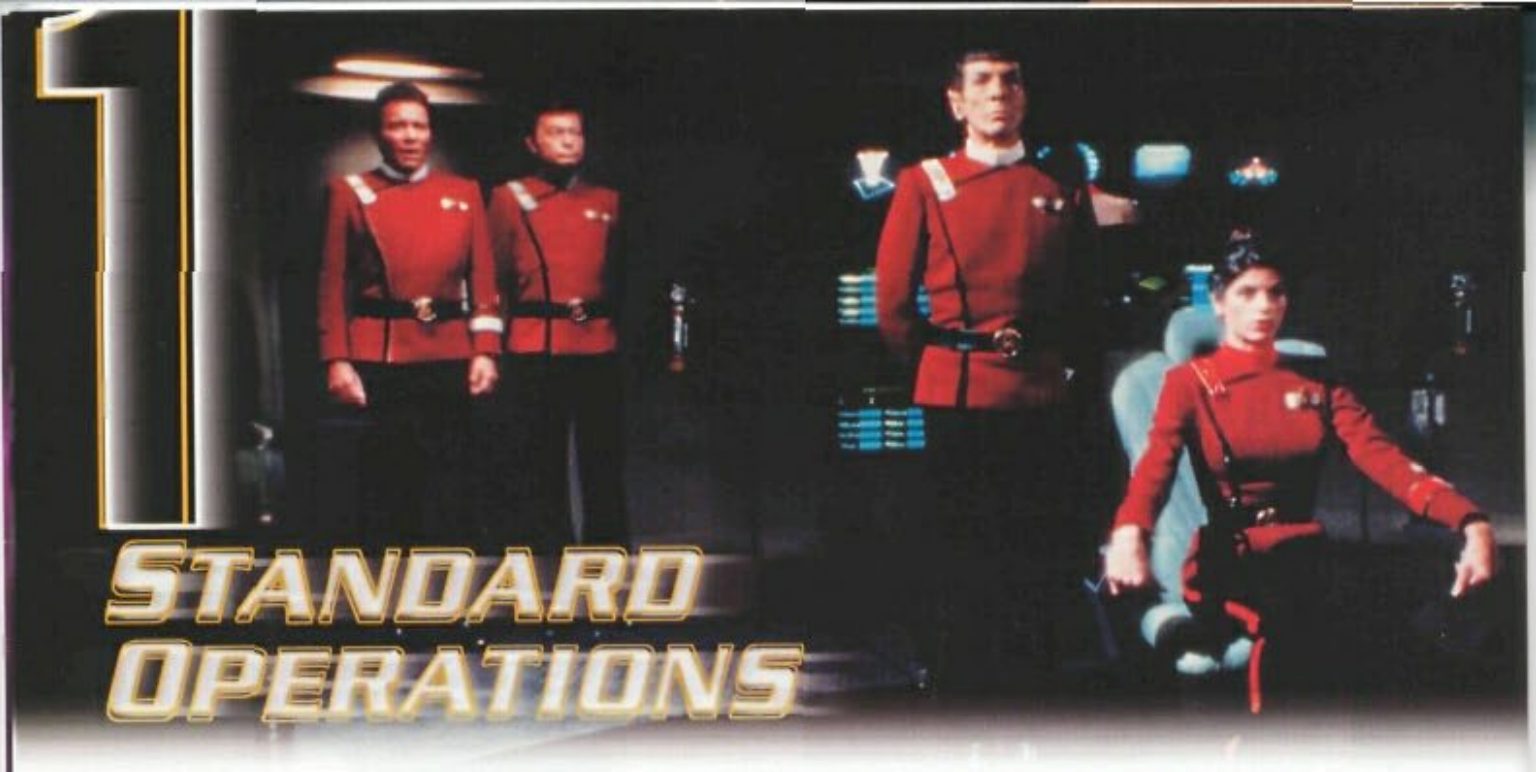
STRUCTURE

After the battle is done, any damage to the hull can be repaired, thus restoring lost structure. Hull repairs cannot be performed during combat, because they require extensive effort. Work bee shuttles hold replacement plates in place while engineers in environment suits and crewmembers inside weld them into place. To restore a ship's structure is an extended Structural Engineering skill test. Additional crewmembers participating in the test add +1 per contributor to the test result (as per the combined test rules, page 85). The target number for this test equals TN 25 for each point of damage being repaired, with a time interval of one day per skill test. Thus, in order to restore 10 points of structure would be a Structural Engineering test with an aggregate TN 250, with each skill test made equaling 1 day's work.

TABLE 7.14: EMERGENCY REPAIRS

PROCEDURE	TIME	TN	FAILS IN...	RELIABILITY TN
Quick Fix	1/2 hour	15	3 hours	10
Bypass	10 minutes	15	1 hour	15
Patch	1 minute	15	10 minutes	20
Jury-Rig	1 full-round action	20	10 rounds	25





1 STANDARD OPERATIONS

What keeps the starships flying? Not dilithium, or warp nacelles, or even miracle-working engineers. What keeps starships flying is order and organization. Starships embody science and rationality; Starfleet standard operating procedure aims to do the same.

OPERATIONAL PRACTICE

Once a ship leaves spacedock, its crew should be prepared for anything the galaxy can throw at it, from rogue Klingon madmen to enormous Iconian berserkers. Starfleet ships maintain a regular schedule of operational practices to ensure readiness; the Crew will have responsibilities to this schedule both during their eight-hour on-duty watch and outside it. Ion storms don't take the evening off, after all. Unless the episode requires it, Narrators can assume that routine checks happen and, even on the Romulan Neutral Zone, most days pass without incident.

UNDER WEIGH

A starship between ports of call planets, starbases, etc. is "under weigh", a term dating back to the old water navies of Earth. A starship under weigh usually travels at its cruising speed or slower on condition green, the lowest alert status (see "Alert Status" box on page 7). However, even while not on alert, a competent Starfleet crew is always ready for a sudden contact, whether with a dangerous intruder or a new scientific wonder to catalog and explore. General Order Thirteen mandates that Starfleet personnel are obligated to investigate any unusual phenomenon where possible.

While "under weigh," ships primarily run on long-range navigational sensors and a full array of passive sensor systems. (Passive sensors like gravimeters only receive; active sensors like radar both transmit and receive.) Depending on the mission, the captain may order a full sensor sweep (including active sensors) every eight hours. On survey and scientific missions, the sensors are usually continuously active on all wavelengths. This makes the ship much easier to detect (–10 Target Number (TN) for System Operation (Sensors) tests), but also adjusts the chance of detecting another ship at long range (normally a TN 15 test) by –5 TN. If another ship is detected, the tactical officer or science officer identifies it if possible (usually a Computer Use (Retrieve) test at TN 10 if the ship is from a known culture, or TN 5 if it is a fellow Starfleet vessel). If the ship is unknown, or is from a known culture but has an unknown intent, standard Starfleet ship contact protocols (see box, page 8) come into play.

ALERT STATUS

CONDITION GREEN

The standard, peacetime status of all Starfleet vessels. Crew members perform their regular routine duties; while off-duty they may engage in personal hobbies, continue research on their own time, fraternize, utilize the holodeck enjoy the ship's library, or sleep. The mandatory bridge crew on a capital ship on condition green consists of a command officer, a flight control officer (or helmsman), a sensor operator (usually a science officer or operations manager), and (if the Federation is in a state of emergency) a weapons or tactical officer (who can also serve as navigator or operations manager on some ships). Some captains maintain a full bridge crew (see "Bridge Crew" and "layout" on page 26) even on condition green.

Even on condition green, navigational deflectors are up, forty percent of the ship's weapons are on standby status able to power up in two minutes, and one shuttle remains ready for launch in five minutes. While on condition green, the operations manager or first officer runs a level 4 diagnostic check of primary ship systems (see Table 7.6 on page 110 of the *Star Trek RPG Narrator's Guide*) every eight hours.

YELLOW ALERT

The senior bridge officer (or the captain or first officer at any time) can place the ship on yellow alert. A yellow alert signals the possibility of combat, hazardous flight conditions, or ship system malfunction. On yellow alert, sleeping personnel wake, dress, and equip themselves. Off-duty personnel stand in quarters for assignment to their departments. Senior bridge crew report for duty. On some ships, or during wartime, unarmed on-duty security personnel arm themselves. All crew members keep a special eye out for anything out of the ordinary, reporting any strange readings, damage, or occurrences. Ship's weapons arm, and the operations manager clears the decks of low-priority systems use such as holodecks, scientific experiments or surveys, and so forth. The operations manager or first officer runs a level 4 diagnostic check of the entire ship immediately.

RED ALERT

Only the captain or the senior bridge officer can order red alert. In theory, ships should go to yellow alert first, which should bring the captain to the bridge to decide on red alert status. In practice, crises don't always wait for turbolifts. On red alert, all personnel head to battle stations. Security personnel fan out to transporter rooms and other strategic locations throughout the ship. Medical personnel report to sickbay and other duty stations. Engineers check and wait near critical systems. All shuttle crews report to shuttlebays, and all shuttles warm up. Weapons arm and load; shields come up. Active sensors begin sweeps at all ranges. The computer automatically runs a level 4 diagnostic check continuously.

INTRUDER ALERT

This operational mode is similar to yellow alert but focuses on an internal breach of security. During an intruder alert, all nonessential personnel are confined to their quarters or duty stations for the duration of the emergency. Movement through the ship requires the authorization of an immediate superior officer and all turbolifts key to authorization codes only. Armed security teams patrol each deck, with teams stationed at sensitive areas of the ship (e.g., transporter rooms, shuttlebays, torpedo bays, main engineering, computer core, armory, and the bridges). The security officer mounts a full internal scan of the ship, ready to seal bulkheads, flood the decks with anaesthezine, or any other response required.

MEDICAL ALERT

In the event of an outbreak, this operational mode confines all personnel to their current locations, while environmental controls isolate life support systems for each deck. This ensures the contagion does not spread throughout the starship or facility. Priority power is routed to sickbay, and the chief medical officer runs a full internal scan of the ship to locate and deal with any contagion.

ABANDON SHIP

If the commanding officer considers a vessel lost, he may give the order to abandon ship. All shuttle crews ready their craft and prepare for immediate departure. If a habitable planet is in range, ship's power transfers to all working transporters. All personnel report to a designated mustering station in the event of the abandon ship order being given, with the key supplies on their evacuation roster. Lifeboats are enabled, and launched either by the bridge or by their occupants. A microwarp buoy is launched, containing a subspace transmitter and a copy of the ship's logs. The operations manager or first officer oversees the evacuation of the ship while the rest of the bridge crew works to contain the emergency that caused this drastic measure.

In Orbit

While in orbit around a planet, the starship should monitor planetary communications where possible (a System Operation (Communications) test at TN 15), maintain sensor scans for energy discharges or hostile life forms (see Table 7.2 on page 102 of the *Star Trek RPG Narrator's Guide*), and scan the system for other ships, especially incoming ships under warp (a System Operation (Sensor) test at TN 10, unless the other ship is hiding). If the ship is orbiting a Federation, allied, or neutral world, the commanding officer should respect the planetary orbital control system (except in cases of emergency). If the ship is orbiting a world without warp

STARFLEET SHIP CONTACT PROTOCOLS

If the contact remains unidentified:

- **Shields remain at standby mode.**
- **Sensor use is restricted to passive sensors. If the contact is from a completely unknown culture, even navigational sensors go on standby.**
- **Immediately attempt communication by opening hailing frequencies; activate adaptive communications to detect the unknown ship's beacon or guidance frequency and begin universal translator search of EM background.**
- **Response should be measured and equivalent; if the contact actively scans your ship, you may return the scan using analogous technology where possible. If the contact raises shields, you may raise shields. If the contact powers weapons, you are encouraged (by Regulation 8A) to raise shields.**
- **As per General Order Ten, a Starfleet vessel never fires first, except when faced with a known enemy vessel during wartime.**

If the contact fires on your starship:

- **If the contact is from an unknown culture, the captain's first responsibility is to the safety of his ship and crew (per General Order Five) unless the contact poses an immediate threat to other Federation citizens (as per General Order Two).**
- **The safety of both his ship and the Federation will often depend on breaking the engagement and retreating to report the contact and the full on-site assessment to Starfleet Command. Where this is impossible, the captain must use his best judgement as governed by general Starfleet tactical doctrine.**
- **If the contact is from a known culture, the captain may use his best judgement in responding, governed by general tactical doctrine and wartime status, if any, of the Federation.**

STARFLEET TACTICAL DOCTRINE

- **If ship's shields are capable of handling the opponent's full primary weapon, the opponent should not be destroyed unless completely unavoidable.**
- **Only the commanding officer or first officer can order weapons fire; firing weapons without orders is a court-martial offense.**
- **Phasers should be used for pinpoint attacks to immobilize and disarm where possible.**
- **Photon torpedoes should be used when phasers are insufficient to end the engagement rapidly and with limited loss of life. All photon torpedoes should be inventoried and secured except when actually in firing mode.**

AWAY TEAM GUIDELINES

These are among the guidelines established for away team conduct in the 2340s. Before that time, Starfleet officers remain guided by Starfleet directives. Even in the late 24th century, Starfleet directives can trump these guidelines in emergency or crisis situations. Landing party or away team officers must think on their feet; this, after all, is why such groups normally contain at least some (and sometimes all) of the ship's senior staff.

- **Treat all encountered beings with respect and dignity.**
- **Maintain complete and accurate tricorder records of all actions and observations.**
- **Remain within eyesight or communicator contact at all times, and establish communication protocols with the ship and with the commanding officer or Mission Ops.**
- **Take only essential items of vital scientific or security interest; leave nothing behind if at all possible.**
- **Do everything in your power to avoid hostilities. Never fire first.**
- **If hostilities are unavoidable, end the combat as soon and with as little damage as possible. Avoid lethal damage.**
- **Establish containment and decontamination protocols based on biological surveys both from the ship and on the planet; do not transport potentially infectious agents to an unsecured area of the ship.**

travel, the Prime Directive may restrict all ship emissions to those not detectable at that world's Tech Level; *ships orbiting a Tech Level 5 or 6 world may have to* secure for silent running.

On the Planet

While planetside, Starfleet officers remain bound by *Starfleet directives and guidelines*. Starfleet officers on other planets should assume that they are under that planet's legal jurisdiction. In some cases, Starfleet Command has acquiesced to an officer's execution by local authorities if convicted of local capital crimes—however Starfleet expects officers on the scene to do everything they can within the local law to preserve fellow officers' lives and freedom. Starfleet officers on planets without warp travel must remain cognizant of the Prime Directive, and Starfleet officers in general should follow the Away Team Guidelines (see box, page 8).

MISSION OPERATIONS

Starfleet sends its ships on many and varied missions and duty tours to every corner of the known galaxy. For each mission type (see pages 235-237 of the *Star Trek RPG Player's Guide*), there are certain reliable patterns of operation and standard practices that *Starfleet officers should at least begin with. This can* often rapidly narrow the field down to the real crisis at hand, which may not have anything to do with the ship's ostensible assignment!

Exploration Missions

Deep-Space Exploration

For these missions, continuous attention to every detail of the long-range sensors pays off. Deep space contains dangerous interstellar phenomena, bizarre radiation fields, and even entirely unknown spacegoing civilizations; it's worth knowing everything you possibly can before you meet any of them. Keep an eye out for departures from accepted scientific knowledge, for sensor ghosts paralleling your course, and for system malfunctions on your own ship.

Planetary Exploration

These missions can involve all levels of planetary sciences, but don't neglect the A&A officer! On a planet with *intelligent life*, knowing the ins and outs of their culture can help avoid gladiatorial combats or dangerous logic games with all-knowing supercomputers—and if it can't help you avoid them, it can help you win them. Sensor scans should be especially alert for *Romulans or other threat races; statistically, a planet is* seldom in only one set of spacelanes.



Defense Missions

Patrol

Like planetary exploration, patrolling dangerous or under-policed sectors tends to turn up threat ships, or Ferengi or Orion pirates who will report your existence to rival nations. Consider working with these third force ships and using them as your own eyes and ears. *Even if they still betray you*, you may get some useful intelligence out of their sensor logs.

Threat Alert

Be wary of being drawn into a compromising position. *Enemies and rivals of the Federation often attempt* to embarrass starship officers into aggression, high-handedness, or other violations of standard Federation practice. While patrolling the frontier of a known rival, always remember that you are diplomats first and naval officers second.

Tactical

Review the tactics of your likely opposition, and be ready for anything. Some captains use tactical deployments to practice drill and space combat skills at a measured pace; others prefer to move in at top speed to hopefully get a jump on the crisis before it boils over. Be ready to look for the force multiplier option, a place where a few key personnel can make all the difference by deactivating a planetary deflector shield, switching the locals to the Federation side, or getting detailed sensor scans to find the weakness of some unprecedented threat.

Convoy and Escort

Treat these missions like deep-space explorations; have sensors on full and be ready for anything. Keep your charges in line and in phaser range; one missing ship can wreck the whole mission. This is the time for phaser drill and tactical training.

Diplomatic Missions

First Contact

Here, again, the role of the A&A officer or first contact specialist is paramount. Every culture has something worthwhile to offer the Federation; identify that thing and encourage it where you can (assuming the Prime Directive will let you, that is). Keep in mind that not all cultures obey the Prime Directive, however; unscrupulous merchants or enemy soldiers can do much more damage than you can.

Intergalactic Affairs

When involved in intergalactic diplomacy, the key is to maintain sight of your own objectives. Do not get drawn into diplomatic horse-trading, or (worse yet) personal squabbles; you are constrained by regulations and Starfleet practice in a way that envoys aren't. However, when you are the envoys on the scene, get the best deal you can and advance Starfleet directives where possible.

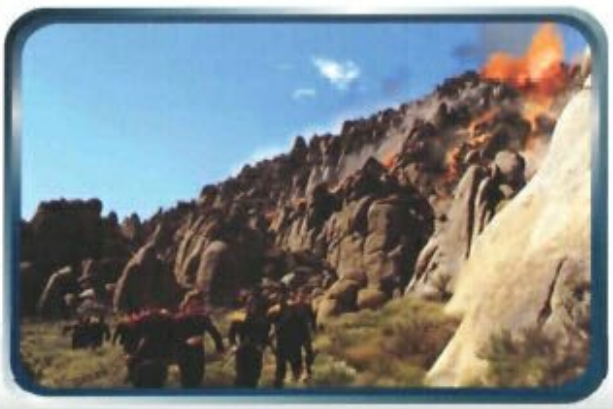
Emergency Missions

Aid and Relief

There is almost always more to the crisis than meets the eye. Keep a sharp lookout for scavengers (such as mercenaries or merchants) preying on the misery around you, and for complications to the ongoing emergency. Sometimes the two are connected. Always remember that nobody's pride is worth the lives of innocent people—not yours, and not the so-called experts on the scene. Trust your opinion; that's why Starfleet sends you there.

Evacuation

These missions resemble diplomatic missions or convoy missions to the tenth power. Strict rules, personal neutrality, and focus on the key goal (saving lives) must be your lodestones during a logistical nightmare such as this.



Scientific Missions

Experimentation

Experiments always go wrong; it's the key to the scientific method. As with deep-space survey missions, keep an eye on the sensors, and run diagnostics on ship systems whenever possible. Pay attention during briefings, and try to get a familiar handle on the underlying scientific theories being tested. Work out which ship systems you could adapt to fix the first four things you can think of that might go wrong.

Investigation

As contrasted with official experimentation missions, the chances are that you won't hear about specific investigations unless they are assigned to your branch or they go wrong. Try to get to know the personality of the lead investigator; be ready to use that knowledge to replicate, abort, or assist her investigations. (This is also good advice for experimenters.) Use the ship's library computer liberally; at the worst, you'll help close off some dead ends.

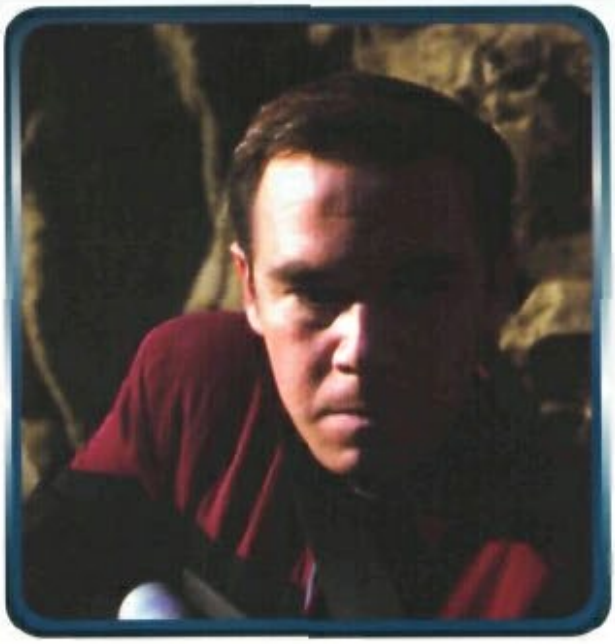
Intelligence Missions

The Federation places primary responsibility for espionage, counterespionage, and other covert activities in the hands of Starfleet Intelligence. This remains a source of some discomfort for Starfleet as a whole; Starfleet's primary scientific goal has obvious intelligence applications, and the meshing of intelligence and defense responsibilities in the same agency can occasionally cause interdepartmental friction. Starfleet understandably prefers to emphasize its open actions for science and defense—but when the safety of the Federation requires some cloaking-device-and-dagger work, they do their duty as they have always done. Intelligence missions include:

Infiltration

An infiltration mission calls on Starfleet personnel to covertly (or under false pretenses) enter a dangerous or interdicted location, perform some action, and exfiltrate or escape, ideally unnoticed by the opposition. Captain Kirk's 2268 mission to cross into the Romulan Neutral Zone, steal a cloaking device, and return with it is a classic infiltration mission.

Performing an infiltration mission requires a solid plan—and inspired improvisation when it falls apart. Like diplomatic missions (with which they have some surprising commonalities), keeping mission goals in mind and not becoming distracted by personalities are the key to limiting complications in an infiltration mission. Often, infiltration missions are classic force multiplier situations where a single landing party does more good than a whole starship crew. Since you don't



always have access to your whole starship, this is a comforting thought.

Assessment

By contrast, an assessment mission is one in which Starfleet Intelligence suspects something is up but doesn't know where to go, or what to do when you get there. Assessment missions generally start with an anomaly—a vanished agent, a rumor of sabotage, a political shakeup—that requires expert analysis by Starfleet personnel on the scene. Sometimes assessment personnel can be inserted under the cover of another mission, such as a scientific or diplomatic mission. Captain Picard's broad orders to investigate the disappearance of Ambassador Spock on Romulus in 2368 epitomize the assessment op.

Where infiltration missions resemble diplomatic missions, assessment missions resemble scientific missions. The key is data, and checking it for anomalous patterns. Always have two backup plans for getting out of whatever trouble you stir up; be ready to react on the fly. After all, Starfleet Intelligence wouldn't send you to check things out if the situation was normal.

Counterintelligence

A counterintelligence mission is one that thwarts an intelligence (or military) mission by a foreign power or internal radical group. Starfleet officers usually stumble into these missions while pursuing other goals, although often an assessment mission becomes a counterintelligence op halfway through. Captain Picard's discovery of the Vulcan Isolationist Movement's attempted activation of the Stone of Gol in 2370 triggered a paradigmatic counterintelligence mission.

Counterintelligence missions require initiative; if Starfleet Command knew about the situation, they would already have sent someone else to deal with it. In speed and complexity, they resemble emergency missions, but in solution they often times become tactical missions. With counterintelligence missions, decisive and correct use of force is often your only option; better to stop the plot early than wait too long and discover that you no longer can.

THE STARFLEET INTELLIGENCE SERIES

Narrators may want to run a series consisting entirely or almost entirely of intelligence missions, along a *Mission: Impossible* type pattern. This can create a few wrinkles with an all-Starfleet officer Crew, however. Starfleet Intelligence does not have its own dedicated starships, although it does utilize a few undercover civilian ships, such as free traders or mercenary vessels, as assets.

However, many Starfleet officers have a dual role as SI agents, especially the shadowy members of the deep-secret Section 31. If the Crew's commanding officer is an SI asset, they might find themselves coincidentally assigned to a number of key threat sectors, in which a surprising number of other mission types turn out to be counterintelligence or assessment ops. This can create a tense, exciting, fast-paced series; if the Narrator and players agree, it can also explore issues of loyalty, betrayal, and trust in a more character-driven serial format.

For a mixed-profession series, you might consider adding one spy character to the Starfleet officer Crew as a kind of liaison officer who accompanies them on missions of all kinds in the interests of building effective teamwork. Adding a special forces officer can add a little elite muscle. Starfleet engineers and science officers are already experts at borrowing or sabotaging foreign technology; tactical and operations officers also have useful intelligence skills. Command officers can be helpful as face men, who handle the social engineering needed to get past suspicious bureaucrats or beautiful alien vixens. Rogue or merchant crew of an SI civilian asset, diplomats who (like Ambassador Spock) serve an intelligence purpose, and even mystics, smugglers, or mercenaries could be added to an intelligence series with little trouble.

Starfleet Uniforms

Starfleet's first uniforms, created before the Federation for Earth's space exploration service, began with the practical tradition of the astronaut's jumpsuit. On early spacecraft, a jumpsuit and sealed helmet would serve to keep crewmen alive if air loss threatened the ship; this design conservatism carried over well past the era when single micropunctures could evacuate a ship's air supply.

With the founding of the Federation, Starfleet duty uniforms changed to a different tunic and trousers model, although technicians stayed in the comfortable jumpsuits. For a non-military organization, Starfleet uniforms have shown general continuity, although individual officers and ships have adapted various fatigues, undress uniforms, and other styles for maximum comfort and efficiency on given missions.

Uniforms in Transition

With the introduction of cheap, reliable replication technology, Starfleet uniforms went through a period of repeated re-design beginning in 2266. This uniform (which, unlike other Starfleet uniforms before or since, differentiated between male and female crewmen) was comfortable and efficient, and proved very popular with Starfleet personnel. In 2370, Starfleet regularized the *Enterprise* "arrowhead" insignia as standard throughout the fleet, and redesigned uniforms on the *Enterprise* and at Starfleet Command to indicate the new status of the ship. The pastel blue-and-gray tunics worn on the Enterprise during Captain Kirk's second five-year mission never caught on elsewhere in the fleet, so Starfleet Command redesigned the uniform again in 2275, returning to the 2266 model, changing the color scheme slightly, and adding a crimson jacket for all branches of Starfleet.



Technical Uniform
All Branches
c. 2113-2161



Field and Duty Uniform
All Branches
c. 2113-2161



Duty Uniform
Male Command Branch
c. 2162-2265



Dress Uniform
Male Command Branch
c. 2162-2275



Duty Uniform Female Science Branch
c. 2162-2265



Technician's Jumpsuit Unisex Engineering Branch
c. 2162-2270



Field Jacket Male Science Branch
c. 2162-2265



Duty Uniform Female Engineering Branch
c. 2266-2270



Casual Uniform Male Command Branch
c. 2245-2270



Duty Uniform Male Science Branch
c. 2266-2270



Medical Officer's
Tunic
c. 2245-2275



Duty Uniform
All Branches
c. 2275-2351



Duty Uniform Science
Branch
c. 2275-2351



Field Jacket
All Branches
c. 2280-2320



Duty Uniform
All Branches
c. 2280-2320



Field Jacket
All Branches
c. 2280-2320



Field Operations Uniform
c. 2280-2351



Duty Uniform
Science Branch
c. 2351-2365



Duty Uniform
Operations Branch
c. 2366-2368



Duty Uniform
Command Branch
c. 2366-2368



Admiral's Uniform
c. 2369-2372



Duty Uniform
Operations Branch
c. 2369-2372



Dress Uniform
Command Branch
c. 2369-



Dress Uniform
Command Branch
c. 2369-



Officer's Vest
c. 2373-



Admiral's Uniform
Command Branch
c. 2373-



Duty Uniform
Command Branch
c. 2373-



Academy Cadet Jumpsuit
c. 2372-

This uniform lasted through the end of the Klingon cold war and into the new era of cooperation and exploration in the early 24th century. Only after the fleet reorganization by Admiral Taneko in 2350 (see page 76) did the uniforms change again. (The "field operation" uniform, a fatigue uniform for ground-based personnel, remained the same until the Dominion War.) Duty uniforms returned to the three branch colors, reversing engineering and security (now called operations) with command, and the general "jumpsuit" look from Starfleet's earliest days returned as well. Slight design variations again crept in between ships, issue years, fabrication plants, and among Starfleet's highly independent and individual officers.

Wartime Uniforms

The Dominion War, and its economies in design and materials, forced the uniform changes of 2373. All uniforms, regardless of branch or service, used a black-and-grey oversuit with a branch-color light shirt visible only at the throat. During the struggle against the Dominion, Starfleet officers had more important things to worry about than tweaking uniform aesthetics, and even with the Cardassians and Founders defeated, Starfleet resources will probably go to other, more critical areas. Individual Starfleet officers and personnel will likely return to letting their personal taste influence their uniform choices as they rebuild and return to peaceful scientific and exploratory duties.

Procedures

Three different disciplinary procedures apply to offenses by Starfleet personnel. The more serious the offense, the more forbidding and formal the disciplinary procedure.

Command Discipline

Any non-senior officer can be directly disciplined by his commander. Department heads may use command discipline with their subordinates. Most command discipline takes the form of a reprimand, a verbal dressing-down during which the offender stands at attention. Reprimands remove 2 points of Renown from an officer, since they appear in his record. More serious reprimands include confinement to quarters (for 24 or 48 hours), and some result in demotion, the loss of rank. A demotion subtracts the character's former Promotion value from his Renown, along with the base 2 point loss for any reprimand. Extremely serious offenses can result in brig time, but outside states of emergency, most such cases require a board of inquiry.

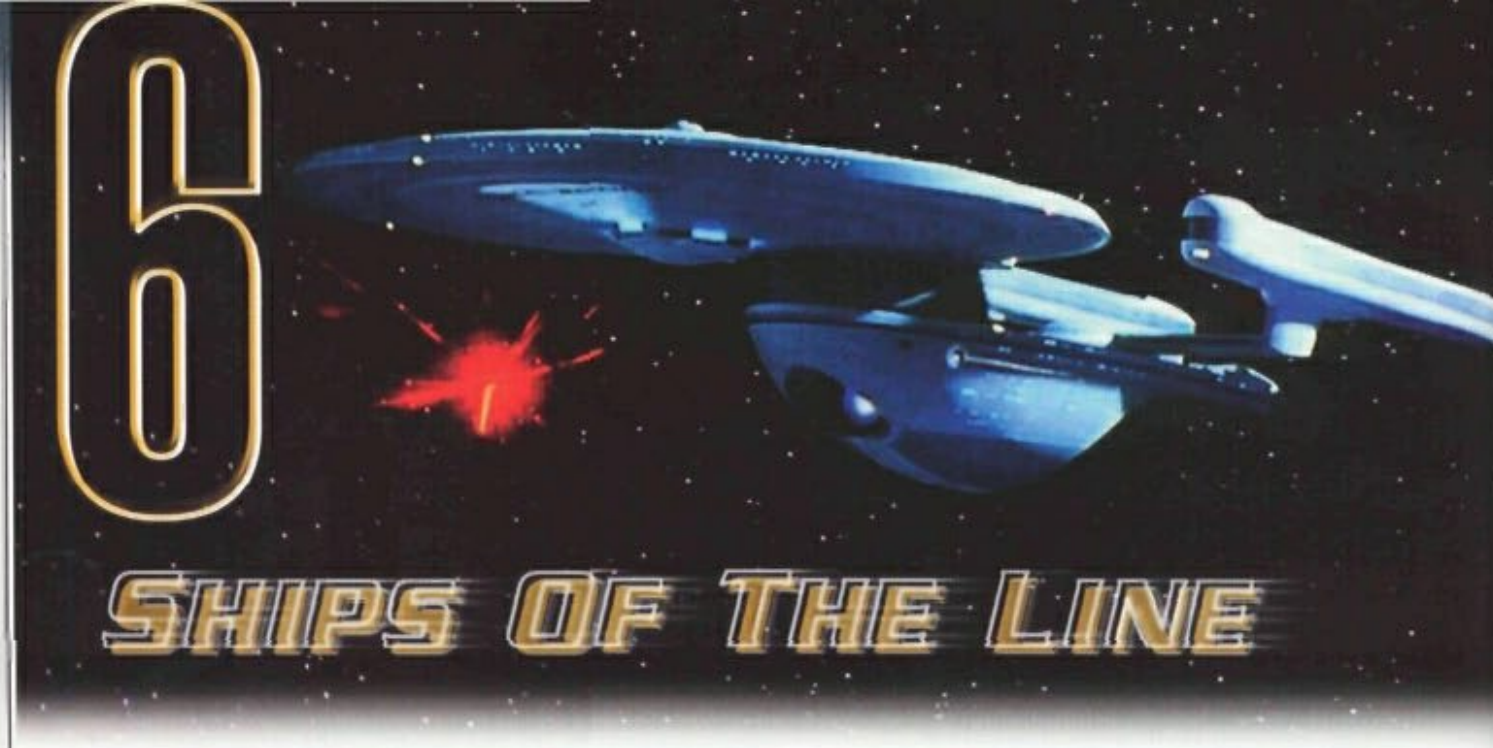
Board of Inquiry

A board of inquiry is a panel of ranking officers (usually the ship or base's command staff) who sit in judgement of serious, but non-criminal offenses. They may acquit the defendant, or subject him to any sanction which does not deprive him of his liberty, including a dishonorable discharge from Starfleet. In addition to these sanctions, they may issue a non-binding recommendation that the defendant's commanding officer sentence him to a brief stay in the brig. Convicted defendants lose half their Renown (minimum of 2 points) along with any other sanctions or game effects.

Any charge against a senior, commanding, or flag officer is referred to a board of inquiry. If the board determines that the charge is unworthy of consideration, or lacks sufficient evidence, it dismisses the case without hearing witnesses. This happens more often than not. If the board decides that the offense is criminal in nature, it refers the case to a court martial.

Court Martial

Court martials are formal trials, with Starfleet judges (a minimum of three of captain's rank or higher), prosecutors, and defense attorneys. Rigorous standards of evidence apply. The defendant is presumed innocent until proven guilty and afforded due process of law. Guilty verdicts can result in anything from demotion to dishonorable discharge to penal colony time to death (for violating General Order Seven only). Court martials of senior officers are exceedingly rare; the first court martial of a serving captain occurred in 2267, when Captain James T. Kirk was tried for causing the death of Lieutenant Commander Ben Finney. Courts martial do not affect Renown, but they do alter its nature – a captain once renowned for spirit and bravery will be renowned for treason or murder after his court.



6 SHIPS OF THE LINE

Although its officers are the core of Starfleet, and the single greatest factor in its triumphs and capabilities, they don't get much done without starships. In truth, the average Starfleet officer idolizes his ship as much as any ancient "wet-navy" Hornblower or Nimitz ever did. Ships are homes, fortresses, hospitals, and inspirations to those who serve on them. The thought of abandoning, or destroying, one's ship in the line of duty is one of the most painful that any officer can face. This section addresses the ships themselves, and the way they work together to make up a Starfleet.

FLEET OPERATIONS—

To keep Starfleet's ships out of danger, and to put them in the path of danger, are the twin, contradictory tasks of Fleet Operations. Headquartered at Starfleet Command on Earth, Fleet Operations plans and manages the deployment of all vessels in Starfleet. This includes assigning starships to a particular sector or fleet, making personnel assignments, and selecting starships to fulfill missions requested by other Starfleet offices such as Astronomical Science Operations, Starfleet Medical, and Starfleet Intelligence. For the most part, Fleet Operations maintains a tactical focus—it doesn't decide what Starfleet should do, it decides which individual ships can accomplish the missions devised by other agencies while maximizing efficiency and reducing overlap. The Chief of Fleet Operations is responsible for maintaining the preparedness of the fleet as a whole. Among the CFO's most important duties is to keep accurate records on every starship and crewman in the fleet. Using these, the Fleet Operations Central Records Office makes sure every vessel undergoes its regularly scheduled maintenance cycle and every crewman remains current in his training.

Fleet Operations serves as the liaison between individual Starfleet craft and Starfleet's various agencies and branches, and those of the Federation and its members. Should, for example, the Vulcan Science Academy need a Starfleet ship to examine a newly discovered star, they would pass a request (through either the Vulcan ambassador or the Vulcan Defense Force) to Starfleet Command. Depending on who's asking, the request might go through Starfleet's own Office of Research and Exploration, or directly to Fleet Ops. Either way, Fleet Operations then coordinates the mission with the Chief-in-Command. Often, two (or more) missions can be combined; if a number of astronomers wish to study the same star, they can all be assigned to the same ship, or if ORE has already planned to survey the star, the Vulcans' representative can be added to the expedition-in-progress. All Fleet Ops decisions, of course, are subject to the standard round of emergencies, frontier crises, system failures, Joint Chiefs interventions for their own mysterious ends, and so forth. Hence,

Fleet Ops is often playing "catch-up," and assigning the closest ship, rather than the perfect ship, for a given mission. To manipulate this process, either to get a plum assignment or to avoid a tedious "brown dwarf census" mission, requires command rank and an Administration (Starfleet) test at TN 15. If other officers want the same assignment, it might be an opposed test. Contacts and Allies will help immeasurably in this regard, and a successful first officer or captain nurtures both where possible.

Fleet Organization

Within Starfleet itself, the means of organizing, commanding, and deploying ships both individually and in groups has changed somewhat over time. Changes in the Federation's resources, strategic posture, and strategic doctrine have altered the fleet organization from a highly individualistic, dangerous task force model to a more comprehensive fleet model.

The Task Force Model

From the earliest days of Starfleet to the mid-2270s, ships regularly spend weeks or even months out of subspace relay range. Captains have to think for themselves, and come to rely on gut instinct and first-hand knowledge of a situation. (This habit of independence also sets the precedent for captains including themselves in landing parties that continues into the 24th century on many ships.) Starfleet Command can only coordinate missions at long range, and often sets up "relay chains" of ships to deliver cargoes, personnel, or even messages one to the other along the frontier, cruising along a general flight path until they located their successor in the mission. Finding another starship without specific coordinates requires a Tactics (Space) or Inquire (Trail) test at TN 15 or an Administration (Starfleet) test at TN 20. It may also require any number of System Operation (Sensor) tests, and a not insignificant amount of pure luck.

Given the logistical impossibilities of close coordination in the 23rd century, Starfleet uses a "task force" model, based around small groups of ships assigned to operate in neighboring sectors. The heaviest ships, - and later, Constitution-class starships, operate on their own, patrolling large sections of the Beta Quadrant, and slowly charting the frontiers of the Alpha Quadrant. These "single-ship task forces" put in at starbases for shore leave, refit and resupply, and to handle any significant emergencies such as disease or courts-martial. Once these tasks are complete, they return to patrol, in a new stretch of space assigned by the commodore of the starbase. (See Table 6.1, Starfleet Flag Ranks, for the term "commodore".) When possible, they contact the nearest starbase for instructions, and often piggyback off local planets' communications grid to boost transmissions back to headquarters. (This is usually a System Operations (Communications) test at TN 15.) Standard practice is to "hand off" a burst of message traffic whenever encountering any other Starfleet vessel; thus, slowly (and occasionally redundantly), orders and reports travel both directions.

The other reason for the task force model, of course, is the continual shortage of ships. Starfleet explorers expand the frontier in all directions; the amount of space to cover increases as a cube function, while ship production in the early-replicator era can barely keep up arithmetically. In the mid-2260s, only 12 *Constitution*-class ships operate at any time; Starfleet as

TABLE 6.1 STARFLEET FLAG RANKS

Note: This table supersedes the text box on page 239 of the *Star Trek RPG Player's Guide*.

23rd-Century Rank	24th-Century Rank	Social Test Bonus	Promotion Edge Level
Fleet Admiral	Fleet Admiral	+5	10
Admiral	Admiral	+5	9
Vice-Admiral	Vice-Admiral	+4	8
Rear Admiral	Rear Admiral (upper half)	+4	7
Commodore	Rear Admiral (lower half)	+3	6
Fleet Captain		+3	6

Once promoted to admiral, an officer primarily advances through seniority, although the Chief-in-Command retains broad authority to make personnel decisions. The two "halves" within the Rear Admiral rank indicate which half of the seniority list the officer's name appears in. Regardless of rank, all admirals are addressed as "Admiral" by Starfleet protocol. During the 23rd century, the term "commodore" refers to any officer of the rank of captain or fleet captain who commands either a group of ships, such as Commodore Robert Wesley, or a starbase, such as Commodore Jose Mendez. Similarly, the more rough-and-tumble nature of Starfleet ops (and much smaller number of flag ranked officers) means that seniority plays a relatively smaller role in promotion. Hence, during series set in the 23rd century, the rank of Commodore replaces the rank Rear Admiral (lower half), and Rear Admiral (upper half) simply becomes Rear Admiral. The rank of Fleet Captain, held by Christopher Pike and Garth of Izar, is also used during the early 23rd century as a mark of honor, and is the rules equivalent of Commodore, except that it requires 40 or more Renown points as well. With the disappearance of Fleet Captain Pike in 2266, Starfleet officially retired the rank of Fleet Captain.



a whole can muster only 350 capital ships during this era, the vast majority of which patrol the Klingon and Romulan neutral zones. Local navies such as the Andorian Defense Forces pick up much of the slack, but only Starfleet can handle the worst crises. Hence, the heavy cruisers and explorers must juggle tasks from planetary surveys to diplomatic functions to stopping invasions—increasing the need to make decisions on the spot, since there is hardly any "standard procedure" to fall back on. The system works, after a fashion, but only at a terrible cost; almost every *Constitution*-class ship faced unimaginable stresses and dangers, and six of them were destroyed or decimated on duty. Only the stark heroism, independent spirit, and sharp minds of Starfleet's officers keep the fleet flying through the dangerous middle of the 23rd century.

The Fleet Model

By the 2340s, Starfleet organization reached a crisis point. The full exploitation of replicator technology in ship construction meant a vast expansion of Starfleet capital ships (passing the 1,000 mark in 2292), which spread out on an unprecedented course of exploration, contact, and expansion throughout the Alpha Quadrant. As long as the Federation remained at peace, the organizational snarls and spotty communications could be overlooked in the name of Starfleet captains' traditional independence and initiative. Certainly the gallant—and completely unauthorized—act of Captain Garrett in sacrificing her ship to save the Klingon outpost on Narendra III paid dividends far into the future, and other acts, if less dramatic, were equally heroic. However, the Cardassian War of 2347–2366 and the Tholian War of 2353–2360 strained the system past the breaking point. At Starfleet Command, Admiral Taneko brought his Bolian genius for organization to the problem between 2348 and 2350, and developed the fleet model that lasted, and proved itself, through the Dominion War and beyond.

In Taneko's fleet model, Starfleet organizes itself into Fleets, each one comprising around 150–200 ships under the command of a Fleet Admiral (who may hold any actual rank from fleet admiral to rear admiral), usually based at a starbase. The "flagship" of a fleet is simply the ship best suited for command-and-control functions in an emergency; seldom is it the admiral's personal command. (A few admirals keep their "flag" on shipboard, however, and can make subordinates' lives a terror by dropping into a sector unannounced for a "look-see.") Fleet Operations passes orders down to the Fleet Admirals, who pass them along to subordinate admirals or to individual captains depending on the urgency of the order and the admiral's personal style. Reports and emergencies travel back up the chain to Fleet Ops. Within Fleets, some admirals set up "wings" to further subdivide command; a rear admiral normally commands a wing.

Each Fleet serves either a tactical purpose (such as to protect Vulcan) or a strategic purpose (such as ready reserve). Most tactical fleets are "standing" fleets, which retain the same mission throughout their existence. Most strategic fleets are either "mobile" fleets, sent to any crisis area or placed on deep-space patrol and exploration duty, or "supporting" fleets kept ready for specific contingencies. The deployment of a mobile fleet essentially follows the older task force model, only with better communications and more ships. Most mobile fleets keep their ships in the same broad area (20–40 adjacent sectors), for faster concentration and coordination in case of emergencies.

On the eve of the Dominion War, Starfleet had approximately 6,100 starships, plus transports, surveyors, hospital ships, and other support craft. (Another 2,700 or so small scouts, runabouts, fighters, and heavy shuttlecraft filled out the mission boards.) These ships made up 27 numbered Fleets, as well as six specialized Fleets (see box, page 77). The Dominion War upset the careful balance of "standing," "mobile," and "support" fleets; wartime made every fleet, except crucial ones such as the 3rd, a mobile fleet. Admiral Taneko's system was strained to the utmost reassigning capable combat cadres to all fleets and dealing with the force fluctuations throughout the period. During the War, the number of Fleets grew to 44, although the hard fighting left many of them severely understrength. The Seventh Fleet, for example, comprised only four ships after the Battle of Tibor in 2374, and was never rebuilt to its original complement of 160 ships. The Dominion War left approximately 2,500 starships in ready condition, with about that many again in varying states of damage, disrepair, or crew attrition (Starfleet personnel losses during the War were staggering, not even counting the millions of casualties on Betazed, Benzar, and Earth). Until Starfleet decides how fast, or whether, to rebuild to pre-War levels, the fleet model remains the order of the day. Many ships, however, technically part of one or another fleet, have been detached for individual duty in an echo of the earliest days of single ships patrolling the darkness where no man has gone before.

FLEET DEPLOYMENT • 072502

STANDING FLEETS

CHARGED WITH THE EXPLORATION AND DEFENSE OF A GIVEN SECTOR OR SMALL GROUP OF SECTORS, A SHIP IN A STANDING FLEET CAN MAKE AN EXCELLENT BASE OF OPERATIONS FOR A SINGLE-SECTOR SERIES, OR A SOURCE OF PERSONNEL FOR A SERIES CENTERED ON A STATIONARY BASE OF OPERATIONS. A SINGLE-SPECIES SERIES CAN ALSO BE SET IN A SHIP OF A STANDING FLEET ASSIGNED TO PROTECT THE CREW'S HOME PLANET.

- **3RD FLEET:** ASSIGNED TO DEFEND SECTOR 001—THE SOLAR SYSTEM—FROM ATTACK. HARDLY A CUSHY POSTING; 3RD FLEET SAW TWO MAJOR BORG INVASIONS AND THE BREEN ATTACK IN LESS THAN A DECADE. SOME OF STARFLEET'S MOST ELITE OFFICERS AND FINEST TACTICAL MINDS SERVE IN 3RD FLEET.
- **5TH FLEET:** PATROLS THE ANDOR SECTOR, ONE OF THE CRUCIAL HOME DEFENSE FLEETS OF THE FEDERATION. WITH THE 4TH AND 7TH FLEET, NEARLY WIPED OUT AT WOLF 359. OFFICERS IN 5TH FLEET WORK CLOSELY WITH THE ANDORIAN DEFENSE FORCE.
- **7TH FLEET:** ASSIGNED TO DEFEND BETAZED AND THE OUTER CORE WORLDS OF THE FEDERATION. BADLY MAULED DURING THE DOMINION WAR, THE 7TH FLEET CAME THROUGH WITH HONOR; IT IS NOW ONE OF THE MOST COVETED POSTINGS IN STARFLEET.
- **22ND FLEET:** THE STANDING FLEET ESTABLISHED AT STARBASE 173 TO GUARD AGAINST ROMULAN INCURSION NOW ALSO SERVES AS THE FIRST LINE OF DEFENSE AGAINST A FUTURE EXPECTED BORG ATTACK. OFFICERS IN 22ND FLEET TRAIN CONSTANTLY AGAINST CAPTURED OR RECONSTRUCTED "THREAT VESSELS."

MOBILE FLEETS

GIVEN VAST, WIDE-RANGING THEATERS OF OPERATION, MOBILE FLEETS MAKE GOOD ASSIGNMENTS FOR SHIPS IN EXPLORATORY OR OTHERWISE GALAXY-TROTTING SERIES. SCIENTIFIC, DIPLOMATIC, AND INTELLIGENCE SERIES ALSO WORK WELL WITH MOBILE FLEET OPERATIONS.

- **8TH FLEET:** EXPLORES UNCHARTED REACHES OF THE ALPHA QUADRANT, ESPECIALLY THE COREWARD SECTORS PAST FERENGINAR. THIS FLEET IS HEAVY ON OLDER SHIPS SUCH AS AMBASSADOR-CLASS, NEBULA-CLASS, AND MIRANDA-CLASS CRUISERS.
- **16TH FLEET:** COMMANDED BY FLEET ADMIRAL NECHAYEV, THE 16TH IS THE "FLAGSHIP FLEET" OF STARFLEET, CONTAINING THE U.S.S. ENTERPRISE-E. ITS DUTIES INCLUDE A WIDE RANGE OF SURVEY, DIPLOMATIC, AND BORDER EMERGENCY MISSIONS.
- **20TH FLEET:** PATROLS THE RIMWARD SECTORS OF THE FEDERATION, INCLUDING THE THOLIAN BORDER AND PORTIONS OF THE KLINGON FRONTIER. THIS FLEET HAS A NUMBER OF OBERTH-CLASS SCIENCE VESSELS SECONDED TO IT FOR SENSOR SUPPORT, AS WELL AS A HANDFUL OF NEW AKIRA-CLASS AND STEAMRUNNER-CLASS VESSELS.

SUPPORT FLEETS

SUPPORT FLEETS PERFORM SPECIFIC SPECIALIZED DUTIES, OR HAVE TASKS THAT REQUIRE SPECIAL ABILITIES NOT ALWAYS AVAILABLE IN MOBILE FLEETS. SINGLE-PROFESSION SERIES, GALAXY-TROTTING SERIES, AND SERIES CENTERED ON THE TASK PROFILE OF THE FLEET ARE GOOD CANDIDATES FOR BEING SET IN SUPPORT FLEET SHIPS.

- **COLONIZATION FLEET:** MADE UP OF 34 VESSELS PLUS TRANSPORT CRAFT, AND BASED OUT OF STARBASE 4, THE COLONIZATION FLEET SPECIALIZES IN ESTABLISHING NEW COLONIES AND TERRAFORMING MISSIONS. IT ALSO AIDS WITH PLANETARY AND LIFE-FORM SURVEYS.
- **EVACUATION FLEETS:** THREE EVACUATION FLEETS BASE OUT OF DISPERSED STARBASES IN THE RIGEL, DENEB, AND CANOPUS SECTORS. EACH FLEET HAS ENOUGH SHIPS TO COORDINATE AND DEFEND A CONVOY CARRYING UP TO 10 MILLION CIVILIANS IN CASE OF PLANETARY EMERGENCIES.
- **RAPID RESPONSE FLEETS:** THE BRAINCHILD OF ADMIRAL FUKAZIMA FOLLOWING THE CRISES OF 2367–2368, THE TWO RAPID RESPONSE FLEETS COVER ALPHA AND BETA QUADRANT, ON STAGGERED PATROL READY FOR ANYTHING. RAPID RESPONSE SHIPS REPORT DIRECTLY TO ADMIRAL FUKAZIMA, WHO REPORTS TO THE CHIEF-IN-COMMAND, THUS CIRCUMVENTING FLEET OPS' CHAIN OF COMMAND. THIS LESSENS RESPONSE TIME, BUT MAKES HASTY ACTION (INCLUDING ESCALATION TO USE OF FORCE) MORE LIKELY. THE RAPID RESPONSE FLEETS REMAIN CONTROVERSIAL WITHIN STARFLEET, AND ARE MADE UP OF PDD-DERIVED SHIPS SUCH AS THE AKIRA- AND SABER-CLASSES.



Starbases

Both models of fleet deployment depend heavily on starbases to coordinate, resupply, and even defend the ships on duty. From almost its earliest days, Starfleet has joined stationary starbases with mobile starships as warp and weft of its defensive and exploratory pattern. From 17 starbases and a smattering of other stations in the early 2260s, the network expanded to over 500 such stations by the close of the Dominion War. The following categories match the base categories on pages 28–29 of the *Star Trek RPG Narrator's Guide*, and give some examples of these keys to galactic security. Keep in mind that a base's purpose may shift over time; a former strategic base on the Federation frontier may, as the Federation expands, become a supply station and then a service hub, as ships of all kinds increasingly put in for supplies, refit, and eventually trade or recreation.

Command Centers

Starbase 11: Located on the starkly beautiful planet Yko, this is one of the key Starfleet administrative facilities in the Beta Quadrant, and one of the emergency "continuity" offices of Starfleet Command itself, should anything happen to Earth. Important ceremonies and precedent-setting courts-martial occur here. An officer who reports through Starbase 11 can either gain 1 additional Renown point for his mission or double the effectiveness of any of his Starfleet contacts while there.

Starbase 12: Orbiting command post in the Gamma 400 star system, established in 2163 as a test of Starfleet's remote construction abilities. It remains an excellent location for starship maintenance, as well as coordinating much of the defense traffic for the inner core of the Federation. Any Starfleet officer's social tests to gain defense assignments or information are at +1 here.

Starbase 173: A major command and administrative post for the Romulan Neutral Zone, located quite near Starbase 23, its associated strategic station. Built in the 2280s, both bases are on accelerated alert status even in peacetime. Starbase 173 hosts a key field office of Starfleet Intelligence. Any academic test involving the Romulan Empire, including its tactics, politics, ships, or astrography, is at +2 using Starbase 173's computer system.

Science Stations

Starbase 2: Located between Beta Auriga and Camus II, Starbase 2 has been a key center for space medicine research ever since the 2240s. Its advanced life support and hospital facilities can comfortably support (and hopefully heal) almost any known species or theoretical life-form. A strong Vulcan and Betazoid presence aids with counseling and psionic research. All Medicine tests are at +2 to skill here, over and above the modifier for advanced and precision equipment.

Starbase 9: Originally a supply station constructed in the 2180s, Starbase 9 slowly became a major scientific and astronomical monitoring station—the Argus Array, for example, was designed as an "uprated" model of Starbase 9's orbital phased EM collectors. All Space Science tests are at +2 here, and any social tests to gather information about scientific developments or ship traffic are at +1.

Starbase 514: Located near the Cardassian border on the edge of the Badlands, this survey station is relatively well-armed, having suddenly been uprated during the Dominion War. Much of the base's armament was automated and its military staff withdrawn after 2375; Starfleet may turn it into a supply station for expeditions into Cardassian space or even a scientific command post for voyages through the Bajor wormhole. Any Science test about the Cardassian Union, the Badlands, or the Gamma Quadrant is at +2 here.

Service Hubs

Starbase 6: This starbase's reputation as the finest R&R post in the fleet goes all the way back to the 2250s, when a Tiburonian-Centauran team redesigned it from the hub out. In peacetime, starships divert from sectors around to enjoy its facilities, which include state-of-the-art holodecks, null-G saunas, and the most sophisticated replicators (and chefs) within a thousand parsecs of Aldebaran. All social tests between any ship's personnel are at +1 for a month after taking R&R at Starbase 6.

Starbase 74: One of Starfleet's largest spacedocks, Starbase 74 orbits Tarsas III. Its bays can service fifty *Galaxy*-class starships at once, if need be. The Tarsas-Qualor run is an excellent place to see any and every kind of ship, under power or tow. In addition to being a spare-parts paradise, Starbase 74 bosts the finest Bynar computer techs in Starfleet. Any social test to obtain spare parts or ship components is at +1 here, all Repair or Engineering tests here are at +2; ships that refit here add one letter grade to Operations system reliability that lasts until damaged again.

Starbase 315: A thriving commercial and traffic hub in the BeTau sector deep in Federation space in the Alpha Quadrant, Starbase 315 does it all. Its supply station falls under Federation Merchant Marine rather than Starfleet jurisdiction; built in the 2320s, its spacedock facilities are too small for any ship larger than an *Ambassador*-class vessel. Any Business tests are at +1 here, as is any test to find rare or peculiar merchandise.

Strategic Bases

Starbase 10: The original strategic base defending the Neutral Zone against Romulan incursion, Starbase 10 is screened and supported by the critical Gamma Hydra cluster. Between its construction in the 2170s to 2266, it slowly became a scientific support base as well; following the Romulan incursions in the later 23rd century, it added a state-of-the-art medical facility in case of war. Like Starbase 173, it remains at accelerated alert status. Any information-gathering test, social or academic, about the Neutral Zone is at +2 here.

Starbases 211 and 257: Two small, but powerfully-armed starbases in the Bajor Sector intended to provide support and supply facilities for Deep Space 9. Each station can dock up to six *Nebula*-class cruisers. Any starship weapons system can be repaired in one-quarter the required time here or increased in reliability by one letter grade until the next damage or failure.

Starbase 234: A crucial strategic base along the Klingon frontier, Starbase 234 dates back to the Klingon-Romulan crisis of the 2340s. It received a massive upgrade following the Klingon Civil War of 2367–68, and became a crucial liaison and command post during the Dominion War. Its spacedock can support an entire fleet for months. Any officer reporting through Starbase 234 will receive 2 extra Renown points for actions involving Federation-Klingon security.

Supply Stations

Starbase 4: Initially constructed in the late 22nd century to support Federation colonial efforts, Starbase 4 eventually became an administrative center for the Lyris Corridor between Tellar and Deneb. During the Federation's great expansion into the Alpha Quadrant during the early 24th century, Starbase 4 became a test-bed for terraforming and replicator technology. It has temporary quarters with full life-support for over a quarter of a million people (one of the largest orbital settlements in the Federation) and remains one of the most cosmopolitan places in Starfleet. Any Specific World or Planetary Science test here is at +2.

Starbase 84: One of many floating refit and resupply bases for the Alpha Quadrant, Starbase 84 can embay 12 *Galaxy*-class starships and dock 24 *Akira*-class ships simultaneously. A number of industrial planets keep Starbase 84 supplied with dilithium, duranium, and even pre-built warp cores and phaser arrays. Any social test to obtain spare parts or ship components is at +2 here; any Engineering test is at +1 here.

Starbase 343: A medical supply station near Deneb, Starbase 343 finds itself dealing with the Ferengi more than most Starfleet posts. Since Starfleet pays honestly, in credits, Ferengi anywhere in the region take medical supplies, biological samples, or anything else that looks vaguely scientific here for resale. Due to the volume of traffic, the harried administrative staff can't always keep track of everything, and the inventory lockers contain all manner of weird items "found on an empty planet" by Ferengi traders. Any social test to obtain any medical or biological equipment is at +2 here; all Ferengi contacts count double here.

Deep Space Stations

Deep Space 4: A self-sustaining station in the confused frontier area between Romulus and Vulcan, Deep Space 4 sees all kinds pass through it, from mad archaeologists to pirates to naïve astrophysicists. Technically a Starfleet command post, its security force despairs of ever getting rid of all the *Tal Shiar* agents on board. Hence, it serves as an informal diplomatic point, intelligence-gathering hub, and underground marketplace. Any Romulan contacts count double here; any Streetwise test involving Romulans or the region is at +2.

Deep Space Station K-7: One of nine space stations strung along the Klingon frontier between 2218 and 2293, Deep Space Station K-7 began as a strategic outpost. By the terms of the Organian peace treaty, all frontier stations of both nations were open to each others' traffic, which made K-7 a hub for spies and confrontation. With the Khitomer Accords and the growing Federation-Klingon alliance, K-7 became a major transit point and meeting place for Federation and Klingon ships and personnel. Any academic test involving the Klingon Empire, including its tactics, politics, ships, or astrography, is at +2 using K-7's computer system. During 24th-century series, any Klingon contacts count double here.

Farspace Starbase Earhart: A transitional station past Deneb in the Alpha Quadrant, Starbase Earhart serves as a minor command post and replacement point for starships in the sector. Primarily a "hiring hall" for spacers of all kinds, its lurid and seamy Bonestell Recreation Facility is a great place to get a drink, a lover, a knifing, or all three. All Streetwise tests are at +1 here.

Starship Templates

The following section provides templates for major classes of Starfleet ships suitable for use as Crew bases of operations, "walk-on" ships to rescue or investigate, goals for transfer for promising officers, and rein-



TABLE 6.2: STARFLEET SHIP TEMPLATES

Ship Class	Type	Production Years	Missions	Series
Akira	Heavy Cruiser	2368–	Defense, Military	TNG, DS9, VOY
Ambassador	Explorer	2322–2372	Defense, Emergency, Exploration, Military, Scientific	TNG
Constitution*	Heavy Cruiser	2245–2270	Defense, Emergency, Exploration, Military, Scientific	TOS, Movie
		2270–2293		Movie
Daedalus	Explorer	2162–2196	Defense, Exploration, Scientific	Enterprise
Defiant*	Heavy Escort	2371–	Defense, Intelligence, Military	DS9, VOY
Excelsior	Cruiser	2284/2288–2364	Defense, Emergency, Exploration, Military, Scientific	Movie, TNG, DS9
Galaxy*	Explorer	2356–2370	Defense, Emergency, Exploration, Scientific	TNG, DS9
Herbert*	Cargo	2341–	Emergency, Trade	TNG, DS9
Intrepid*	Light Explorer	2370–	Diplomatic, Exploration, Scientific	DS9, VOY
Miranda	Cruiser	2274–2361	Defense, Scientific	Movie, TNG, DS9
Nebula	Cruiser	2357–2375	Defense, Emergency, Exploration, Scientific	TNG, DS9
Oberth*	Surveyor	2275–2341	Exploration, Scientific	Movie
		2341–2375		TNG, DS9, VOY
Ranger	Explorer	2215–2270	Defense, Emergency, Exploration, Military, Scientific	TOS, Movie
Saber	Light Cruiser	2370–	Defense, Intelligence	DS9, VOY
Sovereign	Heavy Explorer	2370–	Defense, Emergency, Exploration, Military, Scientific	TNG, DS9, VOY
Steamrunner	Heavy Frigate	2369–	Defense, Emergency, Military	TNG, DS9, VOY

*Appears in the *Star Trek RPG Narrator's Guide*

forcements for missions that suddenly turn hairy. (Romulan, Cardassian, or 23rd-century Klingon series can also use them as "threat ships," of course.) The templates appear in chronological order, from the earliest (*Daedalus*-class Explorer) to the latest (*Sovereign*-class Heavy Explorer). See Table 6.2 for details. The "Missions" (based on the mission types from the *Star Trek RPG Narrator's Guide* Table 1.1) and "Series" headers are only suggestions, based on the ships' primary mission roles and televised depictions. More details appear in the individual ship writeups. Both Crews and Narrators should use these suggestions to jumpstart their imagination—neither Starfleet command nor the vagaries of the space-time continuum allow every ship in the fleet to remain right where it's supposed to be, doing exactly what it's designed for, over the course of a five-year mission.



8 REWARDS

The legends of the *Star Trek* universe—the Kirks, Picards, and Siskos—all share one common attribute: They have accumulated a great deal of *experience*. In the *Star Trek Roleplaying Game*, experience measures a character's general level of competence and ability. As a character grows more experienced, he has the opportunity to undergo advancements and increase his levels in his skills, reactions, attributes, and other abilities. In short, he becomes better equipped to deal with the hazards at hand and the wider universe around him.

By using advancement picks, players reveal how they feel recent game events have affected their characters' ongoing development. By building and enhancing their characters' innate characteristics and attributes, players adapt their characters over time, simulating the personal development that results from their characters' exploits.

EXPERIENCE AWARDS

Depending on your individual style, you may award experience to your players in one of two ways: after each individual test, or after each episode. If you choose the former method, your players will have a bit more record-keeping to worry about during play. If you choose the latter method, you'll have to keep running experience totals throughout the episode and tally everything at the end.

No matter which method you choose, the rules for awarding experience remain consistent from one game to the next. Characters earn experience by accomplishing the goals of an episode or scene, based on how well they accomplished those goals and how well they roleplayed their characters. Although numerous factors can alter or modify experience awards, the basic award triggers remain constant. Refer to Table 8.1: Experience Awards for base award numbers.

EXPERIENCE FROM SUCCESSFUL TESTS

The most common way to gain ongoing experience during an episode is through the completion of story-related tests. When a character succeeds at a particular test during play, he gains experience equal to the test TN. His companions gain half this amount of experience.

In most games, experience gained by successfully completing tests should only come from tests that have relevance or bearing on the story or its objectives. For example, a diplomat shouldn't receive experience for every random guard and vagrant he persuades to his way of thinking. But he should receive experience for successfully convincing a hostile ambassador's aide to let him "peek" at the ambassador's coded personal logs, especially since clues to a major story objective reside within these same recordings.

TABLE 8.1: EXPERIENCE AWARDS

Condition	Experience Award
Successful completion of test related to story objectives	TN of test (companions gain half this amount)
Successful completion of episode's primary objective	1,000 (to divide among the Crew)
Successful completion of episode's secondary objective	500 (to divide among the Crew)
Successful completion of scene purpose	100 (to divide among the Crew)
Character was roleplayed exceptionally well	per character

Obviously, determining applicable tests becomes something of a judgment call. As Narrator, you need to be fair to your players while at the same time servicing the needs of the story. Try to spread important tests across the skill set of the entire crew or group. If the command officer is always making all of the important story-related tests, the other players will quickly become disillusioned. To narrate a great game episode, you need to ensure that everyone is participating. Players will forgive a great deal as long as they feel they have a personal stake in the outcome of the story.

Finally, you might want to ask your players to keep a general record of the types of tests their characters succeeded at during the episode. While this isn't critical, if you want to justify specific advancement picks the record will come in handy. Also, some Narrators impose a limit of one test of each type per scene. Thus, if a character succeeds at three critical Computer Use tests in a single scene, the character will only receive experience for one of them (normally the test with the highest TN). See "Spending Experience," page 124, for additional information.

Fulfilling Story Objectives

Characters also gain experience by fulfilling the primary and secondary objectives of the story, as well as individual scene goals along the way. These may include solving riddles, interacting with specific supporting cast characters, or thwarting the nefarious plans of an enemy or rival. *Chapter 4: Building Episodes* provides additional information on structuring stories and episodes for your series.

The Primary Objective

Chapter 4: Building Episodes includes guidelines for creating detailed and engaging stories set in the *Star Trek* universe. When designing individual episodes, the Narrator normally gives each episode a primary goal—the main plot—and a secondary goal—the subplot—for the characters to overcome.

You should award 1,000 experience to the crew for overcoming an episode's primary objective. Note that the experience is divided among the group of characters; each character doesn't receive 1,000 experience. Most Narrators will divide the experience equally among the participating characters.

In certain special cases, however, it may be appropriate to weight the experience awards more heavily in favor of one or more characters. While this practice shouldn't occur often, you can occasionally use it to reward truly exceptional play—a character who makes an unusual sacrifice, a character who saves the lives of the entire crew, or a character who singlehandedly solves most of an episode's objectives.

The Secondary Objective

You should award 500 experience to the crew for overcoming an episode's secondary objective (enough for a single character to gain half an advancement). As with the primary objective, this experience is usually divided equally among the participating characters. Once again, it might be appropriate to weight the experience award. Use your own judgment based upon the actions of the individual characters during the course of the episode.

Scene Goals

In the *Star Trek Roleplaying Game*, every episode is composed of a collection of scenes. Scenes form the lifeblood of episodes, and each scene normally serves a discrete purpose. Purposes can be as diverse as establishing atmosphere, creating or resolving conflict, raising or solving mysteries or questions, or providing critical information. When the crew successfully accomplishes a scene purpose, award them 100 experience. Weight the awards if you feel the situation warrants it. For more information on scenes and their design, see "Scenes," page 53.



Exceptional Roleplaying

Depending on your own personal style and the type of series you run, good roleplaying may be as important as the completion of story objectives. During the course of a *Star Trek Roleplaying Game* episode, characters are constantly interacting with the setting and its inhabitants. If your particular version of the *Star Trek Roleplaying Game* doesn't really stress roleplaying, you don't have to give out additional experience for good roleplaying. However, players who truly embrace their characters and the setting, who "get into character" and try to react to circumstances as their character would, probably deserve a little something extra in the experience department. On the flip side, players who force their characters to go against type or do things their characters would never do probably don't deserve any experience bonuses for roleplaying.

Bonus Awards

Sometimes characters will do something so extraordinary, or solve a problem in such a clever fashion, that their actions scream for some type of extra award. In this case, give them something extra for their originality. Bonus awards should rarely exceed 100 points or so, but if you feel they are warranted, by all means give them out to reward an exceptional performance. This type of award may also be appropriate for characters or Crews who overcome overwhelming odds or face unusually extreme hazards.

Spending Experience

When a character accumulates 1,000 experience points, the player may spend the experience to allow his character to undergo an *advancement*. When a character undergoes an advancement, he gets to make five picks on the Advancement Table. Refer to the *Star Trek RPG Player's Guide*, page 153, for more information on what a character's picks are worth.

Although players can theoretically purchase anything on the Advancement Table for their characters, it's your job as Narrator to make sure that their picks work within the context of the episode or series. Characters should purchase new skills, traits, abilities, and Renown to reflect events and accomplishments that occur during the game. If a character has never spent any time with Andorians and has not researched their habits or culture, it would seem a bit strange for him to spend his advancement picks on Andorian language or cultural skills. On the other hand, if he saved his vessel and his Crew during the episode by designing an innovative computer program, he may decide to spend several picks on Computer Use.



Generally, if a player wants to buy a new skill, specialty, or professional ability for his character, you should ask him to justify the acquisition through game play. A character doesn't simply learn a new skill overnight. Normally, they are exposed to a skill in some narrative manner, and then spend some time training and studying, often using holodeck simulations. As long as the player justifies his character's training appropriately, you should let him use his advancement picks to acquire the skills he chooses. In certain special cases, you may wish to impose short training periods; allow him to spend his picks, but force him to wait several weeks of game time until his character actually enjoys the benefits of the new skill.

Other advancement possibilities—attributes, edges, Renown, Courage—often represent more abstract development on the part of a character. At your discretion, you may want to require characters to undergo periods of training to improve certain abilities (especially attributes or Health). You may also want to require justification for Renown or Courage purchases, since these often reflect in-game accomplishments or heroics. After all, building an impressive legend or cult of personality around their favorite character is all part of the fun for your players; in time, their characters will be poised to take their places among the Kirks and Picards of the Galaxy, and your players will thank you for it.

TABLE 8.2: SAMPLE RENOWN TRIGGERS

Trigger	Award
Saving the life of an important NPC	NPC's Renown/5 (round down)
Saving the life of an important NPC during a routine mission or event (diplomatic, military, religious, etc.)	+1
Saving the life of an important NPC during a publicized mission or event (diplomatic, military, religious, etc.)	+2
Saving the life of an important NPC during a highly publicized mission or event (diplomatic, military, religious, etc.)	+3-5 or more
Exposing an enemy operative, spy, or agent	Agent's Renown/5 (round down)
Exposing an enemy operative, spy, or agent during a routine mission or in opposition territory	+1
Exposing an enemy operative, spy, or agent during a dangerous mission or in friendly territory	+2
Exposing an enemy operative, spy, or agent during a critical mission or in close proximity to friendly power brokers (UFP pres., for example)	+3-5 or more
Showing uncommon bravery in the midst of battle with a renowned commander or in the face of great adversity	commander's Renown/5 (round down)
Showing uncommon bravery in the midst of an important battle with a renowned commander	+1
Showing uncommon bravery in the midst of a critical or highly publicized battle	+2
Showing uncommon bravery in the midst of a species-wide or Galaxy-shaping battle	+3-5 or more
Successfully completing an intricate and publicized negotiation or treaty with a renowned diplomat	diplomat's Renown/5 (round down)
Successfully completing a major public negotiation or treaty	+1
Successfully completing an extremely critical or intricate public negotiation or treaty	+2
Successfully completing a public negotiation or treaty of Galaxy-spanning scope or importance	+3-5 or more
Making a scientific or exploratory discovery of importance	+1
Making a scientific or exploratory discovery of major or critical importance	+2
Making a scientific or exploratory discovery of Galaxy-spanning importance	+3-5 or more
Discovering a new or innovative use for conventional or existing technology	+1
Inventing an important new technology	+2
Inventing a true technological breakthrough (something that will change life throughout the quadrant for the better)	+3-5 or more

RENOWN AWARDS

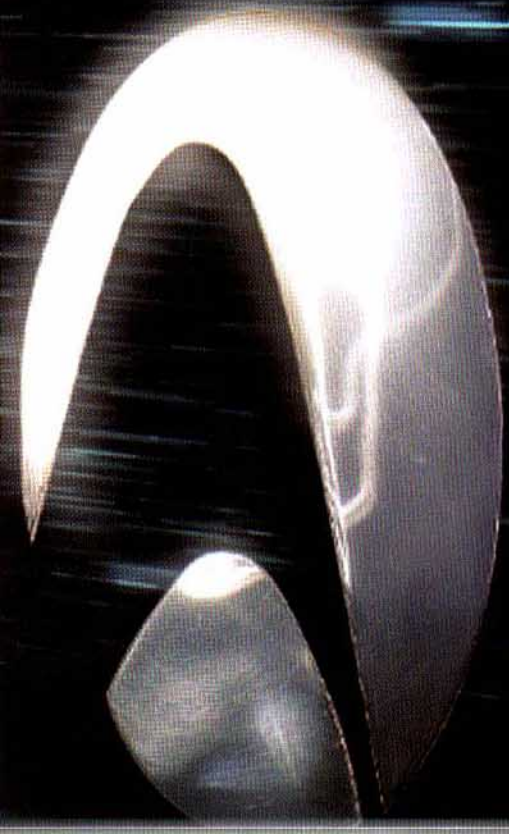
Characters gain Renown during play through exceptional or ignoble actions called *triggers*. As a broad general rule, if an action or accomplishment draws unusual notice or acclaim, the character performing the action gains Renown of some type. Killing a notorious assassin wanted throughout a sector or negotiating an important treaty among a group of warring planetary factions would both garner a character varying levels of Renown.

As Narrator, you should normally limit your Renown awards to a point or two at a time. Groundbreaking accomplishments or Galaxy-spanning events could conceivably earn a character five, ten, or even a dozen points of Renown. Alternately, since Renown can be purchased using advancement picks, you may require your players to use their picks to buy Renown after their actions or accomplishments during an episode warrant the purchase.

Table 8.2: Sample Renown Triggers provides a list of sample Renown triggers and their suggested Renown awards. Depending on the setting and the nature of your series, almost any action could theoretically generate Renown for a character. Don't consider this list the only authority on Renown awards; rather, use it as a guide to apply to your own series.



NARRATOR RESOURCES















9 STARSHIPS

Starships are perhaps the key element of *Star Trek*. They serve as the primary means of transportation from exciting adventure to exciting adventure. They are home to their crews. And without them, you couldn't have tense and thrilling starship battles. From the sleek lines of the *Intrepid*-class, to the cramped but powerful *Defiant*, to the awesome majesty of the Romulan warbird, the starships of *Star Trek* fuel our imaginations. This chapter describes starships, with rules for building your own, and several sample profiles for specific ship classes.

THE STARSHIP PROFILE

Every starship displays its data in a format known as the starship profile. At the end of this chapter are profiles for several starships from the various *Star Trek* series for use in your games. When constructing your own starships, use the blank starship profile found at the end of this book to assist you.

PRODUCTION DATA

The production section of the starship profile contains basic information about your starship, such as the name of the class (*Constitution, Constellation, Galaxy*), its classification (explorer, heavy frigate, scout), the year it was first launched, and its origin (Federation, Klingon, Romulan).

When designing your own starships, its classification and year launched impact your design options. A ship's classification in part determines its size (which in turn establishes which elements you can include) and the maneuvers it may perform. The year launched sometimes affects whether certain advanced components are available at the time the ship was built.

HULL DATA

The hull section of the profile details information about the starship's general size and shape. While it doesn't tell you whether the ship looks more like a Klingon bird-of-prey or a Starfleet *Akira*-class ship, the profile provides vital information about the ship's overall size, number of decks, measurements, and crew complement.

SIZE: Starships are collections of individual systems that make it a space ship, such as propulsion systems and life support. The ship's size dictates the amount of space it has for various systems. Size also has a bearing on the number of traits available to the ship (see page 136), and any maneuver modifiers (see *Chapter 7: Starship Operations*).

STRUCTURE & SPACE: Every starship has a structure rating representing its durability and resistance to damage. Structure is like wound points for starships. The larger a vessel, the more structure it has. Structure also relates to the amount of volume and related resources available for ship systems (which is used exclusively with the starship construction rules, beginning on page 135).

Crew Complement: A starship's crew complement depends on several factors, including its size, classification, and origin. For example, Klingon ships tend to employ smaller, more disciplined crews, while Romulan ships have large crew complements.

Operational Data

The operational data section of the starship profile contains information about the standard and special systems found on board a ship, such as transporters, shuttlecraft, and cloaking devices.

Atmosphere Capable: Whether or not the starship has the capability for entering an atmosphere and landing is described under this entry. Normally, large starships do not enter planetary atmospheres, but shuttlecraft and smaller vessels often do. Some ships, however, are modified with the necessary engines, landing gear, and streamlined hull for atmospheric operations.

Cargo Units: Nearly every vessel has areas of unused space that can be used to store equipment, sundry cargo, or even passengers. This is especially important to merchant freighters and resupply vessels, though even the mightiest starships have been called on to haul medical supplies or industrial equipment. The volume of space available on board the ship dedicated to storage is recorded here.

Cloaking Device: Although Federation ships do not normally utilize cloaking devices, the Klingons, Romulans, and some other species use them extensively. If a ship possesses a cloaking device, its statistics are listed here.

Life Support: Starships require their own artificially-generated life support to keep their crews alive. These include gravity, oxygen, and inertial dampeners. Should these systems fail, a crew can experience many adverse affects. This entry lists the game statistics for the ship's life support systems.

Operations Systems: Systems not included on the starship profile, such as optical data networks, computer cores, flight control systems, and command and control systems, are listed under this profile heading. While too numerous to include individually, they can be damaged as a result of starship combat, and their overall reliability rating is included here.

Sensor Systems: Sensors serve as the starship's eyes and ears. Without them, the crew would be completely cut off from the Galaxy around them. The ship's sensors and game statistics are described here.

Separation Systems: Some starships, such as Starfleet's *Galaxy*-class, come equipped with separation systems. These systems allow a vessel to decouple certain sections into separate vessels (usually so that part of the ship can flee to safety while the other part confronts danger). The most common such system is the saucer separation available on many Federation starships. This entry lists whether or not the ship is separation-capable.

Shuttlebay: This entry lists the number and location of the ship's shuttlebays. In order for a starship to carry smaller embarked craft, it must have at least one shuttlebay.

Shuttlecraft: The term "shuttlecraft" refers to any number of smaller spacecraft carried on board—such as fighters, a captain's yacht, shuttles, and work bees. All are Size 2 or smaller. The total number of craft, in size, is listed here.

Tractor Beams: A focused graviton beam used to physically hold other starships at short distances; tractor beams are generally used to tow other ships. This entry lists the number and location of the ship's tractor beam emitters.

Transporters: Transporters provide the most common means for boarding and leaving a starship. All but the smallest, most primitive ships have transporters (during the *Enterprise era*, many ships were built before transporters existed), both standard and emergency. This entry lists the type and number of transporters on board.

Propulsion Data

A starship's propulsion systems serve as its heart; it can neither move nor provide power to its essential systems without propulsion systems. Impulse engines propel starships at sublight speeds. Warp engines propel the vessel at faster-than-light speeds.

Impulse Drive: Every space-capable vessel has impulse engines in some form, whether they are ancient chemical rockets or the latest in reaction control drives. Recorded here are the ship's engine class, maximum speed (expressed in terms of light speed), and reliability.

Warp Engines: A vessel's warp engines determine how fast it can move at superluminal speeds. This has little bearing in starship combat (since most battles take place at impulse speeds), but can impact other events in an episode. This entry lists the ship's warp drive type, its standard, sustainable, and maximum speeds, and reliability.

Tactical Data

Not all species in the Galaxy are peaceful, and the dangers of space travel demand that starships possess the means to protect themselves. Therefore, most ships come equipped with beam weapons, missile weapons, and deflector shields.

Beam Weapons: Beam weapons employ various means to direct destructive energy at a threat, from Cardassian collimated disruptors to Starfleet's phasers. These multi-role weapons provide a strong balance between range, damage, and flexibility. This entry lists the type, number, reliability, and damage caused by each type of beam weapon on board.

Missile Weapons: Missile weapons, such as torpedoes, lack a beam weapon's ability to target specific systems, but make up for it with their greater range

and destructive force. This entry lists the type, number, reliability, and damage caused by each type of missile weapon on board.

Deflector Shields: Deflector shields help to protect a ship not only from attacks, but also from many space-based phenomena, such as radiation fields, ion storms, and meteor showers. This entry lists the type, number, reliability, and amount of protection afforded the ship's deflector shields.

Miscellaneous Data

This section of the profile includes three important starship features: a ship's maneuver modifiers, its traits (if any), and system failure tracks (see page 115).

Maneuver Modifiers: Maneuvers allow a vessel to perform specific actions, such as executing an evasive pattern, firing a weapon, or performing a micro warp jump. As described in *Chapter 7: Starship Operations*, a starship's maneuver modifiers determine the TN modifier (positive or negative) to maneuvers a ship performs in an action round.

Traits: Much as ordinary traits distinguish characters, starship traits do the same for spacecraft. Every starship class, and indeed every individual ship, may have its own idiosyncrasies that make it stand out from others of its type. If the ship possesses any starship traits (see page 142), list them under this entry.

Starship Classifications

Vessel classifications allow the easy identification and understanding of a starship's capabilities in broad terms. For example, while the Cardassians may not have any first-hand knowledge of the capabilities of the *U.S.S. Defiant*, its classification as a "heavy escort" indicates that the *Defiant* is a small vessel designed for patrol duty with limited range (attributes of an escort). The term "heavy" further denotes the *Defiant* as well armed, potentially at the expense of speed.

Table 9.1: Starship Classifications on page 134 lists standard vessel classifications typically used among the great powers of the Alpha and Beta Quadrants. Each species has its own additions and alterations (such as the Romulan "warbirds" and "starbirds"), but all generally recognize the listed types in some form (even if it does not build them).

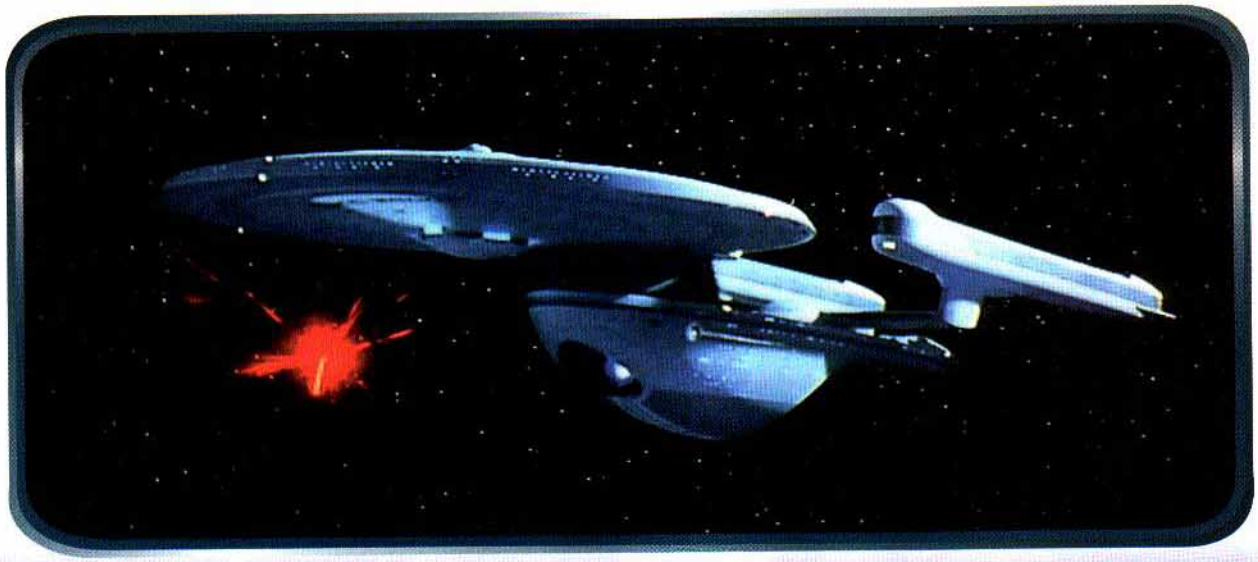
Most classifications break down into "fast/far/light" and "heavy" versions. A fast, far, or light variant typically has lighter armament than other ships of that general type, but is equipped for greater speed, range, and/or maneuverability. Such ships also often have the advantage of being easier and less expensive to construct. A heavy variant substitutes additional firepower and defensive capabilities at the expense of speed or scientific systems.

A vessel's classification has important uses in the game—it determines the acceptable sizes, starting space, bonuses when purchasing systems, and maneuver units for a ship. However, no one classification is considered superior to any other in terms of construction; each has its benefits and drawbacks.

Warships

A warship, as the name suggests, is one built for the express purpose of waging conflict. In times of war these vessels are found on the front lines, typically part of large battle groups with additional combat vessels such as cruisers, destroyers, and frigates. The warship, in particular the battleship, is as much a psychological weapon as a weapon of destruction—their formidable size and firepower can sometimes deter conflict before a shot has even been fired.

A vessel classified as a warship should have an offense value (see page 142) of all its weapons of at least five times its size. For example, a size 8 dreadnought should have weapons totaling an offense value of at least 40.



Explorers

Whereas most governments classify vessels as purely military (a warship) or scientific (a surveyor), Starfleet has always followed a doctrine of well-balanced vessels capable of a variety of mission platforms. The explorer classification is the largest size of vessel that Starfleet fields. During times of conflict explorers function as front-line combatants, leading battle groups and fleets of ships. Otherwise an explorer can typically be found operating independently, filling its namesake, engaging in important diplomatic missions, or taking part in errands of mercy.

An explorer has at least adequate sensors, typically Class 3 or better, is capable of warp speeds greater than 7, and has an offense value greater than five times its size.

Cruisers

Cruisers are a mix between a warship and a destroyer, able to project power in a short period of time. This philosophy has resulted in a variety of cruiser designs—some relying upon multiple energy weapons, others a proliferation of missile weapons, and still others on the ability to utilize smaller armed craft. In most cases, cruisers fulfill the same duties as traditional warships except that their smaller size makes them easier and faster to construct.

In the case of Starfleet even the simplest cruiser is expected to fulfill a variety of roles. Starfleet's most famous design, the *Constitution*-class starship, was, in fact, a cruiser.

Cruisers should be sturdy and well-rounded in design, with an offense value of at least four times their size. All cruisers should have at least one missile weapon built into their design and be capable of at least Warp 5.

Destroyers

Over the years the term destroyer has represented a variety of design philosophies, but most traditional designs place size and speed over other considerations. A destroyer is one of the smallest of capital ships and contains at least rudimentary command and control capabilities. They are also exceptionally fast (even heavy variants). Destroyers tend to operate and coordinate groups of vessels together.

A destroyer requires an operation system of at least Class 2, a minimum speed of Warp 6, and an offense value of at least three times its size.

Escorts

An escort fills a variety of roles, but are primarily used for defense. Escorts routinely operate on their own or work in conjunction with small battle groups. They tend to sacrifice speed for offensive punch and are small in size. As such, escorts can be easily constructed and replaced. It is not uncommon to find systems patrolled by escorts operating independently from a central base of operations.

Escorts should have an offense value of at least four times their size and their structure bolstered in some manner.

Frigates

A frigate is the smallest capital ship fielded by most intergalactic governments and has a forgiving design philosophy. Most frigates tend to be small in design, fast, and able to lend support as needed. As such, they are not well-suited to operating independently and are frequently found in the company of other vessels, such as destroyers or cruisers.

A frigate vessel has no specific requirements.

Scouts

As the name implies, scout vessels are not intended as combatants, although in a pinch they have at least some basic offensive and defensive capabilities. The scout's strengths lie in an excellent sensor suite and fast speed, making it able to outrun most dangers. The scout is a valuable starship both in and out of war.

A scout should have a at least Class 2 sensors, typically higher. A scout should have a minimum speed of warp 6. Most Klingon and Romulan scout vessels are equipped with powerful cloaking devices.

Other Classifications

There are a wide variety of types of starships beyond those described above. In most cases, a starship's design requirements will be dictated by not only the vessel's classification, but by your interpretation of how the vessel should perform.

Cargo carriers, transports, and tankers require cargo units to move supplies, cargo, or personnel. You can allocate extra space for cargo units, but don't forget to allocate space for all of the primary systems as well.

Tenders and tugs are purely support vessels and are not expected to operate on their own. They generally lack any offensive capability. Tenders have extensive cargo space and personnel to service other vessels, while tugs have powerful engines and tractor beams to move and tow other vessels.

Shuttlecraft and fighters are quite small, and as such have limited space available. Offensive and defensive capabilities are determined by the design role, but even so these vessels are limited in their ability. A fighter's strength comes in numbers, not in a single offensive punch.

Other support vessels, such as medical ships, surveyors, and research laboratories may lack any offensive capability, although their defensive capabilities often make up for this vulnerability. Sensors and other "secondary systems" usually serve the most important role aboard these types of vessels.

TABLE 9.1: STARSHIP CLASSIFICATIONS

Ship Type	Classification Code	Minimum Size	Maximum Size
Warships			
Battleship	BA	9	10+
Dreadnought	DR	7	10+
Fast Attack	FAS	2	4
Fighter	FX	1	2
Explorers			
Explorer	EX	7	10+
Heavy	EXH	9	10+
Light	EXL	6	9
Cruisers			
Cruiser	CA	5	8
Battle Cruiser	CB	5	9
Exploratory Cruiser	CEX	6	9
Heavy Cruiser	CH	6	9
Light Cruiser	CL	4	7
Destroyers			
Destroyer	DA	4	6
Heavy Destroyer	DH	5	7
Escorts			
Escort	ES	3	5
Destroyer Escort	ED	4	6
Heavy Escort	EH	4	6
Light Escort*	EL	2	4
Frigates			
Frigate	FR	3	5
Fast Frigate	FF	3	5
Heavy Frigate	FH	4	7
Light Frigate	FL	3	4
Scouts			
Scout	SS	2	4
Fast/Far Scout	SF	2	3
Heavy	SH	3	4
Specialized			
Courier	SC	2	4
Medical	MD	3	6
Surveyor	SV	3	6
Deep Space Surveyor	SVH	4	7
Research/Laboratory	SRS/SRL	8	10+
Support/Auxiliary			
Cargo Carrier	TC	4	6
Runabout	RU	2	2
Shuttlecraft, Impulse	IS	1	2
Shuttlecraft, Warp	WS	1	2
Tanker	TA	5	8
Tender	TN	4	7
Transport	TT	3	6
Transport, Armored	TTA	4	7
Tug	TG	3	5

* Light escorts are also known as corvettes



CONSTRUCTING STARSHIPS

As with designing your own aliens or planets, as Narrator you will eventually want to design your own starships. While there are numerous ships already a part of *Star Trek*, new alien species you design should have their own, unique vessels. Or you might want to introduce a new class of Klingon ship to bedevil your players. Many Narrators find it enjoyable to design their own starships, to give them more variety beyond the ships already available to Starfleet or the Romulan Star Empire. Using these rules, you can create a variety of starships, from merchant freighters to mighty Hirogen battleships.

SPACE STATION CONSTRUCTION

You can also use these rules to construct space stations, such as Deep Space 9 or Spacedock. Stations are not really that different from starships, except in a few particulars. First, they tend to either be immobile or move very slowly. Second, they are much larger than starships; all but the smallest stations are much larger than the largest starships. Third, due to their size, they can often mount more powerful systems (particularly shields and weapons) than ships can. Keep these differences in mind and design your station accordingly.

STARSHIP CONCEPT

Before you design your own ship, spend some time thinking about the role it will play in your series, its purpose within the greater fleet to which it belongs, and the nature of the species or government building it.

First, you should consider why you are creating a new type of starship. Is it as the base of operations for your crew? Will it play an important role in your episode? As the focal point for your series, you should refer back to your notes on the Crew's base of operations in *Chapter 1: The Series Concept*, and design the ship to suit the needs of the Crew. You should equip the ship to handle the types of adventures your series will emphasize.

Moreover, you should think about the ship's role within the setting; why did Starfleet or the Cardassians build it? A starship's role can vary from scientific research (*Oberth*-class), to deep-space exploration (*Constitution*-class), to defense (*Defiant*-class), to a combination of all these roles and more (*Galaxy*-class). This influences the type of systems and crew it has. Every starship has a purpose, a niche that no other ship in its fleet fills—otherwise, why build a new ship? If Starfleet needs a fast, moderately armed exploratory vessel with excellent sensor capabilities, why would it design a new one instead of just using the existing *Intrepid*-class? A starship in your game should be more than a collection of systems represented by numbers—it should be unique, as much so as any character created by your players.

Finally, a starship says a lot about the people who built it. The Federation stands for peace, friendship, and the pursuit of knowledge, so most of its starships emphasize nonviolent exploits. Their ships look unthreatening, and lay emphasis on sensors and science labs over weapons. The Romulans, on the other hand, are out for Galactic conquest, and tend to be sneaky about it. Their starships are built for war (and incorporate cloaking devices). But what makes their ships different from Klingon vessels? That Romulan ships look like massive raptors, and Klingon ships look like giant, floating guns, says something about their respective cultures. Think about the people constructing the starship while you make decisions about its design.

CONSTRUCTION STEPS

Once you determine the type of vessel you wish to build and your general design goals, it's time to begin construction. Starship construction is a straightforward process whereby you select components for your ship. You may need to go back and alter your selections to account for changes in your design along the way.

Certain elements of starship construction, such as class name, length and beam of your ship, and year launched depend on your own personal preferences, or the needs of your series or episode. You should make your own choices for profile entries not covered in the rules.

Building a ship is a five-step process:

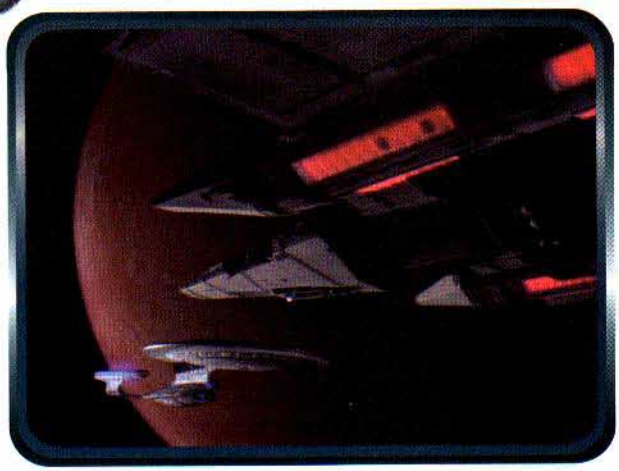
- **DETERMINE SIZE:** Select the size of your vessel. A starship's size (from 1 to 10) determines the ship's structure (its wound points) and how many systems it can hold in terms of space. A small vessel can only hold a limited number of systems, while a larger vessel can hold many more.

- **Select Systems:** Once you know how much space you have to work with, you can select individual systems. Each major system or sub-system has a space cost associated with it—larger, more important, or more advanced systems take up more space. Once you run out of space, your vessel cannot hold any more systems.

- **Determine Maneuver Modifiers:** Individual starship classes may possess modifiers to the maneuvers they are capable of. (See *Chapter 7: Starship Operations* for information on maneuvers.) The vessel's size and classification indicates the bonus or penalty for each type of maneuver—command (C), helm (H), and tactical (T).

- **Select Traits:** Starships can possess traits, such as Flagship, which modify their basic abilities and provide bonuses in specific situations. Sometimes, entire starship classes possess the trait, such as the *Defiant*-class's Ablative Armor edge. Other times, you can assign traits to characterize an individual starship—the Flagship edge for the *U.S.S. Enterprise*-D. Edges and flaws differentiate your ship from similar vessels of its class or size.

- **Finishing Touches:** If you want, provide a few extra details on your ship's background—where and when it was designed, under what conditions, and why. Thinking about questions like these can help you to define your ship even further, and get the best use out of it during a game session.



Size

A starship's size dictates the amount of space available to fill with shipboard systems. A small escort outfitted with the largest warp engine available would have little room for other critical systems like life support or sensors. Size is perhaps the single most important attribute for starships, because it determines how much space is available for various systems, its structure, the number of traits it can have, and maneuver modifiers.

Choose the starship's classification on Table 9.1 based on the kind of ship you plan to design. While it may seem acceptable to design a battleship and call it an escort (resulting in a really powerful escort), this violates the spirit of the rules. When choosing your ship's classification, select the appropriate type for the ship's role. Each classification lists a minimum and maximum size for the ship to be considered representative of the classification. Cruisers range in size from 5 to 8, for example, while heavy cruisers range from 6 to 9; a cruiser with a size of 9 is considered a heavy cruiser by definition. Resist the temptation to select a value larger than necessary. Not every battleship in the Klingon fleet is a size 10 ship.

To determine the length, beam, and height of your vessel use the dimensions provided on Table 9.2: Size as a guide. Typically, at least two of your ship's dimensions should fit into those for the listed size; if not, use the average size, or select the size based on length. The number of decks on a vessel varies, but on average each deck occupies three to five meters of height.

Structure & Space

A starship's size determines its structure, the amount of damage its hull can sustain, and space, which is critical in selecting systems. A starship's structure equals its size times 5. For example, a size 7 ship has a structure of 35 (though this can change due to traits or unused space). Record the vessel's structure on your starship profile.

When you design a starship, you usually have some space left over—rarely will you end up with a ship with zero space remaining. In this situation, every 5 points

TABLE 9.2: SIZE

Size	Length	Beam	Height	Space	Structure
10	800-999 m	700-799 m	300-399 m	125	50
9	700-799 m	550-699 m	200-299 m	113	45
8	600-699 m	400-549 m	100-199 m	101	40
7	400-599 m	200-399 m	80-150 m	89	35
6	300-399 m	100-199 m	50-79 m	77	30
5	150-299 m	50-99 m	31-49 m	65	25
4	100-149 m	26-49 m	21-30 m	53	20
3	51-99 m	11-25 m	6-20 m	41	15
2	6-50 m	4-10 m	2-5 m	29	10
1	1-5 m	1-4 m	less than 2 m	17	5

of remaining space can increase your vessel's structure by a like amount.

Example: Don designs a size 5 vessel (structure 25). After completing construction, he has five unused points of space left over. Don can use these to increase his starship's structure from 25 to 30.

On the other hand, you may find yourself out of space even though you still have several key components to add or upgrade. In this case, you can opt to sacrifice structure for space (unless you decide to increase the ship's size). For every 5 points by which you reduce the ship's structure, you receive 5 points of space. You may not convert more than a quarter of a ship's structure to space.

Example: Don runs out of space on his size 5 starship, but still needs 2 points in order to include impulse engines. By reducing the ship's structure from 25 to 20, he gains 5 more points of space, allowing him to purchase the impulse engine.

Most of the systems described later in the chapter have a space cost associated with them. The better the system, the more space it consumes inside the starship's hull. As you place systems on your ship, keep a running tally of the space remaining on a separate sheet of paper. When space reaches zero, you can no longer fit any more systems on board without removing other systems, increasing the size of your vessel, or compromising the structure of your ship. Table 9.2: Size lists the amount of space available for each size category.

TABLE 9.3: CREW COMPLEMENT

Type of Ship	Multiplier
Battleship, Dreadnought	15-20
Cruiser	15-25
Destroyer, Fast Attack Ship	1-10
Escort	5-15
Explorer	10-25
Frigate	10-20
Scout	1-5
Space station/starbase	20-50
Specialized	5-15
Support/Auxiliary, Fighter	1-10

Crew Complement

To determine the average number of crewmembers a starship can carry, find the appropriate classification on Table 9.3: Crew Complement and select a multiplier. Multiply the number of ship's decks by this number. In Starfleet, approximately 40 percent of a ship's crew is officers; the remaining 60 percent are enlisted personnel (other species and governments have different ratios). Most Starfleet ships can carry a number of passengers equal to 25 to 50 percent of the crew complement, and from four to 20 times the number of crewmembers in an emergency evacuation situation.

The numbers listed on Table 9.3 represent averages only. Feel free to assign more or fewer crewmembers to a ship complement if appropriate for its mission.

Operational Systems

Starships are, at heart, a conglomeration of various systems that provide propulsion, a breathable atmosphere, gravity and heat, a means for getting on and off the ship, and so on. A ship lacking key components hampers its crew's activities. A cruiser without transporters had better have a way for the crew to get on and off the ship—the ability to land or shuttlecraft; without these, the crew will have a hard time getting to the adventure on the planet below. The starship profile lists the systems important to starship operations, and you should be sure to include even the most basic system for each entry.

System Availability

Some of the systems described in this chapter list dates of availability, the time when the system becomes available for use. It's hard to include transporters on your ship if they haven't been invented yet. This is primarily a series and setting consideration. You could rule that a ship can install a system earlier than the listed date, perhaps as alien technology or a prototype system. This costs extra—two additional space per decade (or fraction thereof) early. You should explain this as part of the ship's background (or cover it in an episode).

System Reliability

Every major component on board a starship has a reliability modifier. In adverse conditions, you can make a reliability test to determine if the system continues to function normally. Roll 2d6 and add the system's reliability modifier to obtain the final test result. If successful, the system continues to function normally. Different interstellar hazards present varying degrees of challenge, represented by individualt test TNs (see *Chapter 13: Hazards*). *Chapter 7: Starship Operations* also contains information about when and how characters make reliability tests for shipboard systems, as well as rules for repairing damaged systems.

TABLE 9.4: RELIABILITY MODIFIERS

System Rating	Reliability Modifier
A	+0
B	+2
C	+4
D	+6
E	+8

Atmosphere Capable

This establishes whether or not the starship can land in a planetary atmosphere and withstand the stress of a planet's gravity well. A starship that is not atmosphere capable cannot land. Large capital ships, because of their size, cannot be designed with this functionality. Making a ship atmosphere capable costs half the ship's size in space. You may not make ships larger than size 6 atmosphere capable.

Cargo Units

Starships from merchant freighters to titanic Romulan warbirds carry cargo in some form—foodstuffs, supplies, extra equipment, merchandise, and so forth. A cargo unit equates to roughly 25 cubic meters of space, although this amount can vary somewhat depending on the classification of vessel. Larger vessels store cargo in pre-fabricated containers that easily stack, can be moved via anti-grav units, or sealed as necessary.

Every vessel of size 3 or larger has ten times its size available as cargo units at no cost. Five additional cargo units may be purchased at a cost of 1 point of space each. Support/Auxiliary classification vessels may purchase cargo units at a ratio of ten per point of space. Vessels smaller than size 3 receive a number of cargo units equal to their size. Every additional cargo unit costs 1 point of space at a 1:1 ratio.

Record the number of cargo units available to the ship on its profile.

Cloaking Device

Although Starfleet ships do not incorporate cloaking devices in their construction (*U.S.S. Defiant* notwithstanding), some alien species make extensive use of them. If your starship includes a cloaking device, note its class and rating on the ship's profile as indicated on Table 9.5: Cloaking Device Costs.

Rating: This indicates the TN for detecting the ship with sensors when it is cloaked.

Maximum Size: This is the largest ship size that can use this class of cloak.

Availability: This indicates when the particular class of cloaking device becomes available to designers.

Operations Systems

A starship's operations systems include a number of key components not listed on the starship profile, such as the computer cores, primary and secondary command processors, ODN relays, flight control systems, operations management, and a number of other secondary systems.

The cost of a ship's operation systems is tied directly to its size. All ships, regardless of classification, have at least basic operation systems, although they lack redundant features that keep them operating when damaged (see Table 9.6).

Life Support

The cost of a starship's life support system depends on the ship size. A ship without an advanced life support system has the most basic system installed with no redundant backups (at no space cost).

Record your ship's life support system class and reliability on its profile, and deduct the space cost from your available space (see Table 9.6).

TABLE 9.6: OPERATIONS & LIFE SUPPORT COSTS

Type	Cost	Reliability
Basic	None	A
Class 1	1+half Size	B
Class 2	2+half Size	C
Class 3	3+half Size	D
Class 4	4+half Size	E

Sensor Systems

Table 9.7: Sensor Costs lists five types of sensor system available to your starships. The bonus entry lists the modifier to sensor tests at each range increment (see Table 7.7). Thus, Class 1 sensors grant a +1 bonus to System Operation (Sensor) tests at point blank range. All starships have standard sensors at no space cost, but these systems only provide the most basic data. You may install more advanced systems, thus upgrading the ship's sensor reliability and range modifiers at the cost of space (though less space for scouts, which are optimized for such systems).

TABLE 9.5: CLOAKNG DEVICE COSTS

Type	Cost	Rating	Max. Size	Availability
Class 1	Size	16	5	
Class 2	1+Size	18	8	
Class 3	2+Size	20	10	Beginning 2320 (2300 for Romulans)
Class 4	4+Size	22	8	Beginning 2335; Romulan only
Class 5	6+Size	24	10	Beginning 2350; Romulan only

All scouts and frigates purchase cloaking devices at –1 space cost (minimum cost of 1).

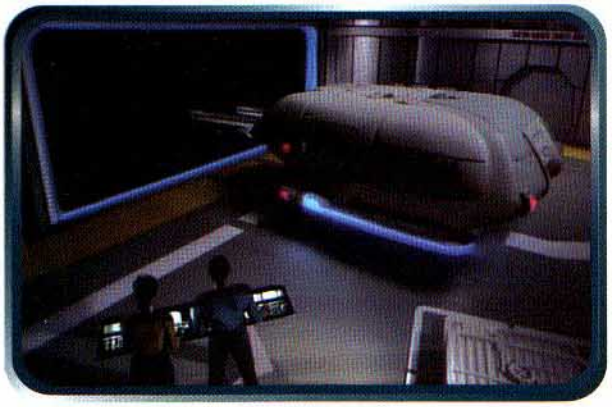
TABLE 9.7: SENSOR COSTS

Type	Cost	Bonus	Reliability	Notes
Basic	None	NA	A	
Class 1	1	+1/0/0/0/0	B	Scouts (SS, SF, SH) receive at no cost
Class 2	2	+2/+1/0/0/0	C	Scout cost 1
Class 3	3	+3/+2/+1/0/0	D	Available beginning 2320; scout cost 1
Class 4	4	+4/+3/+2/+1/0	E	Available beginning 2345; scout cost 2

Record your ship's sensor system class, bonuses, and reliability on its profile, and deduct the space cost from your available space (see Table 9.7).

Separation Systems

A separation system costs two points of space. It allows the vessel to separate into its component parts and rejoin when danger has passed. It does not provide atmospheric capability (see page 138) or additional engines or weapons (you must purchase those separately). A "sub-ship's" systems that can only be used when separated from its "parent" cost –1 space (minimum cost of 1).



Shuttlebay

To launch and recover shuttlecraft, a ship must have a shuttlebay. Each shuttlebay included costs 2 points of space and comes with a number of shuttlecraft equal to the size of the vessel. These shuttlecraft may be size 1 or 2, but their combined sizes may not be greater than the size of the parent ship. For example, a size 8 starship can have a shuttlebay with eight shuttlecraft at a cost of two space points. These shuttlecraft may be eight size 1 craft, four size 2 craft, or any combination thereof that totals eight. Each additional shuttlebay comes with the same number of free shuttlecraft. Thus, a size 8 ship may have two shuttlebays each with 8 craft apiece.

Only ships size 2 and larger may purchase shuttlebays.

Tractor Beams

All starships have one tractor beam at no cost. Tractor beams can lock onto and tow one ship up to its own size –1. They operate up to short range. Each additional tractor beam costs 1 space. Multiple tractor beams allow a vessel to tractor multiple targets/vessels at a time.

Transporters

Every starship contains transporters, both standard and emergency. A starship automatically has, at no space cost, a number of personnel transporters equal to half its total size, rounded down. Size 1 ships have no transporters. Ships also have, for no space cost, up to the same number of emergency transporters and cargo transporters. Thus, a size 6 ship has 3 personnel transporters, 3 emergency transporters, and 3 cargo transporters. A ship may install additional transporters, at a cost of 1 point of space.

Record your ship's number and type of transporters on your starship profile.

Propulsion Systems

A starship cannot move or provide power to its essential systems without engines. Both the impulse and warp engines propel the ship (at sublight and faster-than-light speeds, respectively) and generate power to keep the rest of the ship functioning.

To determine the reliability of a ship's propulsion system (both impulse and warp), use the *worse* rating of the two systems.

Impulse System

A ship's impulse system provides maneuvering capability at sublight speeds. As with most systems, over the years impulse engines have become smaller and more efficient, though their basic design has changed little.

Table 9.8: Impulse System Costs lists the various kinds of impulse engine and their space costs. The table divides these into two time periods—before *TNG* and after. Speeds are expressed as a percentage of the speed of light (c). Max c indicates the fastest speed at which an impulse engine can safely propel a ship. Maximum size indicates the largest sized ship on which a given impulse engine can function effectively; the larger the ship, the more powerful the impulse engines must be.

Record your ship's impulse engine class, maximum speed, and reliability on its profile, and deduct the space cost from the available space.

TABLE 9.8: IMPULSE SYSTEM COSTS

PRE-*TNG*

TYPE	COST	MAX *c*	MAX. SIZE	RELIABILITY
Type I	1	.25*c*	2	C
Type II	2	.5*c*	4	A
Type IIa	3	.5*c*	6	B
Type III	3	.6*c*	5	B
Type IIIa	4	.6*c*	6	C
Type IV	5	.5*c*	8	D
Type V	6	.75*c*	10	D

POST-*TNG*

CLASS	COST	MAX *c*	MAX. SIZE	RELIABILITY
Class 1	1	.5*c*	2	D
Class 2	1	.5*c*	4	E
Class 3	2	.75*c*	6	C
Class 3A	2	.75*c*	7	D
Class 4	2	.8*c*	4	C
Class 4A	3	.85*c*	5	E
Class 4B	3	.85*c*	7	D
Class 5	3	.9*c*	4	C
Class 5A	4	.9*c*	8	C
Class 6	5	.9*c*	9	D
Class 7	6	.92*c*	10	D
Class 8	7	.95*c*	10	E

All destroyers and escorts pay –1 space for impulse engines (minimum cost of 1).

Warp Propulsion System

Warp drives propel starships at faster-than-light speeds. Table 9.9: Warp System Costs describes a variety of warp engine types. The table divides these into two time periods—before *TNG* and after. Each warp drive system has an associated standard, sustainable, and maximum speed. Standard refers to the engine's standard cruising speed, while the sustainable speed is the fastest speed the engine can produce without making a reliability check. The maximum speed is the theoretical maximum of the engines. Maximum size indicates the largest sized ship on which a given warp engine can function effectively; thus, you cannot place a Class 2 warp drive on a size 6 starship.

Note that prior to *Star Trek: The Next Generation*, warp speed was measured on a significantly smaller scale. A ship traveling at Warp 5 in 2368 is moving many times faster than a vessel moving at Warp 5 in 2268.

Record your ship's warp engine class, speed categories, and reliability on its profile, and deduct the space cost from the available space.

TACTICAL SYSTEMS

Beam Weapons

Beam weapons employ various means to project destructive energy at a threat. The Cardassians, Klingons, and Romulans (among others) employ disruptors, while Starfleet uses phasers as beam weapons. For the purposes of simplification, use Table 9.10 for any kind of beam weapon you can imagine. Later products from Decipher will detail alien beam weapons in more detail.

Table 9.10: Beam Weapon Costs describes the different types of beam weapon available for starships (including their dates of first availability and the minimum size requirement to install on a starship). Note your ship's beam weapon type and deduct the space cost from the total available. The penetration and reliability of a ship's beam weapons is determined by totaling their combined offense values and consulting Table 9.13: Beam & Missile Weapons for more details.

Missile Weapons

Missile weapons generally work by hurling discrete amounts of destructive power at an opponent, such as Starfleet's photon and quantum torpedoes. Other species employ a variety of missile weapons, from primitive nuclear warheads to plasma bursts and subspace weapons. For the purposes of simplification, use Table 9.11 for any kind of missile weapon you can imagine. Later products from Decipher will detail alien missle weapons in more detail.

TABLE 9.10: BEAM WEAPON COSTS

TYPE	COST	OFFENSE VALUE	MINIMUM SIZE	AVAILABILITY
Type I	1	1	–	2151
Type II	1	2	2	2242
Type III	2	3	3	2244
Type IV	3	4	5	2245
Type V	4	5	4	2260
Type VI	4	6	5	2262
Type VII	5	7	4	2262
Type VIII	5	8	5	2284
Type IX	6	9	6	2322
Type X	6	10	7	2350
Pulse Type I	7	11	5	2370

All heavy vessels purchase beam weapon arrays at –1 space (minimum cost of 1) each.

TABLE 9.9: WARP PROPULSION SYSTEM COSTS

PRE-*TNG*

TYPE	COST	STANDARD/SUSTAINABLE/MAXIMUM SPEED	MAXIMUM SIZE	RELIABILITY
Type I	Half Size	1/2/4	2	A
Type II	Half Size	2/4/5	4	B
Type III	1+half Size	3/4/6	6	B
Type IIIa	2+half Size	3/6/6.5	5	C
Type IV	3+half Size	4/5/6	7	C
Type V	4+half Size	5/6/7	7	C
Type Va	4+half Size	5/6/8	6	D
Type VI	5+half Size	6/7/8	10	D
Type VII	6+half Size	7/8.5/9	8	D

POST-*TNG*

CLASS	COST	STANDARD/SUSTAINABLE/MAXIMUM SPEED	MAXIMUM SIZE	RELIABILITY
Class 1	1	1.5/3/5	2	B
Class 2	1	2/3/6	5	A
Class 3	2	3/6/7	6	B
Class 4	3	4/6/7	6	C
Class 5	4	5/6/7	7	C
Class 6	5	6/7/8	10	B
Class 6.6	5	6/7/8.6	9	C
Class 6A	5	6/8/9	8	D
Class 6A2	5	6/8/9.2	7	D
Class 7	6	7/8/9	10	C
Class 7.2	6	7/8/9.2	9	C
Class 7.6	7	7/8/9.6	8	E
Class 8	8	8/9.6/9.982	9	E

All fast, far, and light vessels pay –1 space for warp propulsion systems (minimum cost of 1).

Table 9.11: Missile Weapon Costs describes the various types of missile weapon available, and their space costs. More powerful missile weapons also have a minimum size requirement (representing the smallest size ship on which you can install them). You may purchase multiple missile launchers.

Missile weapons (other than a plasma torpedo or micro-torpedo) fired at close range cause their full damage to the defender on a successful attack test, but the attacker suffers half Penetration damage against its shields.

Note your ship's missile weapon type and deduct the space cost from the total available. The penetration and reliability of a ship's missile weapons is determined by totaling their combined offense values and consulting Table 9.13: Beam & Missile Weapons for more details.

Offensive Capabilities

Use Table 9.12 to determine the capabilities for your weapons systems, including penetration.

TABLE 9.11: MISSILE WEAPON COSTS

TYPE	COST	OFFENSE VALUE	MINIMUM SIZE	AVAILABILITY
Type I	2	4	3	2064
Type II	3	5	2	2268
Type III	4	6	3	2290
Type V	5	7	4	2320
Type VI	6	8	3	2360
Mark I Quantum	7	10	4	2370
Microtorpedo	1	2	–	2364

Cruiser classification vessels (CA, CB, CEX, CL, CH) purchase missile weapons at –1 space cost (minimum cost of 1) each.

For beam weapons, total up the offense value of all purchased arrays and consult the table for their combined penetration damage by range category (point blank, close, medium, long, and extended).

Do the same for missile weapons, totaling their offense values and consulting the table to determine their penetration damage by range category (point blank, close, medium, long, and extended).

To determine the reliability of your weapon systems, total the offense value for all weapons and consult Table 9.12. This rating reflects the reliability of all weapon systems on board the ship. This is the only time you add the offense value for both your beam and missile weapons together and *only* to determine their aggregate reliability.

TABLE 9.12: BEAM & MISSILE WEAPONS

Total Offense Value	Beam Penetration	Missle Penetration	Reliability
4 or less	2/2/2/0/0	3/3/3/3/0	A
5-9	3/3/2/0/0	3/3/3/3/3	A
10-14	4/3/3/0/0	4/4/4/4/4	B
15-24	4/4/4/0/0	5/5/5/5/5	B
25-34	5/5/4/0/0	6/6/6/6/6	C
35-44	6/5/5/0/0	7/7/7/7/7	C
45-59	6/6/6/0/0	8/8/8/8/8	D
60-74	7/7/6/0/0	9/9/9/9/9	D
75-89	8/7/7/0/0	10/10/10/10/10	E
90-109	8/8/8/0/0	11/11/11/11/11	E
110 and up	9/9/8/0/0	12/12/12/12/12	E

Deflector Shields

Deflector shields help to protect a ship not only from attacks, but from many space-based phenomena, such as radiation bursts, ion storms, and meteor showers. Without shields, not even the most heavily-armored ship can long survive such phenomena, much less the attacks of a determined foe.

To install deflector shields on your ship, select the type of shield grid you want. This determines the protection rating of the shields, and their base and maximum thresholds, as indicated on Table 9.13. You may incease the base threshold by +1 for an additional cost, up to the maximum threshold. All shields have strength 10 (see Table 7.9, page 114, in *Chapter 7: Starship Operations*).

Record your ship's deflector shield type, protection, and base and maximum thresholds, and deduct the space cost from the total available.



Maneuver Modifiers

A ship's maneuver modifier depends on its size and classification, as described on Table 9.14: Maneuver Modifiers. There are three categories of maneuver—command, helm, and tactical—with some ships able to perform certain maneuvers better than others (for more information on maneuvers, see *Chapter 7: Starship Operations*).

Find your starship's classification on Table 9.14 and record its base maneuver modifiers (the number before the slash). Starships also have a number of maneuver modifiers equal to Size ÷ 2 (round up) + 1. Allocate these bonuses between the three maneuver categories, up to the maximum listed (the number after the slash). Record the final value on the starship's profile. The allocation of maneuver modifiers takes place during the design process, and is permanent.

Example: Don's size 5 light cruiser has four maneuver modifier points (size divided by 2 rounded up equals 3, plus 1 equals 4). When he allots these four points, he is restricted to the following maximums: command +3, helm +2, and tactical +4 as shown on Table 9.14. The base values for a ship of this classification are: command +1, helm –2, and tactical +1. He decides to assign the maneuver points to acheive the following stats: command +3 (+1 base +2), helm +0 (–2 base +2), and tactical (+1 base).

Starship Traits

Like characters, starships can have traits, game elements that make the ship distinctive or unique. These can be assigned to either the entire class or individual starships. For example, the *Defiant*-class has the Ablative Armor edge, while the *U.S.S. Enterprise*-E has the Flagship edge.

A starship does not receive free edge picks—traits are unusual defining characteristics, not an inherent design consideration. You may select an edge for your

TABLE 9.13: DEFLECTOR SHIELD COSTS

Grid Type	Cost	Protection Rating	Base/Max Threshold	Reliability	Availability
Class 1	2	12	1/1	A	2180
Class 2	4	12	1/2	A	2215
Class 2a	6	13	1/3	B	2245
Class 3	8	14	1/3	B	2271
Class 4	9	14	1/4	C	2284
Class 5	9	15	1/3	C	2320
Class 6	12	17	2/4	D	2350
Class 7	14	17	2/5	E	2370

Explorers and large warships (BA, DR, EX, EXH, EXL) purchase shield grids at –2 space cost (minimum cost of 1). They purchase additional threshold normally.

TABLE 9.14: MANEUVER MODIFIERS

Classification	Command	Base/Maximum Helm	Tactical
Explorer, Warship	+2/+4	-4/+1	+2/+4
Cruiser	+1/+3	-2/+2	+1/+4
Destroyer, Escort	+0/+2	+1/+3	+0/+3
Fighter	-2/+1	+2/+3	+0/+2
Frigate	+0/+2	+0/+2	+0/+2
Scout/Aux	-1/+1	+0/+3	-1/+0
Shuttle	-1/+0	+1/+2	+0/+1
Station	+3/+5	-10/+0	+2/+5

ship at a cost of 5 space. Additionally, for every flaw taken, you may either select an additional edge or increase the ship space by +5.

Starships with particularly noteworthy histories or accomplishments may garner one or more traits beyond those normally associated with their class (at the discretion of the Narrator). See the starship profiles at the end of this chapter for some examples.

Edges

Some edges provide a bonus in terms of conducting specific tests, while others modify how systems function on the ship.

TABLE 9.15: STARSHIP EDGES

- Ablative Armor
- Battle Tested
- Enhanced System
- Flagship
- Hardened System
- Nimble
- Unique System

Ablative Armor

The ship possesses an additional layer of reinforced hull that provides enhanced protection.

Prerequisite: Only vessels designed in 2368 or after may have ablative armor.

Effect: Increase the structure of the vessel by 5. However, when damaged, this additional structure can only be repaired at a starbase (or similiar facility).

Battle Tested

This ship has seen combat before—and a lot of it! Its computers contain more tactical data than normal, and its crew has more battle experience than most. This edge may only be given to individual starships.

Effect: Due to the vessel's extensive combat library and experience, its crew receives a +1 test result bonus to all tactical maneuver tests.

Enhanced System

One or more systems on the ship perform beyond standard parameters.

Effect: Select any one system to improve, such as impulse engines, beam weapons, or shields. See Table 9.16 for specific game effects. You may enhance some systems multiple times using this edge.

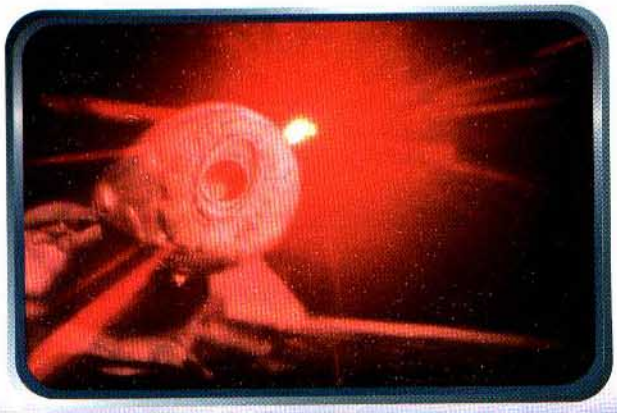


TABLE 9.16:SYSTEM ENHANCEMENTS

System	Effect
Transporters	+2 test result bonus for transporter use, maximum +4 bonus
Sensors	+2 test result bonus for sensor use, maximum +4 bonus
Cloaking Device	+2 rating increase maximum
Impulse System	+.1c, maximum +.5c and .95c rating
Warp System	+.2 warp factor, maximum +1 warp factor and 9.95 rating
Beam Weapon	+1 penetration bonus maximum to any one range category
Shield Grid	+1 threshold increase maximum



Flagship

The starship serves as the permanent flagship of a task force, a specific fleet, or even the entire fleet. This edge may only be given to individual starships.

Prerequisite: Size 4 or larger vessels only.

Effect: A vessel designated as a "flagship" receives a +2 command maneuver bonus and may exceed the maximum maneuver bonus allowed for the vessel's classification (see page 142). Only one ship may act as the flagship of a fleet at a time. While the *U.S.S. Yamato* is the flagship of the Eighth Fleet, the *U.S.S. Enterprise*-D is the flagship of the entire Starfleet. Should Starfleet Command temporarily attach the *Enterprise* to the Eighth Fleet, only one ship functions as the "flagship" for the duration.

Hardened System

A system on the starship is difficult to damage and knock entirely out of commission.

Effect: Select a shipboard system, such as propulsion or sensors. Ignore the first point of damage applied to the system. Subsequent damage affects the system as normal. You may choose this edge for multiple systems, but never for the same system twice.

Nimble

Agile and swift, the starship is well-suited for maneuvering. Merchant freighters, blockade runners, and scout craft most often benefit from this edge.

Prerequisite: Size 5 or smaller vessels only.

Effect: The starship receives a +2 bonus to all helm maneuver tests.

Unique System

The starship has a system not normally found on starships of its class. This edge may only be given to individual starships.

Effect: You may select one system normally unavailable to the ship because of size restrictions by adjusting the size requirement by one. For example, a size 4 vessel, normally unable to include Type 8 phasers, could incorporate them, provided it had the space available (Type 8 phasers require a minimum size 5). Systems not normally available, such as a cloaking device, may also be installed, provided the builder gives a sufficiently valid reason and pays the space

TABLE 9.18: DESIGN DEFECTS SYSTEM

System	Effect
Transporters	+5 TN to all System Operation (Transporter) tests
Sensors	+5 TN to all System Operation (Sensors) tests
Cloaking Device	–5 TN to System Operations (Sensor) tests to detect
Impulse System	–2 structure for every 0.1c over 0.25c
Warp System	–2 structure for every warp factor over the engine's sustainable speed
Beam Weapon	–1 penetration
Missile Weapon	–1 penetration
Shield Grid	–2 shield strength –2 protection



TABLE 9.17:STARSHIP FLAWS

Battle Scarred
Design Defect
Jury-Rigged
Outdated
Vulnerable System

cost. You may take this edge multiple times for additional systems.

Flaws

Flaws cause a vessel to perform sub-optimally, resulting in penalties or shortcomings the crew must overcome.

Battle Scarred

The starship has seen so much combat that one or more systems frequently fail due to chronic damage or overuse. This flaw may only be given to individual starships.

Effect: Select a shipboard system, such as a weapons array, sensors, or warp propulsion system. Any time the ship uses the system, the Narrator secretly rolls 2d6. On any roll of doubles (1s, 2s, 3s, and so on), the system fails. The ship cannot use it until it is repaired. (See page 108 for information on malfunctions.) Crewmembers do not know whether or not the system will fail until they use it.

Design Defect

Due to an oversight during the design process, the starship has an inherent defect that produces an undesirable result.

Effect: Select an appropriate system, such as the starship's sensors, warp propulsion system, or shields. Using Table 9.18, note the related penalty or game effect. You may afflict some systems multiple times using this flaw.

Jury-Rigged

A system on the ship has been crudely put together, repaired, or maintained with whatever was available. It is difficult to completely repair, and fails when overtaxed or damaged.

Effect: Select any one system damage track on the ship, such as the weapons array, the operations systems, or the sensors. Reduce its rating by one class (from a Class E to a Class D, for example). A system that is already rated as Class A may not be selected for this flaw. Increase the difficulty of all repair tests by +2 TN.

Outdated

Due to an exceptionally long design process, or because it has been in the field for many years, the ship uses outmoded or obsolete systems.

Effect: Select one maneuver category (command, helm, or tactical) and increase the TN of associated tests your ship makes by +2.

Vulnerable System

A system on the starship is fragile or exposed, and thus easy to damage or destroy in combat.

Effect: On the starship profile, select one system failure track, such as shields, life support, or sensor systems. For every one point of damage applied to the system remove two boxes of damage rather than the standard result. Class A systems may not be selected with this flaw.

CONSTITUTION-CLASS STARFLEET VESSELS

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548 876 223
989 555 077
343 151 737

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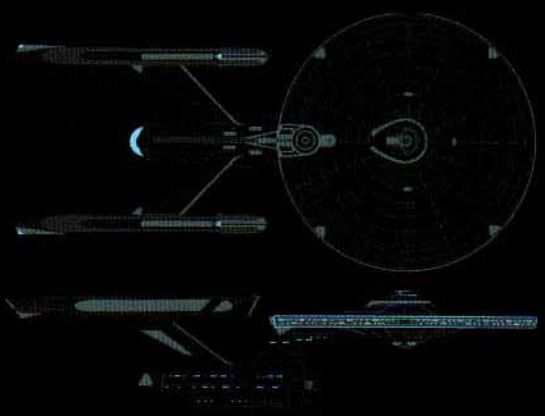
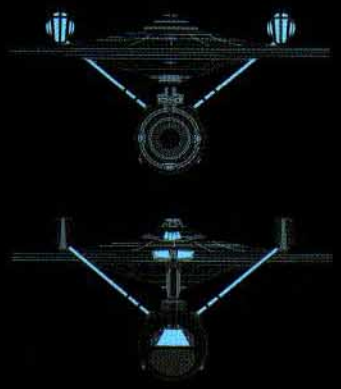
927 03473
372 31857
919 89190
858 11394





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CONSTITUTION-CLASS SPECIFICATIONS

4550 001

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS	
CLASS AND TYPE	CONSTITUTION-CLASS HEAVY CRUISER	
YEAR LAUNCHED	2245	2273

HULL DATA

STRUCTURE	40	35
SIZE/DECKS	6/23 DECKS	6/23 DECKS
LENGTH/HEIGHT/BEAM	289/130/73 METERS	305/140/75 METERS
COMPLEMENT	430	500

OPERATIONAL DATA

TRANSPORTERS	6 STANDARD, 6 EMERGENCY	6 STANDARD, 6 EMERGENCY
CARGO UNITS	70	65
SHUTTLEBAY	1 A	1 A
SHUTTLECRAFT	6 SIZE WORTH	6 SIZE WORTH
TRACTOR BEAMS	1 FV, 1 A	1 FV, 1 A
SEPARATION SYSTEM	YES (EMERGENCY ONLY)	YES (EMERGENCY ONLY)
SENSOR SYSTEM	CLASS 3 (+3/D)	CLASS 3 (+3/D)
OPERATIONS SYSTEM	CLASS 4 (E)	CLASS 4 (E)
LIFE SUPPORT	CLASS 4 (E)	CLASS 4 (E)

11345 8

PROPULSION DATA

IMPULSE SYSTEM	TYPE IV (.5C) (D)	TYPE V (.75C) (D)
WARP SYSTEM	TYPE VA (WARP 5/8/8) (D)	TYPE VI (WARP 8/7/8) (D)

TACTICAL DATA

12335

PHASER BANKS	TYPE IV (X3/B)	TYPE VII (X4/C)
PENETRATION	4/3/3/0/0	5/5/4/0/0
PHOTON TORPEDOES	TYPE I (A)	TYPE II (X2/B)
PENETRATION	3/3/3/3/0	4/4/4/4/4
DEFLECTOR SHIELD	CLASS 2A (B)	CLASS 3 (B)
PROTECTION/THRESHOLD	13/3	14/3

04978

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, +0 H, +2 T	+2 C, +0 H, +2 T
TRAITS	HARDENED SYS (LIFE SUPPORT)	BATTLE TESTED

Perhaps the most famous class of starship ever constructed, the Constitution-class was launched in 2245 with the most advanced systems available at the time. Designed for long-term self-supporting missions ranging from surveying and research, to defense and diplomacy, the Constitution distinguished itself at every opportunity. Beginning in 2273, many of these starships were upgraded with more advanced systems (such as the Type II photon torpedo). However, the upgrade process could only improve the ship so much. Beginning in 2293, shortly after the introduction of newer, better classes such as the Excelsior- and Constellation-classes, the Constitution-class explorers were gradually retired from service.

This starship profile represents both the original Constitution-class as of 2257-70 (first column), and the class after undergoing refits (second column).

U.S.S. Constitution, prototype, first commanded by Fleet Captain Garth of Izar, most notably during the Axanar Rebellion (2245-55), later commanded by Commodore Darion Page (2256-69), Flagship (+4 C, +0 H, +2 T); U.S.S. Constellation, commanded by Commodore Matthew Decker, destroyed by Captain James T. Kirk in an effort to destroy the "doomsday machine" near L-374 (2267); U.S.S. Defiant, lost with all hands in an interphasic anomaly near Tholian space (2268); U.S.S. Eagle, most decorated Starfleet vessel of the time with an all-Andorian crew (2247-68); U.S.S. Endeavour, commanded by Captain Mary Anne Rice, one of Starfleet's first female captains (2251-66); U.S.S. Enterprise, commanded by Captain Robert April (2245-2250), Captain Christopher Pike (2251-2263), and completed five-year mission under Captain James T. Kirk (2264-2270) prior to being first ship of the class to undergo extensive refitting (2270-73), saved Earth during the V'Ger incident (2273), secured the Genesis Device from Khan Noonien Singh (2285), during rescue of reborn Captain Spock was destroyed to prevent capture by Klingons (2285), Famous; U.S.S. Enterprise-A, replacement for destroyed Enterprise, commanded by James T. Kirk, instrumental in the success of the Khitomer Accords (2293), Famous; U.S.S. Essex; U.S.S. Excalibur; U.S.S. Exeter, commanded by Captain Ronald Tracy, entire crew killed by bacteriological warfare agent on Omega IV, ship later recovered by the crew of the Enterprise (2268); U.S.S. Farragut, over 200 crewmen and Captain Thomas Garrovick killed by a dikironium cloud creature at Tycho IV (2257); U.S.S. Hood; U.S.S. Intrepid, entire all-Vulcan crew destroyed by a spaceborne amoeba creature near Gamma 7A (2268); U.S.S. Lexington, commanded by Commodore Robert Wesley, badly damaged during M-5 computer war games (2268); U.S.S. Potemkin; U.S.S. Republic; U.S.S. Yorktown.

45089

STARFLEET VESSELS

DEFIANT-CLASS

224 146 937
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555 077 087
151 737 146

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31057 8242
89190 1310
11394 9129

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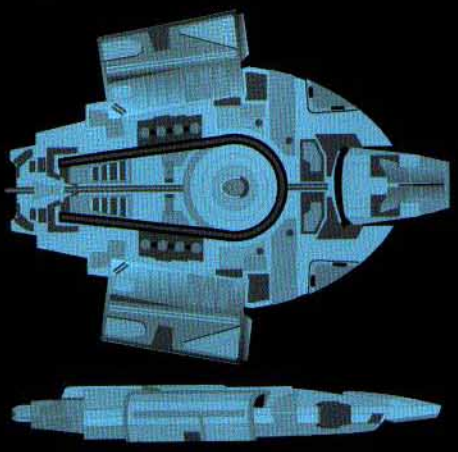





DEFIANT-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	DEFIANT-CLASS HEAVY ESCORT
YEAR LAUNCHED	2371

HULL DATA

STRUCTURE	30 (5 ABLATIVE ARMOR)
SIZE/DECKS	5/4 DECKS
LENGTH/HEIGHT/BEAM	120/90/30 METERS
COMPLEMENT	40

OPERATIONAL DATA

TRANSPORTERS	1 STANDARD, 1 EMERGENCY
CARGO UNITS	50
SHUTTLEBAY	1 AV
SHUTTLECRAFT	5 SIZE WORTH
TRACTOR BEAMS	1 FV, 1 AD
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 2 (+2/C)
OPERATIONS SYSTEM	CLASS 2 (C)
LIFE SUPPORT	CLASS 2 (C)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 5A (.8C) (C)
WARP SYSTEM	CLASS 8 (WARP 8/9.2/9.88) (E)

TACTICAL DATA

PHASER ARRAYS	PULSE TYPE I (X4/D)
PENETRATION	6/5/5/0/0
QUANTUM TORPEDOES	MARK I (D)
PENETRATION	4/4/4/4/4
DEFLECTOR SHIELD	CLASS 5 (C)
PROTECTION/THRESHOLD	15/3

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+0 C, +3 H, +3 T
TRAITS	ABLATIVE ARMOR, DESIGN FLAW (WARP DRIVE)

The Defiant Development Project originated in 2366 to create a ship to respond to Borg incursions. Significant technological problems caused Starfleet to mothball the program, but when the Dominion threat arose in the early 2370s, the prototype (including a cloaking device on loan from the Romulans) was assigned to Deep Space 9, and other ships of the class were constructed.

The first Starfleet ship designed primarily for defense/military purposes, the Defiant boasts an impressive array of weaponry, including pulse phasers and quantum torpedoes. Its offensive power combined with its agility and maneuverability make it a fearsome force on the battlefield.

Despite years of work to correct it, the Defiant still possesses one significant design flaw: her overpowered engines. For every round a Defiant-class ship travels faster than warp 9, it suffers one point of structural damage per .1 above 9 (i.e. two points at Warp 9.2, five points at Warp 9.53, and so on) as the vessel literally shakes itself apart.

U.S.S. Defiant, prototype, assigned to Deep Space 9 under the command of Captain Benjamin Sisko (2371), participated in many major battles of the Dominion War, led Operation Return (2374), destroyed in battle against Dominion forces (2375), replaced by U.S.S. São Paulo, later rechristened Defiant (2375), Famous, Unique System (Cloak), Vulnerable System (Operations); U.S.S. Gallant, destroyed by a Cardassian task force along the former Federation/Cardassian DMZ (2374); U.S.S. Valiant, destroyed by Jem'Hadar battleship while commanded by Red Squadron of Starfleet Academy following the death of Captain Ramirez (2374).



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GALAXY-CLASS

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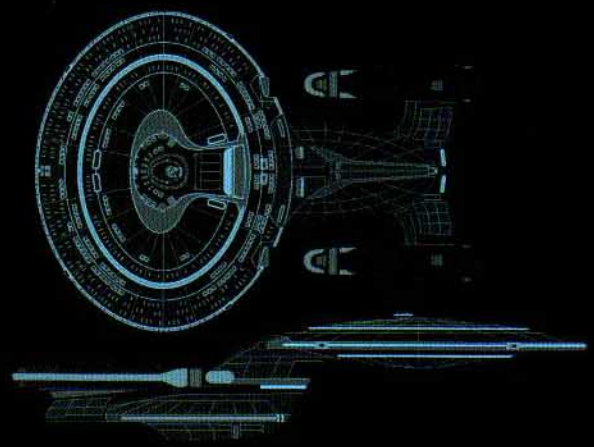
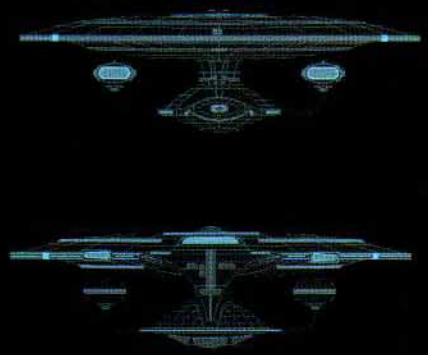
937 75
548 876 22
989 555 07
343 151 73

411 00812
927 03473
372 31057
919 89190
858 11394





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GALAXY-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	GALAXY-CLASS EXPLORER
YEAR LAUNCHED	2356

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HULL DATA

STRUCTURE	35
SIZE/DECKS	8/42 DECKS
LENGTH/HEIGHT/BEAM	642/195/463 METERS
COMPLEMENT	1,012

OPERATIONAL DATA

TRANSPORTERS	8 STANDARD, 8 EMERGENCY
CARGO UNITS	80
SHUTTLEBAY	1 SAUCER SECTION A, 2 STARDRIVE SECTION A
SHUTTLECRAFT	24 SIZE WORTH
TRACTOR BEAMS	1 FV, 1 AV
SEPARATION SYSTEM	YES
SENSOR SYSTEM	CLASS 4 (+4/E)
OPERATIONS SYSTEM	CLASS 4 (E)
LIFE SUPPORT	CLASS 4 (E)

11345 8

PROPULSION DATA

IMPULSE SYSTEM	CLASS 7 (.92C) (D) IN SAUCER AND STARDRIVE SECTIONS
WARP SYSTEM	CLASS 8 (WARP 6/9.2/9.6) (E)

TACTICAL DATA

PHASER BANKS	TYPE X (SAUCER X2, STARDRIVE X3, STARDRIVE X1 CONCEALED/E)
PENETRATION	6/6/6/0/0 (STANDARD), 4/4/4/0/0 (SAUCER), 6/5/5/0/0 (STARDRIVE)
PHOTON TORPEDOES	TYPE VI (STARDRIVE X2/E)
PENETRATION	5/5/5/5/5 (STANDARD)
DEFLECTOR SHIELD	CLASS 6 (D)
PROTECTION/THRESHOLD	17/4

12335

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MISCELLANEOUS DATA

MANEUVER MODIFIERS	+4 C, -3 H, +4 T

The product of over ten years' worth of research and development, the Galaxy-class Explorer represents the most generally advanced and powerful ship ever fielded by Starfleet. Some ships, such as the Defiant- and Sovereign-classes, may boast better tactical systems; and others, such as the Intrepid-class, can reach higher speeds; but as an overall design and mission platform, the Galaxy beats them all. It has served as the backbone of Starfleet since its commissioning.

Classified as an Explorer, the Galaxy can undertake any sort of mission, ranging from deep-space surveys, to diplomatic duties, to front-line combat in the Dominion War. To ease the strain posed by lengthy terms of space duty, it carries not only crewmembers but their families, creating a virtual "city in space."

The Galaxy-class has a full-fledged separation system, allowing its saucer to detach from the engineering hull, and then re-attach as necessary. The saucer lacks a warp propulsion system (though its warp field sustainer keeps it moving at warp for a few minutes after separating from the rest of the ship), but possesses most other ship systems. The crew uses the separation system to evacuate non-essential personnel, and sometimes for tactical purposes.

U.S.S. Galaxy, prototype, fought at the invasion of the Chin'toka system during the Dominion War (2374); U.S.S. Enterprise-D, sixth starship to bear the name, see extensive documentation for exploits, destroyed at Veridian III during effort to prevent Dr. Tolian Soran's attempt to destroy the Veridian star (2371), Famous, Flagship (+6 C, -3 H, +4 T); U.S.S. Yamato, destroyed during a warp core breach caused by an Iconian computer virus (2365); U.S.S. Odyssey, destroyed by the Jem'Hadar after entering the Gamma Quadrant (2370); U.S.S. Venture, provided relief aid during the invasion of Cardassia by Klingon forces (2372), participated in Operation Return (2374), Battle Tested (+5 T); U.S.S. Magellan, participated in Operation Return (2374).

INTREPID-CLASS

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876 223 676
555 077 067
151 737 146

00812 9923
03473 6732
31057 8242
89190 1310
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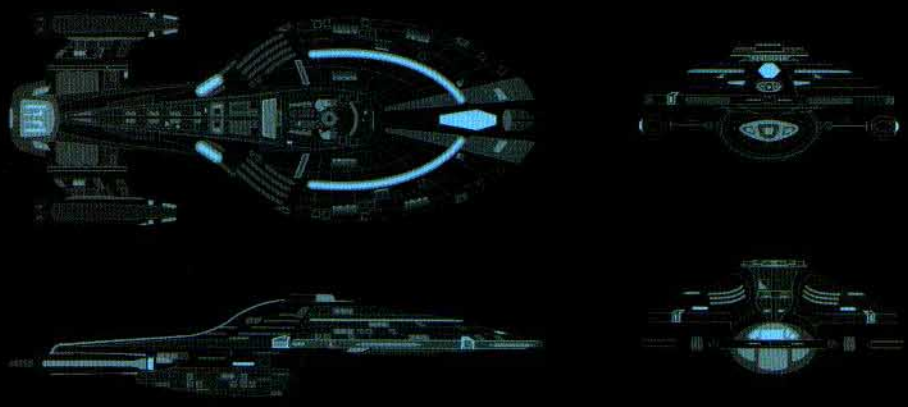

While development of the Sovereign-class heavy explorer was underway, Starfleet also began parallel development of a light explorer, the Intrepid, capable of long-range warp flight and exploration duties. This joint project allowed engineers to incorporate several new technologies into the Intrepid, including bio-neural computer systems, multi-spectral shielding, an auxiliary navigational deflector, and the ability to enter atmospheres and even make planetfall.

The Intrepid is also one of the fastest starships in the fleet, boasting an impressive top speed of warp 9.975 for an extended duration. The ship's streamlined hull design and variable-position warp nacelles (which the crew can subtly move to maximize warp field performance) make this possible, and also require the auxiliary deflector dish.

Given its primary mission profile of exploration and surveying, the Intrepid also possesses impressive scientific and medical systems. Engineers can swap out or upgrade its multifunction laboratory compartments for specific missions. Its Mark I Emergency Medical Hologram provides medical care in the absence of humanoid doctors.

U.S.S. Intrepid, prototype; U.S.S. Voyager, pulled into the Delta Quadrant by the mysterious "Caretaker," see extensive documentation for records of ship's exploits during its return to the Alpha Quadrant (2371-2378), Enhanced System (Sensors x2) (+4 bonus), Enhanced System (Shield Grid) (Threshold 5), Famous; U.S.S. Bellerophon, transported diplomatic and scientific envoy to Romulus (2375); U.S.S. Blackthorne; U.S.S. Gallant; U.S.S. Nelson; U.S.S. Vanguard; U.S.S. Zealous.



INTREPID-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	INTREPID-CLASS LIGHT EXPLORER
YEAR LAUNCHED	2370

HULL DATA

STRUCTURE	30
SIZE/DECKS	6/15 DECKS
LENGTH/HEIGHT/BEAM	344/66/133 METERS
COMPLEMENT	150

OPERATIONAL DATA

ATMOSPHERE CAPABLE	YES
TRANSPORTERS	6 STANDARD, 6 EMERGENCY
CARGO UNITS	60
SHUTTLEBAY	1 AD
SHUTTLECRAFT	6 SIZE WORTH
TRACTOR BEAMS	1 FV, 1 AV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 4 (+4/E)
OPERATIONS SYSTEM	CLASS 4 (E)
LIFE SUPPORT	CLASS 3 (D)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 7 (.92C) (D)
WARP SYSTEM	CLASS 8 (WARP 8/9.6/9.975) (E)

TACTICAL DATA

PHASER ARRAYS	TYPE X (X3/D)
PENETRATION	5/5/4/0/0
PHOTON TORPEDOES	TYPE VI (X2/D)
PENETRATION	5/5/5/5/5
DEFLECTOR SHIELD	CLASS 6 (D)
PROTECTION/THRESHOLD	17/4

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, +0 H, +2 T

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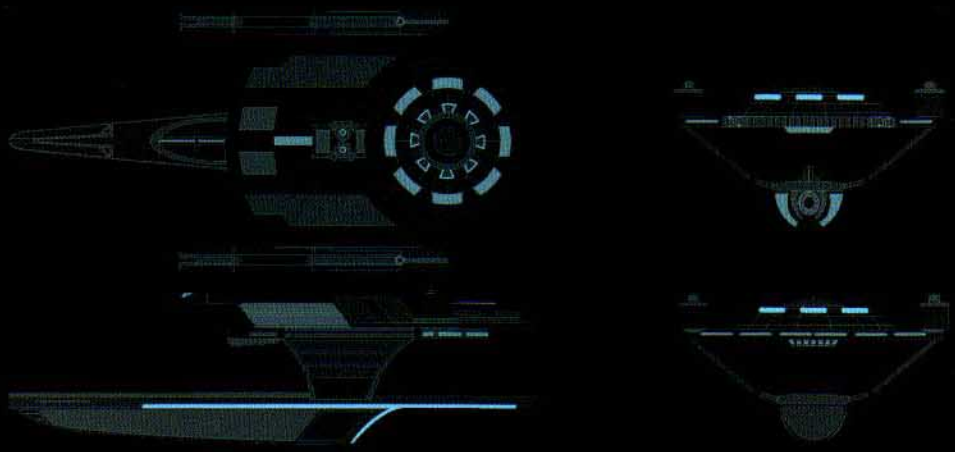
OBERTH-CLASS



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OBERTH-CLASS SPECIFICATIONS

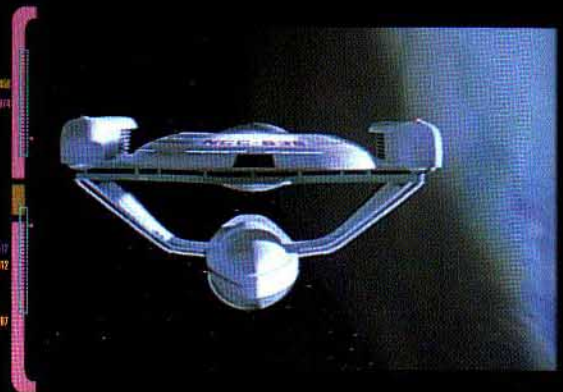
PRODUCTION DATA		
ORIGIN	UNITED FEDERATION OF PLANETS	
CLASS AND TYPE	OBERTH-CLASS SURVEYOR	
YEAR LAUNCHED	2275	2341
HULL DATA		
STRUCTURE	25	20
SIZE/DECKS	4/7 DECKS	4/7 DECKS
LENGTH/HEIGHT/BEAM	121/62/34 METERS	121/62/34 METERS
COMPLEMENT	80	73
OPERATIONAL DATA		
TRANSPORTERS	4 STANDARD, 4 EMERGENCY	4 STANDARD, 4 EMERGENCY
CARGO UNITS	40	50
SHUTTLEBAY	1 AD	1 AD
SHUTTLECRAFT	4 SIZE WORTH	4 SIZE WORTH
TRACTOR BEAMS	1 FV, 1 AV	1 FV, 1 AV
SEPARATION SYSTEM	NO	NO
SENSOR SYSTEM	CLASS 2 (+2/C)	CLASS 4 (+4/E)
OPERATIONS SYSTEM	CLASS 3 (D)	CLASS 3 (D)
LIFE SUPPORT	CLASS 3 (D)	CLASS 3 (D)
PROPULSION DATA		
IMPULSE SYSTEM	TYPE III (.6C) (B)	CLASS 5 (.9C) (C)
WARP SYSTEM	TYPE V (WARP 5/6/7) (C)	CLASS 6A (WARP 6/8/9) (D)
TACTICAL DATA		
PHASER ARRAYS	TYPE III (X2/B)	TYPE VII (X2/B)
PENETRATION	3/3/2/0/0	4/3/3/0/0
PHOTON TORPEDOES	TYPE II (B)	TYPE V (B)
PENETRATION	3/3/3/3/3	3/3/3/3/3
DEFLECTOR SHIELD	CLASS 2A (B)	CLASS 4 (C)
PROTECTION/THRESHOLD	13/3	14/4
MISCELLANEOUS DATA		
MANEUVER MODIFIERS	+1 C, +1 H, -1 T	+1 C, +1 H, -1 T
TRAITS	ENHANCED SYSTEM (SENSORS)	

The Oberth-class of scientific survey and research vessels has served as the backbone of Starfleet's purely scientific force for a number of decades. Originally commissioned for short-range scientific missions, the Oberth-class is designed to remain on station, conducting high-resolution sensor scans and utilizing its numerous scientific laboratories. Only after the success of the Oberth design was fully realized were their capabilities upgraded to allow them to operate independently further out on the frontiers of the Federation.

The Oberth-class possesses modest facilities for her crew of approximately 80 Starfleet and civilian scientific personnel. The design of the ship is unique, with a circular primary hull comprised of the bulk of the living accommodations and an elongated secondary hull where the laboratories and scientific pallets are found.

Possessing only minimal offensive and defensive capabilities, the Oberth-class never strays far from established Federation borders. Such duties are best left to the more well-rounded Explorers. For all of the Oberth's successes, the age of her design has finally mandated the necessity of a new research vessel—the newly-designed Nova-class.

U.S.S. Oberth, prototype; U.S.S. Bonstell, lost providing tactical data during the Borg assault of Wolf 359 (2367); U.S.S. Cochrane; U.S.S. Copernicus; U.S.S. Grissom, destroyed in 2285 by a Klingon bird-of-prey while studying the Genesis Planet in the Mutara Sector; U.S.S. Pegasus, used as a classified test-bed for a variety of Starfleet experiments, later destroyed in 2370; U.S.S. Raman; U.S.S. Tsiolkovsky, destroyed by a stellar fragment after crew succumbed to the Psi-2000 virus (2364); S.S. Vico, civilian research vessel lost while exploring the Black Cluster (2368).



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HERBERT-CLASS

224 146 937
757 767
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555 077 067
151 737 146

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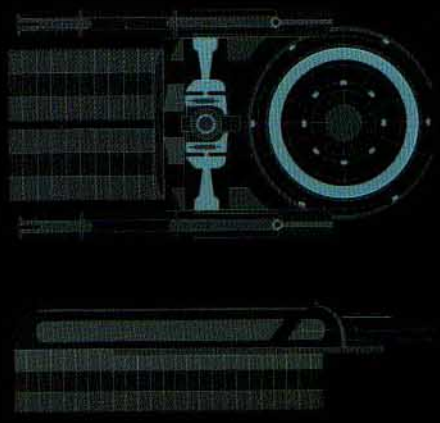
03473 6732
31057 8242
89190 1310
11394 9129

34 887







Heralded as one of the fastest and best-designed cargo vessels of its age, the Herbert-class has withstood the test of time. These cargo vessels can still be found throughout the Federation, in both Starfleet and the civilian sector. Noted for the large cargo containers housed on its underbelly, the Herbert has been nicknamed the "plump performer" throughout the spacelanes.

The Herbert requires a small crew to maintain her and features an excellent top speed, making her the transport of choice when cargo must arrive within a short amount of time. Unfortunately, her warp engines have a deserved reputation of being "testy," especially under heavy loads. The Herbert contains adequate defenses to repel all but the most determined space renegades, but her shield grid is unable to deflect much damage before help can arrive.

S.S. Point Julie; S.S. Point Cami; S.S. Point Carol; S.S. Point Ann, all currently part of the Point Nippam Shipping Consortium; S.S. Windjammer Polly; S.S. Windjammer Suzie; S.S. Sugar Islander; S.S. Stellar Wave; S.S. Avalon.

HERBERT-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	HERBERT-CLASS CARGO CARRIER
YEAR LAUNCHED	2341

HULL DATA

STRUCTURE	30
SIZE/DECKS	5/5 DECKS
LENGTH/HEIGHT/BEAM	247/81/44 METERS
COMPLEMENT	6

OPERATIONAL DATA

TRANSPORTERS	2 STANDARD
CARGO UNITS	250
TRACTOR BEAMS	1 FV, 1 AV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 2 (+2/C)
OPERATIONS SYSTEMS	CLASS 2 (C)
LIFE SUPPORT	CLASS 3 (D)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 4A (.85C) (C)
WARP SYSTEM	CLASS 5 (WARP 5/6/7) (C)

TACTICAL DATA

PHASER BANK	TYPE V (X2/B)
PENETRATION	4/3/3/0/0
DEFLECTOR SHIELD	CLASS 5 (C)
PROTECTION/THRESHOLD	15/2

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+1 C, +1 H, +0 T
TRAITS	DESIGN DEFECT (WARP DRIVE)

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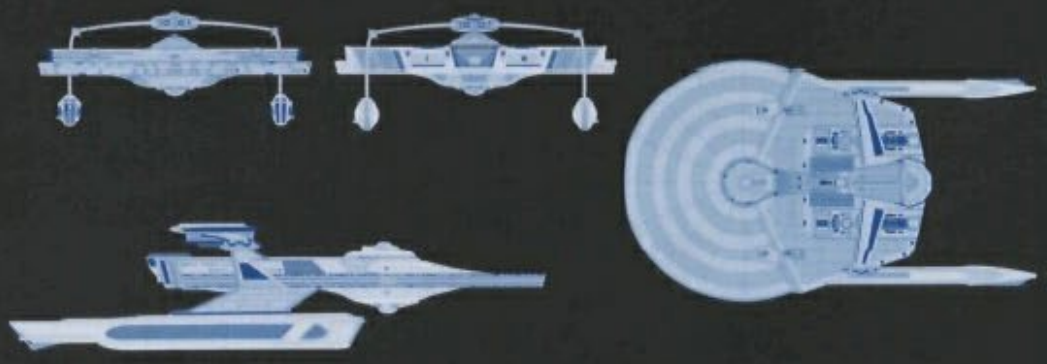
MIRANDA-CLASS



676 224 146 937
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548 876 223 676
989 555 077 067
343 151 737 146

411 00812 9923
927 03473 6732
372 31057 8242
819 89190 1310
858 11394 9128

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MIRANDA-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	MIRANDA-CLASS CRUISER
YEAR LAUNCHED	2283

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HULL DATA

STRUCTURE	25
SIZE/DECKS	5/15 DECKS
LENGTH/HEIGHT/BEAM	237.8/58/141.7 METERS
COMPLEMENT	360

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 3 CARGO, 3 EMERGENCY
CARGO UNITS	50
SHUTTLEBAY	1 A
SHUTTLECRAFT	4 SIZE WORTH
TRACTOR BEAMS	1 AD, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 1 (+1/B)
OPERATIONS SYSTEM	CLASS 1 (A)
LIFE SUPPORT	CLASS 1 (A)

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PROPULSION DATA

IMPULSE SYSTEM	TYPE III (.8C) (B)
WARP SYSTEM	TYPE IIIA (WARP 3/6/6.5) (X8/C)

TACTICAL DATA

PHASER BANKS	TYPE V (X5/C)
PENETRATION	5/5/4/0/0
PHOTON TORPEDOES	TYPE II (X8/C)
PENETRATION	7/7/7/7/7
DEFLECTOR SHIELD	CLASS 3 (B)
PROTECTION/THRESHOLD	14/3

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MISCELLANEOUS DATA

MANEUVER MODIFIERS	+3 C, +2 H, +4 T

A STARFLEET FIXTURE OF LONG-RANGE SCIENTIFIC, SUPPLY, AND EXPLORATORY MISSIONS FOR NEARLY A CENTURY, MIRANDA-CLASS VESSELS PROBABLY LOGGED MORE PARSECS THAN ANY OTHER SINGLE FEDERATION VESSEL CLASS. DURING THE LATE 23RD CENTURY, STARFLEET COMMAND PLACED AN INCREASING EMPHASIS ON DEEP SPACE EXPLORATION AND SURVEYING. THE FIRST SHIPS LAUNCHED AFTER THE INCEPTION OF THE EXPLORATORY VESSEL INITIATIVE, MIRANDA-CLASS VESSELS REPRESENT THE MOST NOTABLE RESULT OF STARFLEET'S RENEWED FOCUS ON EXPLORATION AND DISCOVERY.

MERGING A HOST OF DIVERSE CAPABILITIES, VERSATILITY QUICKLY BECAME A HALLMARK OF THE CLASS. ALTHOUGH MIRANDA-CLASS SHIPS PRIMARILY UNDERTAKE SCIENTIFIC AND EXPLORATORY MISSIONS, CERTAIN SYSTEMS MODULES ARE SWAPPABLE. THESE MIRANDA VARIANTS ENJOYED GREAT POPULARITY IN THE EARLY 24TH CENTURY, AND THEIR EXPANDED TACTICAL AND DEFENSIVE SYSTEMS ARE MORE THAN A MATCH FOR MOST FOES. SHIPS OF THIS CLASS HAVE PARTICIPATED IN EVERY MAJOR BATTLE OF THE 24TH CENTURY, OFTEN SERVING ON THE SECONDARY OR RESERVE BATTLE LINES.

BY THE MIDDLE OF THE 24TH CENTURY, STARFLEET DECOMMISSIONED MANY MIRANDA-CLASS VESSELS AND SENT THEM TO SURPLUS DEPOTS, SCRAPPED THEM FOR PARTS, OR USED THEM AS TRAINING VESSELS. FEDERATION MEMBER PLANETS AND ALLIED SYSTEMS SUCH AS ALTAIR AND BETELGEUSE FIRST BEGAN TO ADD RECONDITIONED MIRANDA-CLASS SHIPS TO THEIR OWN SPACE FLEETS IN THE 2360S, WHEN THE ACTIVE PRODUCTION LIFE OF THESE SHIPS CEASED. HENCE, MANY MIRANDA-CLASS VESSELS CONTINUED TO SERVE WITH DISTINCTION THROUGHOUT FEDERATION SPACE AND BEYOND FOR DECADES AFTER THEIR THEORETICAL OBSOLESCENCE.

U.S.S. MIRANDA, PROTOTYPE; U.S.S. BRATTAIN, TRAPPED IN A TYKEN'S RIFT (2367); U.S.S. KOROLEV, DIPLOMATIC MISSION TO ZALD (2293); U.S.S. LANTREE, DESTROYED IN CLASSIFIED INCIDENT (2365); U.S.S. MAJESTIC, DESTROYED DURING OPERATION RETURN (2374), FAMOUS; U.S.S. NAUTILUS, FOUGHT AT CHIN'TOKA (2374), FAMOUS; U.S.S. RELIANT, SUPPORT VESSEL FOR CLASSIFIED GENESIS PROJECT, LATER HIJACKED BY KHAN NOONIEN SINGH (2285); U.S.S. SARATOGA, LOST IN THE BATTLE OF WOLF 359 (2367); U.S.S. SHIRKAHR, DESTROYED AT CHIN'TOKA (2374); U.S.S. SITAK, LOST IN OPERATION RETURN (2374); U.S.S. TIAN AN MEN, PARTICIPATED IN ROMULAN BLOCKADE (2368), LOST NEAR CARDASSIAN BORDER (2373); U.S.S. VIGILANT, LOST DURING LONG-RANGE SURVEY MISSION IN PERSEUS ARM (2348); U.S.S. ANDOVER; U.S.S. BRISBANE; U.S.S. MONDIAL; U.S.S. WHORFIN.

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NEBULA-CLASS

676 224 146 937
337 757 767
548 876 223 676
555 077 067
151 737 146

411 00812 9923
927 03473 6732
31057 8242
89190 1310
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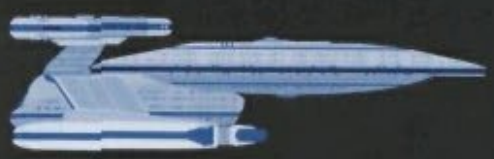

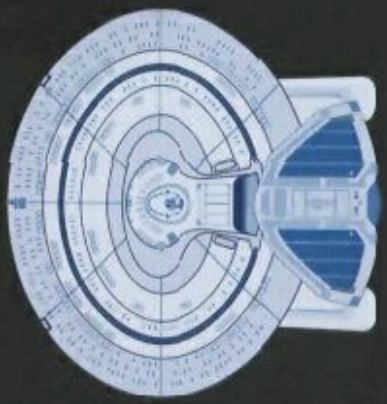

NEBULA-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	NEBULA-CLASS CRUISER
YEAR LAUNCHED	2357

HULL DATA

STRUCTURE	35
SIZE/DECKS	7/21 DECKS
LENGTH/HEIGHT/BEAM	465/140.5/467.1 METERS
COMPLEMENT	750

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 4 CARGO, 4 EMERGENCY
CARGO UNITS	70
SHUTTLEBAY	1 A
SHUTTLECRAFT	6 SIZE WORTH
TRACTOR BEAMS	1 AD, 1 FD, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 4 (+4/E)
OPERATIONS SYSTEMS	CLASS 4 (E)
LIFE SUPPORT	CLASS 4 (E)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 7 (.92C) (E)
WARP SYSTEM	CLASS 8 (8/9.8/9.982) (E)

TACTICAL DATA

PHASER ARRAYS	TYPE VIII (X3/B)
PENETRATION	5/5/4/0/0
PHOTON TORPEDOES	TYPE VI (X4/C)
PENETRATION	6/6/6/6/6
DEFLECTOR SHIELD	CLASS 6 (D)
PROTECTION/THRESHOLD	12/4

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+3 C, −1 H, +3 T

THE NEBULA-CLASS CRUISER IS A CLOSE DESIGN COUSIN OF THE LARGER GALAXY-CLASS CAPITAL SHIP, BASED ON THE GALAXY-CLASS STARSHIP DEVELOPMENT PROJECT PLANS. THE SAUCER SECTION, NACELLES, AND MAIN DEFLECTOR ARE ALL VIRTUALLY IDENTICAL TO (ALTHOUGH OCCASIONALLY DOWNSIZED FROM) THE PARALLEL GALAXY-CLASS COMPONENTS, A TRIBUTE TO THE VERSATILITY OF THE GALAXY-CLASS DESIGN. SMALLER AND EASIER TO BUILD, THERE ARE ABOUT TWICE AS MANY NEBULA-CLASS CRUISERS AS GALAXY-CLASS EXPLORERS IN STARFLEET ROSTERS.

THE VERSATILITY OF THE NEBULA-CLASS IS ENHANCED BY ITS CHARACTERISTIC AFT DORSAL POD, WHICH CAN BE RECONFIGURED AT ALMOST ANY STARBASE FOR ANY GIVEN MISSION. (THE POD ADDS 50 SPACE FOR SENSORS, WEAPONS, ETC.) BEFORE THE DOMINION WAR, NEBULA-CLASS SHIPS NORMALLY INSTALLED A POWERFUL SENSOR ARRAY FOR PLANETOLOGICAL AND ASTRONOMICAL SURVEYS; DURING THE WAR, THE NEBULA-CLASS SPORTED A HEAVY TACTICAL POD WITH FURTHER LOAD OUTS OF PHASER AND TORPEDO ARRAYS. STARFLEET OFTEN USES NEBULA-CLASS SHIPS TO TEST EXPERIMENTAL CONFIGURATIONS OF WEAPONS, SENSORS, SCIENTIFIC INSTRUMENTS, FIELD PROJECTORS, AND SO FORTH. THIS ADAPTABILITY MAKES THE NEBULA-CLASS IDEAL FOR ALMOST ANY SCIENTIFIC OR EXPLORATION MISSION, AND ITS POWERFUL SENSOR PACKAGES GIVES IT A USEFUL ROLE TO PLAY IN DEFENSE AND RECONNAISSANCE MISSIONS AS WELL.

U.S.S. NEBULA, PROTOTYPE; U.S.S. BELLEROPHON, DESTROYED IN BATTLE OF WOLF 359 (2367); U.S.S. BONHOMME RICHARD, SMASHED FERENGI PIRATE RING NEAR CANOPUS (2368); U.S.S. BOUGAINVILLE, DEPLOYED SADA STATION AT CASSANDRA (2368); U.S.S. ENDEAVOUR, COMMANDED BY CAPTAIN JOSEPH AMASOV, SOLE SURVIVOR OF BATTLE OF WOLF 359 (2367), DEFENDED EARTH FROM BORG (2373), FAMOUS; U.S.S. FARRAGUT, DESTROYED BY KLINGONS NEAR LEMBATTA CLUSTER (2373); U.S.S. HERA, COMMANDED BY CAPTAIN SILVA LA FORGE, LOST ON COURIER MISSION (2370); U.S.S. HONSHU, DESTROYED BY CARDASSIANS (2374), FAMOUS; U.S.S. LEOPARD, PENETRATED AND MAPPED THOLAN INTERPHASE (2357–2360), LOST ON THOLIAN BORDER (2360); U.S.S. MONITOR, OBSERVED ROMULAN INCURSION ON NELVANA III (2366); U.S.S. PHOENIX, INVOLVED IN CARDASSIAN BORDER INCIDENT (2367); U.S.S. PROMETHEUS, PARTICIPATED IN REIGNITION OF STAR EPSILON 119 (2370); U.S.S. PROXIMA, LOST IN GAMMA QUADRANT (2369); U.S.S. SUTHERLAND, BLOCKADED DURAS FACTION DURING KLINGON CIVIL WAR (2367–2368); U.S.S. T'KUMBRA, COMMANDED BY CAPTAIN SOLOK; U.S.S. ULYSSES, COMMANDED BY CAPTAIN ENTEBE, SURVEYED HELSAPONT NEBULA (2371); U.S.S. CHESAPEAKE; U.S.S. LEXINGTON; U.S.S. MERRIMACK; U.S.S. TEMERAIRE.

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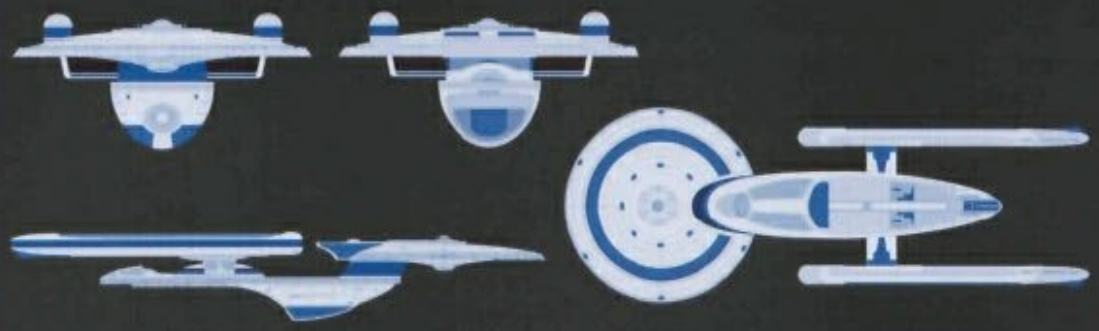
EXCELSIOR-CLASS



EXCELSIOR-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	EXCELSIOR-CLASS CRUISER
YEAR LAUNCHED	2284

HULL DATA

STRUCTURE	25
SIZE/DECKS	7/30 DECKS
LENGTH/HEIGHT/BEAM	470/111/286 METERS
COMPLEMENT	770

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 5 CARGO, 4 EMERGENCY
CARGO UNITS	70
SHUTTLEBAY	1
SHUTTLECRAFT	3 SIZE WORTH
TRACTOR BEAMS	1 AD, 1FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 2 (C)
OPERATIONS SYSTEM	CLASS 4 (E)
LIFE SUPPORT	CLASS 2 (C)

PROPULSION DATA

IMPULSE SYSTEM	TYPE IV (.5C) (D)
WARP SYSTEN	TYPE V (WARP 5/8/7) (C)

TACTICAL DATA

PHASER BANKS	TYPE VIII (X5/C)
PENETRATION	6/5/5/D/D
PHOTON TORPEDOES	TYPE II (X10/D)
PENETRATION	8/8/8/8/8
DEFLECTOR SHIELD	CLASS 4 (C)
PROTECTION/THRESHOLD	14/4

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+1 C, +2 H, +2 T

ORIGINALLY DESIGNED AS THE TEST-BED FOR THE REVOLUTIONARY TRANSWARP DRIVE, THE EXCELSIOR WENT THROUGH A PERIOD OF REDESIGN AFTER THE TRANSWARP SYSTEM FAILED. WITH CONVENTIONAL WARP NACELLES (SLIGHTLY LENGTHENED FROM THE PREVIOUS MODEL), A MORE POWERFUL PHASER ARRAY, AND A ROBUST COMPUTER SYSTEM, THE EXCELSIOR-CLASS CRUISER BECAME ONE OF THE MOST RELIABLE AND LONG-LIVED SHIPS IN STARFLEET. ITS SIZE AND SPEED GAVE IT A NATURAL ROLE IN EMERGENCY RESPONSE AND LONG-RANGE EXPLORATION, BUT IT RELIABLY FOUGHT "ABOVE ITS WEIGHT" IN ACTIONS FROM THE FINAL DAYS OF THE KLINGON-FEDERATION "COLD WAR" TO THE HOTTEST BATTLES OF THE DOMINION WAR. ITS TOUGHNESS IS DEMONSTRATED BY THE FACT THAT FIGHTING CAPTAINS LIKE JELLICO, LEYTON, AND NECHAYEV, WHO COULD HAVE EASILY ARRANGED TRANSFERS TO GALAXY-CLASS EXPLORERS, KEPT THEIR FLAGS IN EXCELSIOR-CLASS SHIPS AS LONG AS POSSIBLE.

U.S.S. EXCELSIOR, PROTOTYPE, TEST-BED FOR FAILED TRANSWARP DRIVE (2284), UPRATED AND COMMANDED BY CAPTAIN HIKARU SULU (2290—2298), FAMOUS; U.S.S. AGINCOURT, COMMANDED BY CAPTAIN CHRISTIAN SUMMERS, DEFEATED THOLIAN TASK FORCE AT CATALINA STATION (2355); U.S.S. AL-BATANI, COMMANDED BY CAPTAIN OWEN PARIS, SERVED IN THOLIAN WAR (2355—2360), FAMOUS; U.S.S. CAIRO, COMMANDED BY CAPTAIN EDWARD JELLICO (2330—2370), SERVED ON CARDASSIAN FRONTIER, COMMANDED BY CAPTAIN LESLIE WONG (2370—2374), DESTROYED BY DOMINION FORCES NEAR ROMULAN NEUTRAL ZONE (2374), FAMOUS; U.S.S. CRAZY HORSE, SERVED DURING BORG CRISIS (2369); U.S.S. ENTERPRISE-B, FOURTH SHIP TO BEAR THE NAME, COMMANDED BY CAPTAIN JOHN HARRIMAN (2293—2298); U.S.S. FARRAGUT, DECOMMISSIONED AS TRAINING VESSEL (2359), RECOMMISSIONED FOR DOMINION WAR (2373); U.S.S. FEARLESS, TEST-BED FOR FAILED KOSINSKI ENGINE SOFTWARE UPGRADE (2364); U.S.S. FREDRICKSON, DAMAGED IN BATTLE AGAINST DOMINION (2374); U.S.S. GORKON, COMMANDED BY ADMIRAL NECHAYEV (2369—2371), FAMOUS, FLAGSHIP (+2 C); U.S.S. HOOD, COMMANDED BY CAPTAIN ROBERT DESOTO (2361—2366), FOUGHT AT CHIN'TOKA (2374); U.S.S. INTREPID, PROVIDED EMERGENCY RELIEF TO KLINGON OUTPOST ON KHITOMER AFTER ROMULAN SNEAK ATTACK (2346), FAMOUS; U.S.S. LAKOTA, COMMANDED BY CAPTAIN ERIKA BENTEEN, PARTICIPATED IN ADMIRAL LEYTON'S ABORTIVE COUP (2372); U.S.S. LEXINGTON, TRANSPORTED EMERGENCY MEDICAL SUPPLIES FOR TARANKO COLONY (2370); U.S.S. MALINCHE, COMMANDED BY CAPTAIN HARLAN SANDERS, SERVED AGAINST MAQUIS (2373); U.S.S. MELBOURNE, DESTROYED AT BATTLE OF WOLF 359 (2367); U.S.S. OKINAWA, COMMANDED BY CAPTAIN THOMAS LEYTON (2350—2364), NOTABLE SERVICE DURING TZENKETHI WAR (2364), FAMOUS; U.S.S. ROOSEVELT, DESTROYED AT BATTLE OF WOLF 359 (2367); U.S.S. TECUMSEH, PARTICIPATED IN COUNTERATTACK AGAINST KLINGONS AT ARCHANIS (2373); U.S.S. VALLEY FORGE, FOUGHT AT CHIN'TOKA (2374); U.S.S. CHARLESTON; U.S.S. CROCKETT; U.S.S. GRISSOM; U.S.S. LIVINGSTON; U.S.S. POTEMKIN; U.S.S. REPULSE.

AMBASSADOR-CLASS

676 224 146 937
937 757 767
548 876 223 676
989 555 077 067
343 151 737 146

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927 03473 6732
372 31057 8242
019 89190 1310
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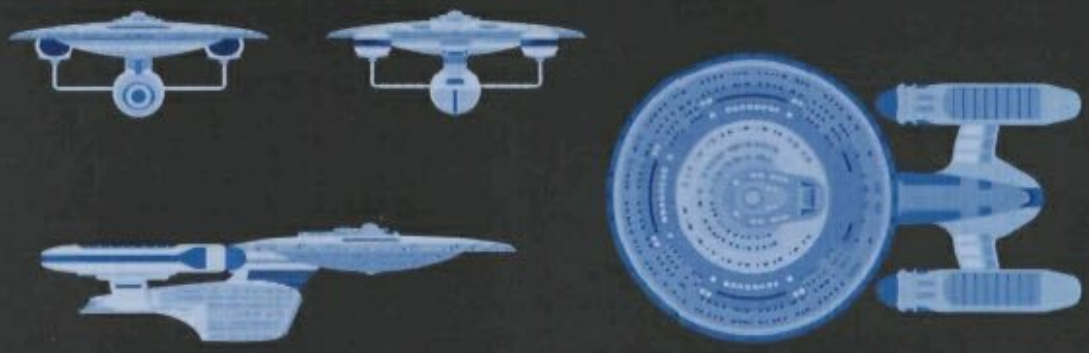

THE AMBASSADOR-CLASS HEAVY CRUISER SERVED AS THE PRIMARY CAPITAL SHIP OF STARFLEET FROM ITS LAUNCH IN 2322 UNTIL THE DEVELOPMENT OF THE GALAXY-CLASS EXPLORER (WHICH WAS A DESIGN BASED IN LARGE PART ON ANALYSIS OF A QUARTER-CENTURY OF TOP-RANK AMBASSADOR-CLASS PERFORMANCE). THE AMBASSADOR-CLASS PROVIDED DEFENSIVE, SCIENTIFIC, AND EMERGENCY RESPONSE SUPPORT TO THE FEDERATION AND ITS ALLIES FOR OVER FIFTY YEARS, AND THE LARGE FLEET OF AMBASSADOR-CLASS HEAVY CRUISERS DETACHED FOR EXPLORER DUTY IN THE ALPHA QUADRANT CONTACTED MANY NEW SPECIES (INCLUDING FUTURE MEMBERS SUCH AS THE ZAKDORN) DURING THE COREWARD FRONTIER SURVEY. AMBASSADOR-CLASS SHIPS ALSO TOOK THE BRUNT OF THE FIGHTING DURING THE KHITOMER CONFLICTS WITH THE ROMULANS, AND DURING THE CARDASSIAN AND THOLIAN WARS OF THE 2340S AND 2350S.

IT CONTINUED TO SERVE IN SIGNIFICANT FLEET ACTIONS AND FRONTIER PATROL CAPACITIES EVEN AFTER GOING OUT OF PRODUCTION IN 2372; ALTHOUGH OUT-GUNNED BY THE FRONT-LINE JEM'HADAR CRAFT, IT WAS MORE THAN A MATCH FOR THE CARDASSIANS' GALOR-CLASS WARSHIP. HENCE, AMBASSADOR-CLASS SHIPS WREAKED A DEADLY TOLL ON CARDASSIAN SHIPPING, AND QUITE OFTEN FOUGHT JEM'HADAR BATTLECRUISERS TO STALEMATES, ALBEIT OFTEN AT A TERRIFIC COST. THE SURVIVING AMBASSADOR-CLASS WARHORSES STILL IN SERVICE MOST OFTEN TAKE ON SECTOR PATROL, FIRST-CONTACT, OR SCIENTIFIC SURVEY MISSIONS WITHIN FEDERATION SPACE, ESCORT DIPLOMATIC MISSIONS, OR SERVE AS BASE SUPPORT FOR KEY STARBASES AND SPACE STATIONS.

U.S.S. AMBASSADOR, PROTOTYPE; U.S.S. ADELPHI, DISASTROUS FIRST CONTACT WITH PLANET GHORUSDA (2361); U.S.S. ENTERPRISE-C, FIFTH STARSHIP TO BEAR THE NAME, COMMANDED BY CAPTAIN RACHEL GARRETT (2340–2344), DESTROYED DEFENDING KLINGON OUTPOST AT NARENDRA III AGAINST ROMULAN ATTACK (2344), FAMOUS; U.S.S. EXCALIBUR, BLOCKADED DURAS FACTION DURING KLINGON CIVIL WAR (2367–2368), FAMOUS; U.S.S. HORATIO, DESTROYED AT DYTALLIX B BY ALIEN PARASITES (2364); U.S.S. KROTUS, DEFEATED ROMULAN INCURSION ACROSS NEUTRAL ZONE (2344); U.S.S. VALDEMAR, PATROLLED CARDASSIAN DEMILITARIZED ZONE (2370); U.S.S. EXETER; U.S.S. GANDHI; U.S.S. ZHUKOV.

AMBASSADOR-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	AMBASSADOR-CLASS HEAVY CRUISER
YEAR LAUNCHED	2322

HULL DATA

STRUCTURE	40
SIZE/DECKS	8/40 DECKS
LENGTH/HEIGHT/BEAM	525/381/133 METERS
COMPLEMENT	900

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 4 CARGO, 4 EMERGENCY
CARGO UNITS	80
SHUTTLEBAY	1
SHUTTLECRAFT	4 SIZE WORTH
TRACTOR BEAMS	1 AV, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 2 (+2/C)
OPERATIONS SYSTEMS	CLASS 2 (C)
LIFE SUPPORT	CLASS 2 (C)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 4A (.85C) (C)
WARP SYSTEM	TYPE VII (7/8.5/9) (D)

TACTICAL DATA

PHASER ARRAYS	TYPE IX (X9/D)
PENETRATION	6/6/6/D/D
PHOTON TORPEDOES	TYPE V (X5/C)
PENETRATION	7/7/7/7/7
DEFLECTOR SHIELD	CLASS 5 (C)
PROTECTION/THRESHOLD	15/3

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, +1 I, +2 T

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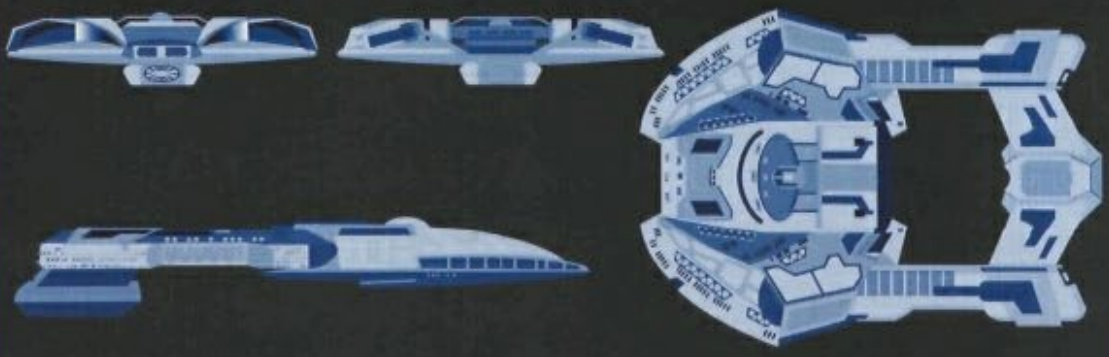
04878

STEAMRUNNER-CLASS



676 224 146 937
937 757 767
548 876 223 676
989 555 077 067
343 151 737 148

411 00812 9923
927 03473 6732
372 31057 8242
919 89190 1316
858 11394 9126

34 887

STEAMRUNNER-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	CLASS HEAVY FRIGATE
YEAR LAUNCHED	2389

4550 001

HULL DATA

STRUCTURE	35 (5 ABLATIVE ARMOR)
SIZE/DECKS	6/18 DECKS
LENGTH/HEIGHT/BEAM	375/79.5/270.9 METERS
COMPLEMENT	200

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 4 CARGO, 4 EMERGENCY
CARGO UNITS	60
SHUTTLEBAY	1
SHUTTLECRAFT	6 SIZE WORTH
TRACTOR BEAMS	1 AD, 1 FD, 1FV
SEPARATION SYSTEM	NO
MASKING SYSTEM	CLASS 2 (18 RATING)
SENSOR SYSTEM	CLASS 4 (E)
OPERATIONS SYSTEMS	CLASS 3 (D)
LIFE SUPPORT	CLASS 4 (E)

11345 0

PROPULSION DATA

IMPULSE SYSTEM	CLASS 7 (.9C) (D)
WARP SYSTEM	CLASS 7.8 (7/8/9.8) (E)

12335

TACTICAL DATA

PHASER ARRAYS	TYPE X (X4/C)
PENETRATION	6/5/5/0/0
PHOTON TORPEDOES	TYPE 5 (X2/B)
PENETRATION	4/4/4/4/4
DEFLECTOR SHIELD	CLASS 7 (E)
PROTECTION/THRESHOLD	17/4

04878

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, +1 H, +1 T
TRAITS	ABLATIVE ARMOR

THE SECOND VESSEL CLASS AUTHORIZED BY THE PERIMETER DEFENSE DIRECTIVE, THE STEAMRUNNER-CLASS OF HEAVY FRIGATES BORROWED NUMEROUS DESIGN SPECIFICATIONS FROM ITS LARGER AKIRA-CLASS COUSINS, ALTERING AND IMPROVING CERTAIN ELEMENTS TO FIT THE SMALLER FRIGATE SHIP TYPE. QUICK AND MANEUVERABLE, STEAMRUNNER-CLASS VESSELS HAVE SERVED WITH DISTINCTION IN EVERY RECENT UFP CONFLICT.

DESIGNED FOR A FAIRLY SPECIFIC GROUP OF MISSION PROFILES, INCLUDING PERIMETER ACTIONS, LONG-RANGE THREAT RESPONSE, AND COVERT OPERATIONS, THE STEAMRUNNER CLASS (LIKE THE AKIRA CLASS) ALSO BORROWS HEAVILY FROM TECHNOLOGIES AND DESIGN SPECIFICATIONS DEVELOPED FOR THE DEFIANT PROJECT. THESE INCLUDE A LESS VULNERABLE NACELLE CONFIGURATION, SHIP COMPONENTS THAT CAN BE JETTISONED IN THE HEAT OF BATTLE, AND A REDUCED AREA OF ACTIVE SENSOR COVERAGE. ALL OF THE LARGER PID VESSELS EMPLOY MULTILAYER ABLATIVE HULL ARMORING, AS WELL.

U.S.S. STEAMRUNNER, PROTOTYPE; U.S.S. ADIRONDACK, DESTROYED DURING ASSAULT ON CHIN'TOKA SYSTEM (2374); U.S.S. APPALACHIA, DEFENDED EARTH AGAINST BORG INCURSION (2373), FAMOUS; U.S.S. GREAT SMOKEY, ENGAGED THE THOLIANS DURING THE DRACONIS IX PERIMETER ACTION (2371); U.S.S. KHYBER, LOST DURING DEFENSE OF BETAZED (2374); U.S.S. MATEWAN, LOST DURING AN INTERDICTION OPERATION ALONG ROMULAN BORDER (2371); U.S.S. SUTTER, LOST DURING ROUTINE PATROL OF THE CARDASSIAN DEMILITARIZED ZONE (2370); U.S.S. TIEN SHAN, PATROLLING ROMULAN BORDER; U.S.S. CIRCASSIA; U.S.S. ENESSI; U.S.S. SHENANDOAH; U.S.S. TAVDA; U.S.S. WANDERER.

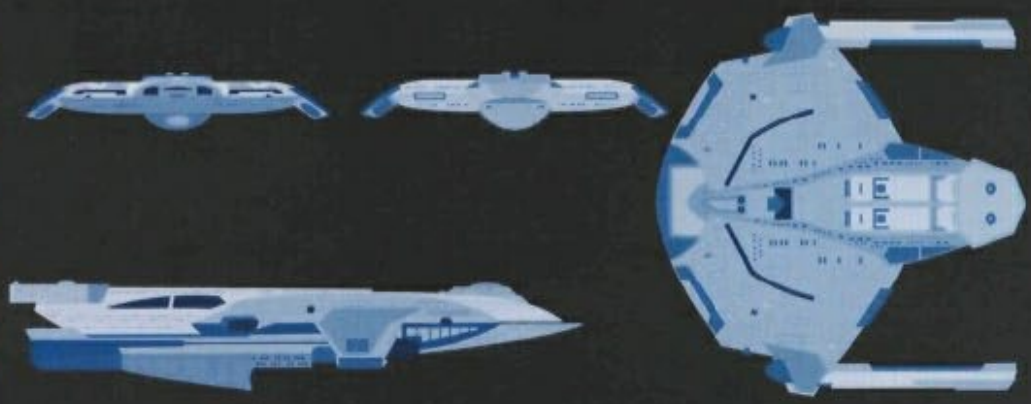
45399

SABER-CLASS

676 224 146 937
937 757 767
548 876 223 676
989 555 077 067
343 151 737 146

411 00812 9923
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9129

34 887



ANOTHER VESSEL TO ENTER ACTIVE SERVICE AS A RESULT OF THE PERIMETER DEFENSE DIRECTIVE, THE SABER-CLASS OF LIGHT CRUISERS ALMOST IMMEDIATELY SAW EXTENSIVE ACTION ON SEVERAL FRONTIERS. USING MATERIALS TECHNOLOGY AND SPACEFRAME ELEMENTS BORROWED FROM THE ASDB DEFIANT DEVELOPMENT PROJECT, THE FIRST SABER-CLASS VESSELS LAUNCHED IN LATE 2370 AS FAST PERIMETER-DEFENSE SHIPS.

INITIALLY ASSIGNED TO HOSTILE FRONTIER REGIONS, THESE AGILE VESSELS QUICKLY PROVED THAT THEY COULD HOLD THEIR OWN AGAINST MUCH LARGER OPPONENTS. THE INTERNAL NACELLE CONFIGURATION, SUGGESTED BY CARDASSIAN EMBEDDED-WARP TECHNOLOGY AND EXPLORED BY STARFLEET R&D DURING THE DEFIANT PROJECT, MAKES THE SHIP A COMPACT TARGET AND SAVES ADDITIONAL WEIGHT AND SPACE THAT WOULD OTHERWISE BE REQUIRED FOR NACELLE FIELD CONDUITS AND CONTAINMENT STRUCTURES. OF COURSE, THIS DESIGN ALSO MAKES THESE VESSELS MORE VULNERABLE TO CORE BREACHES WHEN FULL ARMOR PENETRATION OCCURS.

SMALL AND DESIGNED FOR EASY MASS PRODUCTION, NO LESS THAN FIVE MAJOR YARD FACILITIES PRODUCE SABER-CLASS VESSELS BY THE END OF THE DOMINION WAR. AS A RESULT, MORE SABER-CLASS SHIPS ENTERED ACTIVE SERVICE THAN OF ANY OF THE OTHER NEW CLASSES SPRINGING FROM THE PDD. LIGHT, FAST, AND STRONG, SABER-CLASS SHIPS SERVED ESPECIALLY EFFECTIVELY IN CONVOY ESCORT, SECTOR PATROL, INTELLIGENCE, RECONNAISSANCE, AND COMMERCE-RAIDING MISSIONS. FOLLOWING THE DOMINION WAR, SABER-CLASS VESSELS HAVE BECOME "TROUBLESHOOTERS," FAST, EFFICIENT SHIPS THAT CAN INVESTIGATE PROBLEMS ANYWHERE IN THE FEDERATION AND HAVE A GOOD CHANCE OF SOLVING THEM, OR OF SURVIVING AND REPORTING BACK. MANY PROMISING DOMINION WAR OFFICERS HAVE BEEN GIVEN PEACETIME SABER-CLASS COMMANDS AS A WAY OF GROOMING THEM FOR LARGER SHIPS WHILE KEEPING THESE VETERAN PERSONNEL AS CLOSE TO THE SHARP END AS POSSIBLE.

U.S.S. SABER, PROTOTYPE; U.S.S. DENMARK, ON DEEP FRONTIER PATROL; U.S.S. GAGARIN, DESTROYED OVER 100 CARDASSIAN FREIGHTERS IN COMMERCE-RAIDING MISSIONS (2373–2375), FAMOUS; U.S.S. SCHIRRA, PATROLLING ROMULAN NEUTRAL ZONE; U.S.S. SHEPARD, DESTROYED IN BREEN ATTACK ON EARTH (2375); U.S.S. STORTA, ON DEEP FRONTIER PATROL; U.S.S. YEAGER, DEFENDED EARTH AGAINST BORG INCURSION (2373); U.S.S. ARIAN; U.S.S. CHAKA; U.S.S. DOSALNAR; U.S.S. FALCHION; U.S.S. HRISAL; U.S.S. KAL'HRIS; U.S.S. LARUE; U.S.S. LU'GHARA; U.S.S. LUXEMBOURG; U.S.S. TRIUMPH; U.S.S. VELDAR.

SABER-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	SABER-CLASS LIGHT CRUISER
YEAR LAUNCHED	2370

HULL DATA

STRUCTURE	25
SIZE/DECKS	4/6 DECKS
LENGTH/HEIGHT/BEAM	180/62.6/111.8 METERS
COMPLEMENT	40

OPERATIONAL DATA

TRANSPORTERS	2 PERSONAL, 2 CARGO, 2 EMERGENCY
CARGO UNITS	40
SHUTTLEBAY	1
SHUTTLECRAFT	6 SIZE WORTH
TRACTOR BEAMS	1 AD, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 3 (+3/C)
OPERATIONS SYSTEM	CLASS 3 (D)
LIFE SUPPORT	CLASS 3 (D)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 6 (.9C) (D)
WARP SYSTEN	CLASS 7.2 (7/8/9.2) (C)

TACTICAL DATA

PHASER ARRAYS	TYPE VIII (X2/B)
PENETRATION	4/4/4/D/D
PHOTON TORPEDOES	TYPE III (X2/B)
PENETRATION	4/4/4/4/4
DEFLECTOR SHIELD	CLASS 6 (D)
PROTECTION/THRESHOLD	17/2

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, –1 H, +2 T
TRAITS	VULNERABLE SYSTEM (PROPULSION)

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12335

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AKIRA-CLASS



676 224 146 937
937 757 767
548 876 223 678
989 555 077 067
343 151 737 146

411 00812 9923
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9129

34 087

AKIRA-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	AKIRA-CLASS HEAVY CRUISER
YEAR LAUNCHED	2368

4550 001

HULL DATA

STRUCTURE	40 (5 ABLATIVE ARMOR)
SIZE/DECKS	7/26 DECKS
LENGTH/HEIGHT/BEAM	484.4/87.4/316.7 METERS
COMPLEMENT	500

OPERATIONAL DATA

TRANSPORTERS	4 PERSONAL, 4 CARGO, 4 EMERGENCY
CARGO UNITS	70
SHUTTLEBAY	1
SHUTTLECRAFT	5 SIZE WORTH
TRACTOR BEAMS	1 AD, 1 FD, 1 FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 4 (+4/D)
OPERATIONS SYSTEMS	CLASS 3 (D)
LIFE SUPPORT	CLASS 4 (E)

11345 8

PROPULSION DATA

IMPULSE SYSTEM	CLASS 8 (.95C) (E)
WARP SYSTEM	CLASS 7.8 (WARP 7/8/9.8) (E)

TACTICAL DATA

PHASER ARRAYS	TYPE X (X2/D)
PENETRATION	4/4/4/D/D
PHOTON TORPEDOES	TYPE VI (X5/C)
PENETRATION	7/7/7/7/7
DEFLECTOR SHIELD	CLASS 7 (E)
PROTECTION/THRESHOLD	17/4

12335

04970

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, +1 H, +2 T
TRAITS	ABLATIVE ARMOR

AKIRA-CLASS VESSELS REPRESENT THE EPITOME OF FAST, MANEUVERABLE THREAT-RESPONSE DESIGN. FIRST LAUNCHED IN 2368, THE AKIRA-CLASS SHIPS WERE THE FIRST VESSELS AUTHORIZED BY THE PERIMETER DEFENSE DIRECTIVE (PDD) TO ENTER ACTIVE SERVICE. ADDITIONAL SHIPS DESIGNED UNDER THIS CLASSIFIED DIRECTIVE—INCLUDING THE NORWAY-, STEAMRUNNER-, AND SABER-CLASSES—ENTERED ACTIVE DUTY OVER THE NEXT SEVERAL YEARS. THE PDD AIMED TO IMPROVE STARFLEET'S FORCE PROFILE AFTER THE DISASTROUS BATTLE OF WOLF 359 POINTED UP THE WEAKNESS IN THE FEDERATION'S UNIFIED DEFENSE STRATEGY. THIS MISSION REDESIGN COINCIDED WITH THE INCREASING CARDASSIAN CRISES AND THE DOMINION WAR, AND STARFLEET BUILT MANY MORE PDD SHIPS THAN THEY HAD INITIALLY INTENDED, DESPERATE TO THROW A GENERALLY-PROVEN DESIGN INTO THE FRONT LINES. ALTHOUGH SMALLER AND LIGHTER THAN MANY OF THE LARGER EXPLORERS, THESE SHIPS BOAST ONE OF THE HEAVIEST ARMAMENT ARRAYS EVER SEEN ON A STARFLEET SHIP OF THIS SIZE, WITH A MUCH LARGER CONCENTRATION OF TORPEDOES THAN NORMAL FOR PREVIOUS STARFLEET DOCTRINE. THE AKIRA-CLASS ALSO OFTEN CARRIES 30 TO 50 FAST ATTACK FIGHTERS IN ITS SHUTTLEBAY, WHICH GIVES IT A FURTHER FORCE MULTIPLIER IN BATTLE SITUATIONS.

OF THE TWELVE NEW SHIP CLASSES PLACED IN ACCELERATED DEVELOPMENT BY THE PDD, THE AKIRA-CLASS HEAVY CRUISERS REMAIN ONE OF THE MOST VERSATILE. ALTHOUGH PRIMARILY DESIGNED FOR ACTIVE DEFENSE DUTIES AND LONG-RANGE PERIMETER ACTIONS, AKIRA-CLASS VESSELS HAVE PROVEN THEMSELVES TIME AND TIME AGAIN ON A WIDE VARIETY OF STARFLEET MISSIONS. THEIR HEAVY ARMAMENT COMES IN HANDY IN REMOTE FRONTIER SECTORS, AS THEY CAN OUTGUN MOST OTHER NAVIES' CRUISERS WHEN NECESSARY. WITH THE STAND-DOWN AFTER THE DOMINION WAR, MANY AKIRA-CLASS VESSELS HAVE BEEN PRESSED INTO EXPLORER DUTY, TO FULFILL THE IMMENSE BACKLOG OF NAVIGATIONAL, COSMOGRAPHIC, AND SCIENTIFIC WORK THAT IS STARFLEET'S PRIMARY REASON FOR EXISTENCE.

U.S.S. AKIRA, PROTOTYPE; U.S.S. BLACK ELK, LOST DURING ROUTINE PATROL ALONG CARDASSIAN BORDER (2369); U.S.S. NEZ PERCE, PARTICIPATED IN ROMULAN BLOCKADE (2368); U.S.S. GERONIMO, DESTROYED IN ACTION IN CHIN'TOKA SYSTEM (2375); U.S.S. MATEO, DESTROYED FIVE GALOR-CLASS BATTLECRUISERS DURING OPERATION RETURN (2374), FAMOUS; U.S.S. OSCEOLA, DESTROYED KETRACEL-WHITE PRODUCTION ON NARCISO II (2373); U.S.S. SUSQUEHANNA, ENGAGED THE THOLIANS DURING THE DRACONIS IX PERIMETER ACTION (2371); U.S.S. THUNDERCHILD, PARTICIPATED IN DEFENSE OF SECTOR 001 DURING THE BORG INCURSION (2373), FAMOUS; U.S.S. RABIN; U.S.S. RED CLOUD; U.S.S. SPECTOR.

45089

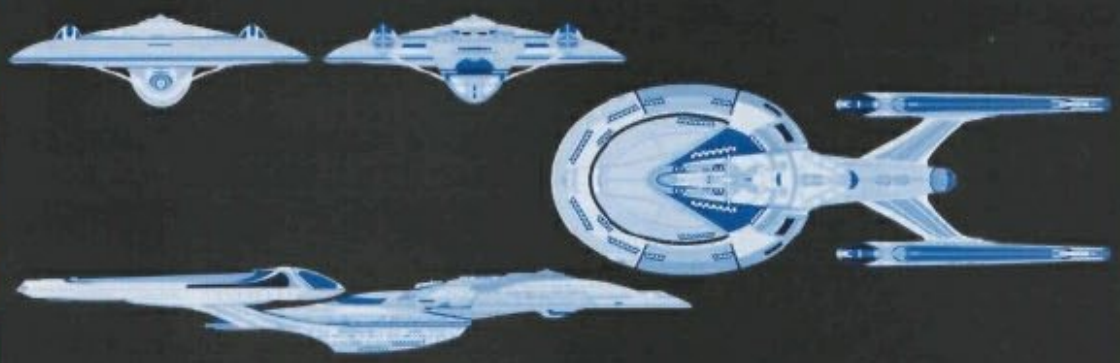
STARFLEET VESSELS

SOVEREIGN-CLASS

676 224 146 937
937 757 767
548 876 223 676
989 555 077 067
343 151 737 146

411 00812 9923
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9129

34 887



PURSUANT TO STARFLEET EXPLORATION DIRECTIVE 1023.3, THE NEW SOVEREIGN CLASS PROVIDES A MOBILE PLATFORM FOR A WIDE RANGE OF ON-GOING MISSION PROFILES. STARFLEET DESIGNATES THE SHIPS OF THIS CLASS AS HEAVY EXPLORERS, DESIGNED TO OPERATE WITHOUT STARBASE SUPPORT FOR EXTENDED PERIODS. ALTHOUGH ITS PRIMARY MISSION REMAINS ONE OF EXPLORATION AND PEACE, MANY OF THE ADVANCES INCORPORATED INTO THE SHIP'S DESIGN RESULT FROM STARFLEET'S EXPERIENCES WITH THE BORG.

THE SOVEREIGN-CLASS IS THE RESULT OF COMBINING THE KEY STRATEGIC AND DEFENSIVE ELEMENTS OF THE PERIMETER DEFENSE DIRECTIVE WITH THE MOST ADVANCED PROJECTIONS OF STARFLEET'S ADVANCED STARSHIP DESIGN BUREAU. THE BORG THREAT REQUIRED MORE INNOVATIVE TECHNOLOGIES, A STEEPER TESTING AND ADOPTION CURVE FOR THE RESULTING EXPERIMENTAL SYSTEMS, AND A COMMITMENT TO STARSHIP SURVIVABILITY THAT HEARKENED BACK TO THE ORIGINAL CONSTITUTION-CLASS "SINGLE-SHIP TASK FORCE" MODEL.

THIS BOLD RETHINKING LED TO A NEW SPACEFRAME ARCHITECTURE, THE MERGING OF THE SAUCER SECTION WITH THE SECONDARY HULL INTO ONE SEAMLESS WHOLE. THIS NOT ONLY GAVE THE SHIP A SLEEKER LOOK, IT HAD THE BENEFIT OF LOWERING THE VESSEL'S ELEVATION, THUS ELIMINATING THE VULNERABLE SAUCER PYLON. WHILE OTHER LATE-2360S STARSHIP DESIGNS HAVE PULLED THE WARP NACELLES CLOSER INTO THE BODY OF THE SHIP, THE DESIGNERS WORKING ON THE SOVEREIGN-CLASS DECIDED TO EMPLOY THE MORE TRADITIONAL CONFIGURATION, ALTHOUGH THE WARP DRIVE IS OF THE NEW TYPE THAT NO LONGER DISTORTS THE SPACE-TIME CONTINUUM ABOVE WARP 5. THE NEW SPACEFRAME TECHNOLOGIES, ALONG WITH IMPROVEMENTS LIKE THE PULSE PHASER, THE QUANTUM TORPEDO, AND ABLATIVE HULL PLATING, MAKE THE SOVEREIGN-CLASS A POWERFUL AND VERSATILE SHIP THAT STARFLEET EXPECTS TO SERVE ON THE FRONTIERS OF SCIENCE AND DANGER WELL INTO THE 25TH CENTURY.

U.S.S. SOVEREIGN, PROTOTYPE; U.S.S. ENTERPRISE-E, SEVENTH STARSHIP TO BEAR THE NAME, COMMANDED BY CAPTAIN JEAN-LUC PICARD, DEFEATED BORG TIME-INCURSION AGAINST EARTH (2373), DEFEATED SON'A PLOT AGAINST THE RA'KII AND STARFLEET (2375), FAMOUS; U.S.S. INDEPENDENCE; U.S.S. YORKTOWN (UNDER CONSTRUCTION).

SOVEREIGN-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	UNITED FEDERATION OF PLANETS
CLASS AND TYPE	SOVEREIGN-CLASS HEAVY EXPLORER
YEAR LAUNCHED	2370

4550 001

HULL DATA

STRUCTURE	45 (5 ABLATIVE ARMOR)
SIZE/DECKS	9/24 DECKS
LENGTH/HEIGHT/BEAM	685.3/88.2/250.6 METERS
COMPLEMENT	855

OPERATIONAL DATA

TRANSPORTERS	6 STANDARD, 8 CARGO, 6 EMERGENCY
CARGO UNITS	90
SHUTTLEBAY	2
SHUTTLECRAFT	12 SIZE WORTH, INCLUDING CAPTAINS YACHT
TRACTOR BEAMS	1 AV, 1FD, 1FV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 4 (+4/E)
OPERATIONS SYSTEM	CLASS 4 (E)
LIFE SUPPORT	CLASS 4 (E)

11345 9

PROPULSION DATA

IMPULSE SYSTEM	CLASS 8 (.95C) (E)
WARP SYSTEM	CLASS 8 (8/9.6/9.982) (E)

12335

TACTICAL DATA

PHASER ARRAYS	TYPE X (X4/D), PULSE TYPE I (X2/C)
PENETRATION	7/7/5/D/D
PHOTON TORPEDOES	QUANTUM TORPEDOES (X5/D)
PENETRATION	8/8/8/8/8
DEFLECTOR SHIELD	CLASS 7 (E)
PROTECTION/THRESHOLD	17/5

04879

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+4C, –2 K, +4 T
TRAITS	ABLATIVE ARMOR

D'DERIDEX-CLASS



676 224 146
937 757
548 876 223
989 555 077
343 151 737

411 00812
927 03473
372 31057
919 89190
858 11394

94 887

D'DERIDEX-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	ROMULAN STAR EMPIRE
CLASS AND TYPE	D'DERIDEX-CLASS BATTLESHIP ("HEAVY WARBIRD")
YEAR LAUNCHED	2361

4550 001

HULL DATA

STRUCTURE	50
SIZE/DECKS	10/63 DECKS
LENGTH/HEIGHT/BEAM	1,041/285/772 METERS
COMPLEMENT	1,500

OPERATIONAL DATA

TRANSPORTERS	10 STANDARD, 10 EMERGENCY
CARGO UNITS	100
SHUTTLEBAY	2 AD
SHUTTLECRAFT	40 SIZE WORTH IN 2 SHUTTLEBAYS
TRACTOR BEAMS	1 FD, 1 FV, 1 AD, 1 AV
SEPARATION SYSTEM	NO
CLOAKING DEVICE	CLASS 5 (RATING 24)
SENSOR SYSTEM	CLASS 3 (+3/D)
OPERATIONS SYSTEMS	CLASS 4 (E)
LIFE SUPPORT	CLASS 3 (D)

11345 9

PROPULSION DATA

IMPULSE SYSTEM	CLASS 7 (.82C) (C)
WARP SYSTEM	CLASS 8 (WARP 7/8/9) (C)

12335

TACTICAL DATA

DISRUPTOR BANKS	TYPE X (X5/E)
PENETRATION	6/6/6/0/0
PLASMA TORPEDOES	TYPE V (E)
PENETRATION	7/6/5/4/3
DEFLECTOR SHIELD	CLASS 6 (D)
PROTECTION/THRESHOLD	17/4

04978

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+3 C, +0 H, +3 T

One of the largest vessels currently fielded by the Romulan Star Navy, the D'deridex-class battleship strikes fear into the hearts of enemies of the Empire. Serving as the primary military vessel of the Romulans in the latter half of the 24th century, the D'deridex is renowned for both its powerful technology and the skill of those who command and crew it.

Although it possesses fewer weapons arrays than many comparable ships, such as the Galaxy-class explorer, those it does possess are quite powerful. Additionally, it can fire deadly plasma torpedoes. Plasma torpedoes possess a devastating short-range destructive capability, but lose power the further they travel. In game terms, a ship can fire a plasma torpedo at Close range for maximum damage without any splash damage affecting the firing vessel. As the range increases, however, the torpedo loses its penetration capabilities and does less damage accordingly.

Haakona, commanded by Subcommander Taris, assisted by the U.S.S. Enterprise-D after contracting Iconian computer virus (2365); Devoras, commanded by Admiral Mendak, retrieved a Tal Shiar spy operating within the Federation (2367); Khazara, commanded by Commander Toreth, used by Federation personnel to effect the defection of Vice-Proconsul M'ret to the UFP (2369), Infamous; Temet, participated in failed attempt to capture the prototype starship U.S.S. Prometheus (2374).



45099

CARDASSIAN VESSELS

GALOR-CLASS

224 146 937
757 767
876 223 676
555 077 067
151 737 146

00812 9923
03473 6732
31057 8242
89190 1310
11394 9129

34 887



The Galor-class battle cruiser has served as the front-line vessel of the Cardassian Central Command for well over a decade. Although slightly inferior to comparable Federation or Klingon vessels, Galors are still formidable, particularly because they often travel and attack in groups.

Galor-class ships possess impressive warp capabilities and excellent coverage of fire (even to aft, a peculiarity of Cardassian ships). However, the ship's relative lack of torpedo launchers leaves it vulnerable to enemies better armed with missile weapons.

Aldara, commanded by Gul Danar, destroyed numerous Federation vessels during several Federation-Cardassian War battles (2355-2369); Trager, assisted the U.S.S. Enterprise-D in stopping the U.S.S. Phoenix from attacking Cardassian ships in violation of treaty (2367); Vetar, commanded by Gul Evek, destroyed in the Badlands while pursuing Maquis terrorists (2371); Kraxon, commanded by Gul Naresk, responsible for capturing the U.S.S. Defiant stolen by Maquis terrorists (2371); Prakesh, commanded by Gul Dukat, was instrumental in saving the Detapa Council from Klingon attack (2372).





GALOR-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	CARDASSIAN UNION
CLASS AND TYPE	GALOR-CLASS BATTLE CRUISER
YEAR LAUNCHED	2360

HULL DATA

STRUCTURE	35
SIZE/DECKS	6/13 DECKS
LENGTH/HEIGHT/BEAM	371/59/192 METERS
COMPLEMENT	300

OPERATIONAL DATA

TRANSPORTERS	6 STANDARD, 6 EMERGENCY
CARGO UNITS	60
SHUTTLEBAY	1 AD
SHUTTLECRAFT	12 SIZE WORTH
TRACTOR BEAMS	1 FV, 1 FD, 1 AV
SEPARATION SYSTEM	NO
SENSOR SYSTEM	CLASS 3 (+3/D)
OPERATIONS SYSTEMS	CLASS 3 (D)
LIFE SUPPORT	CLASS 3 (D)

PROPULSION DATA

IMPULSE SYSTEM	CLASS 7 (.92C) (D)
WARP SYSTEM	CLASS 7.6 (WARP 7/8/9.6) (D)

TACTICAL DATA

SPIRAL-WAVE DISRUPTOR	TYPE VIII (X3/D)
DISRUPTOR WAVE CANNON	TYPE IX (D)
PENETRATION	5/5/4/0/0
PHOTON TORPEDO	TYPE II (D)
PENETRATION	4/4/4/4/4
DEFLECTOR SHIELD	CLASS 4 (C)
PROTECTION/THRESHOLD	14/4

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+1 C, +0 H, +3 T

4550 001

11345 8

12335

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45088

HUNTER-CLASS

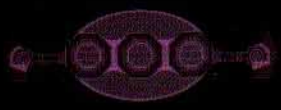
HIROGEN VESSELS

676 224 146
937 757
548 876 223
989 555 077
343 151 737

411 00812
927 03473
372 31057
919 89190
858 11394







34 087

HUNTER-CLASS SPECIFICATIONS

PRODUCTION DATA

ORIGIN	HIROGEN CONFEDERACY
CLASS AND TYPE	HUNTER-CLASS FAST ATTACK SHIP
YEAR LAUNCHED	EARLY 2300S

4550 001

HULL DATA

STRUCTURE	25
SIZE/DECKS	5/4 DECKS
LENGTH/HEIGHT/BEAM	149/40/89 METERS
COMPLEMENT	4

OPERATIONAL DATA

TRANSPORTERS	2 STANDARD
CARGO UNITS	50
SHUTTLEBAY	1 AV
SHUTTLECRAFT	5 SIZE WORTH
TRACTOR BEAMS	1 FV, 1 AV
SEPARATION SYSTEM	NO
MASKING SYSTEM	CLASS 2 (18 RATING)
SENSOR SYSTEM	CLASS 3 (+3/D)
OPERATIONS SYSTEMS	CLASS 2 (C)
LIFE SUPPORT	CLASS 2 (C)

11345 9

PROPULSION DATA

IMPULSE SYSTEM	CLASS 6 (.9C) (D)
WARP SYSTEM	CLASS 7.6 (WARP 7/8/9.6) (D)

12335

TACTICAL DATA

DISRUPTOR TURRETS	TYPE VIII (X3/C)
PENETRATION	4/4/4/D/D
PHOTON TORPEDOES	TYPE V (X2/C)
PENETRATION	4/4/4/4/4
DEFLECTOR SHIELD	CLASS 3 (B)
PROTECTION/THRESHOLD	14/3

04878

MISCELLANEOUS DATA

MANEUVER MODIFIERS	+2 C, +0 H, +2 T

Pity the vessel that underestimates the capabilities of a Hirogen Hunter stalking its prey. A small yet well-armed and formidable platform, this Hirogen vessel can be found operating alone within the Delta Quadrant or as part of a Hirogen task force taking part in the hunt. Incredibly functional and resilient, the Hunter requires only a minimal crew for its size to operate and maintain, which is a blessing as Hirogen numbers over the past several years have been declining sharply.

Excess room and cargo space on board the vessel is used to store foodstuffs or trophies from the hunt. Spartan in nature, these vessels are designed for one task alone—to hunt prey. Armed with a variety of automated disruptor turrets and torpedo launchers, the Hunter attack ship can quickly surprise and strike foes thanks to its stealth capabilities. (Treat as a cloaking device against sensors save there is no visual masking of the vessel.) In addition, their monotanium armor plating provides unique protection by making it difficult for enemy prey to lock their weapons on target. (Increase the difficulty for any Lock On maneuver by four.)

Because of the nomadic nature of the Hirogen, Hunter vessels are rarely found in any significant numbers. However, much larger versions of this vessel have recently been spotted in the Delta Quadrant and no doubt are fashioned with the same predatory instinct that make the Hunter so successful.

45088

KLINGON VESSELS

D-7/K'T'INGA-CLASS

224 146 937
757 767
876 223 676
555 077 067
151 737 146

00812 9923
03473 6732
31057 8242
89190 1310
11394 9129

34 887

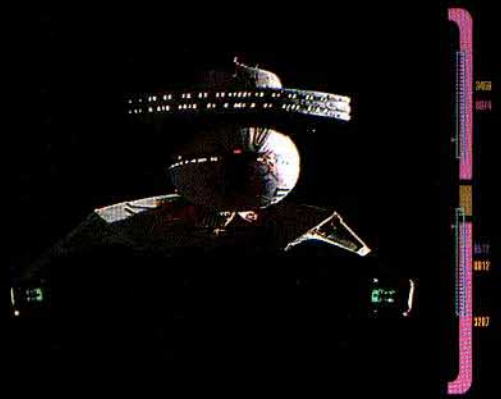


The D-7-class Battle Cruiser was the backbone of the Klingon forces during the mid-23rd century. Powerful and well-armed, D-7s were a match for the Federation's Constitution-class in most ways, and were their most frequent opponent. Beginning in 2267, the D-7 was replaced by a similar, but improved, design, the K't'inga. Among the ship's many enhanced systems was a cloaking device, obtained through alliance with the Romulans (who in turn received several D-7s to bolster their own fleet).

Although the D-7 was swiftly retired, the K't'inga has remained in service ever since, often undergoing upgrades and refits as time and owner resources allow (the template above represents a typical 2360s/70s-era K't'inga). It is particularly popular among lesser Houses that can't afford to field large fleets of the much more advanced Vor'cha- and K'Vort-class ships.

D-7: I.K.S. Gr'oth, under command of Captain Koloth, was the first Klingon starship to dock at the Federation's Deep Space Station K-7 pursuant to the Organian Peace Treaty (2267).

K't'inga: I.K.S. Amar, part of Klingon Task Force destroyed by alien entity V'Ger (2273); I.K.S. Kronos One, flagship of Chancellor Gorkon, on which he was assassinated in an effort to derail what would become the Khitomer Accords (2293), Famous, Flagship (+3 C, +0 H, +3 T); I.K.S. B'Moth, severely damaged by Cardassian forces while on patrol, survivors rescued by General Martok (2373); I.K.S. Ya'Vang, fought with distinction in several battles during the Dominion War (2374).



K'T'INGA-CLASS SPECIFICATIONS

PRODUCTION DATA		
ORIGIN	KLINGON EMPIRE	
CLASS AND TYPE	D-7-CLASS BATTLE CRUISER	K'T'INGA-CLASS BATTLE CRUISER
YEAR LAUNCHED	2250	2267
HULL DATA		
STRUCTURE	50	35
SIZE/DECKS	6/12 DECKS	6/20 DECKS
LENGTH/HEIGHT/BEAM	209/55/147 METERS	350/98/252 METERS
COMPLEMENT	400	347
OPERATIONAL DATA		
TRANSPORTERS	6 STANDARD, 6 EMERGENCY	6 STANDARD, 6 EMERGENCY
CARGO UNITS	60	60
SHUTTLEBAY	1 A	1 A
SHUTTLECRAFT	6 SIZE WORTH	6 SIZE WORTH
TRACTOR BEAMS	1 FV, 1 A	1 FV, 1 A
SEPARATION SYSTEM	YES (EMERGENCY ONLY)	YES (EMERGENCY ONLY)
CLOAKING DEVICE	NONE	CLASS 2 (RATING 18)
SENSOR SYSTEM	CLASS 2 (+2/C)	CLASS 2 (+2/C)
OPERATIONS SYSTEM	CLASS 3 (C)	CLASS 3 (C)
LIFE SUPPORT	CLASS 3 (C)	CLASS 3 (C)
PROPULSION DATA		
IMPULSE SYSTEM	TYPE IIIA (.6C) (C)	TYPE IIIA (.6C) (C)
WARP SYSTEM	TYPE V (WARP 5/6/7) (C)	TYPE VA (WARP 5/6/8) (D)
TACTICAL DATA		
DISTRUPTOR BANKS	TYPE IV (X4/B)	TYPE VII (X4/C)
PENETRATION	4/4/4/0/0	5/5/4/0/0
PHOTON TORPEDOES	TYPE I (B)	TYPE II (X2/C)
PENETRATION	3/3/3/3/0	4/4/4/4/4
DEFLECTOR SHIELD	CLASS 2 (A)	CLASS 2A (B)
PROTECTION/THRESHOLD	12/2	13/3
MISCELLANEOUS DATA		
MANEUVER MODIFIERS	+1 C, +0 H, +3 T	+1 C, +0 H, +3 T
TRAITS	BATTLE TESTED	BATTLE TESTED

4550 001

11345 0

12395

04978



Space travel plays a central role in any science fiction setting, and this is no less true for *Star Trek*. While your adventures will take place on exotic planets and far-flung destinations, the starship serves as the home to player characters, as well as being a mode of transportation.

WHAT IS THIS BOOK?—

Narrators and players alike will find this book a useful source of information about the spacefaring vessels of *Star Trek*.

Use the starship profiles and descriptions in this book as the base of operations for the Crew, whether for a stalwart Starfleet Crew or the Crew of a Klingon, Romulan, or Cardassian ship. Whatever the needs of your series, you should be able to find a suitable ship to serve as home base for your group's player characters, or design one on your own.

From time to time, Narrators are going to need threat vessels to endanger the lives of the Crew and the security of their floating home in thrilling space battles. We have included many different kinds of starship, from the most important spacefaring species and governments in the Galaxy, for you to pit against your Crew and their starship. Simply copy the starship profile for the vessels you want to use, and you're ready to go.

There may be times, however, when you want to design your own starships, perhaps beefing up an already existing profile (say, making the *Vor'cha*-class even more powerful, or adding a new surprise to the *Keldon*-class cruiser) or designing an entirely new type of starship. This is especially useful when introducing a new spacefaring species to your series.

The Advanced Starship Construction section provides you with expanded options and rules for creating starships for the *Star Trek RPG*.

The *Star Trek: Starships Sourcebook* was designed to fulfill all your starship needs—whether they may be an opponent for a thrilling space battle or a base of operations for your group of player characters.

PROFILE ELEMENTS—

The capabilities and game statistics for every starship in the *Star Trek RPG* can be found on its starship profile. This organizes the information players and Narrators need into a useful and easy-to-navigate format. When constructing starships of your own, you should fill out a starship profile (blank forms can be found in the *Star Trek Narrator's Guide* and the Narrator's Screen, or you can just use a blank piece of paper).

HULL DATA

The hull section of the profile details information about the starship's overall size and shape.

SIZE: The ship's size dictates the amount of space it has for various systems. Size also has a bearing on the number of traits available to the ship and any maneuver modifiers.

STRUCTURE & SPACE: Structure is like wound points for starships. Every starship has a structure rating representing its durability and resistance to damage. Structure also relates to the amount of volume and related resources available for ship systems

CREW COMPLEMENT: The number of people typically found on board. A starship's crew complement depends on several factors, including as Size, classification, and origin.

Operational Data

The operational data section of the starship template contains information about the standard and special systems found on board a ship, such as transporters, shuttlecraft, and cloaking devices.

Atmosphere Capable: Whether or not the starship has the capability for entering an atmosphere and landing is described under this entry.

Cargo Units: The volume of available storage space on the ship is recorded here. Nearly every vessel has areas of unused space that can be used to store equipment, sundry cargo, or even passengers. This is especially important to merchant freighters and resupply vessels.

Cloaking Device: Although Federation ships do not normally utilize cloaking devices the Klingons, Romulans, and some other species use them extensively. If a ship possesses a cloaking device, its statistics are listed here.

Life Support: Starships require their own artificially generated life support to keep their crews alive. These include gravity, oxygen, and inertial dampeners.

Operations Systems: Systems not included on the starship profile, such as optical data networks, computer cores, flight control systems, and command and control systems, are listed under this template heading. While too numerous to include individually, they can be damaged as a result of starship combat, and their overall reliability rating is included here.

Sensor Systems: Sensors serve as the starship's eyes and ears. Without them, the crew would be completely cut off from the Galaxy around them. The ship's sensors and game statistics are described here.

Separation Systems: Some starships, such as Starfleet's *Galaxy*-class, come equipped with systems that allow it to decouple certain sections into separate vessels, like separating the saucer from the engineering hull.

Shuttlebay: This entry lists the number and location of the ship's shuttlebays. In order for a starship to carry smaller embarked craft, it must have at least one shuttlebay.

Shuttlecraft: The total number of craft, in size, is listed here.The term "shuttlecraft" refers to any number of smaller spacecraft carried on board—such as fighters, a captain's yacht, shuttles, and work bees. All are Size 2 or smaller.

Tractor Beams: A focused graviton beam used to physically hold other starships at short distances; tractor beams are generally used to tow other ships. This entry lists the number and location of the ship's tractor beam emitters, if any.

Transporters: Transporters provide the most common means for boarding and leaving a starship. This entry lists the type—both standard and emergency—and number of transporters on board.

Propulsion Data

A starship's propulsion systems serve as its heart; it can neither move nor provide power to its essential systems without propulsion systems. Impulse engines propel starships at sublight speeds. Warp engines propel the vessel at faster-than-light speeds.

Impulse Drive: Recorded here are the ship's engine class, maximum speed (expressed in terms of light speed), and reliability.

Warp Engines: This entry lists the ship's warp drive type, its standard, sustainable, and maximum speeds, and reliability.

Tactical Data

Not all species in the Galaxy are peaceful, and the dangers of space travel demand that starships possess the means to protect themselves.

Beam Weapons: This entry lists the type, number, reliability, and damage caused by each type of beam weapon on board.

Missile Weapons: This entry lists the type, number, reliability, and damage caused by each type of missile weapon on board.

Deflector Shields: Deflector shields help to protect a ship not only from attacks, but also from many space-based phenomena, such as radiation fields, ion storms, and meteor showers. This entry lists the type, number, reliability, and amount of protection afforded the ship's deflector shields.

Miscellaneous Data

This section of the profile includes a ship's maneuver modifiers and its traits

Maneuver Modifiers: Maneuvers allow a vessel to perform specific actions, such as executing an evasive pattern, firing a weapon, or performing a micro warp jump. The modifiers listed under this entry affect skill tests made during starship battles.

Traits: Every starship class, and indeed every individual ship, has its own idiosyncrasies that make it stand out from other ships. If the ship possesses any starship edges or flaws, they are listed under this entry.

ADVANCED CONSTRUCTION

While the starship construction rules in the *Star Trek RPG Narrator's Guide* provides enough information to allow players to design their own space ships, the *Star Trek: Starships* sourcebook expands upon these basic rules. These new components and rules build upon the system with which players are already familiar, and starships designed using the *Narrator's Guide* rules can still be used in play, or redesigned taking these additional options.

WHAT'S CHANGED?

The rules found in this sourcebook include expansions to the tables and options found in the Starship Construction chapter of the *Star Trek RPG Narrator's Guide*. The basic system for designing starships remains the same, with the following additions:

- ▷ The starship size chart now includes hull sizes greater than 10.
- ▷ System reliability ratings have been expanded to include new ratings and modifiers.
- ▷ A wealth of new components are included under every system type, including components from the 21st century, the *Enterprise* TV series, and brand-new 24th century systems.
- ▷ Numerous systems have had their names changed to reflect various *Star Trek* sources.
- ▷ Penetration values are now calculated based on the equipment's era of origin.
- ▷ Torpedo spreads are now purchased based on their launcher, instead of the type or ordinance they launch. Ordinance can affect a launcher's penetration value, however.
- ▷ New traits and maneuvers have been included.
- ▷ Starships can now gain notoriety based on their accomplishments, in the form of starship renown.
- ▷ Like player characters, starships can now be upgraded during play by spending advancement picks, as chosen by the ship's crew to distinguish their starship.

FROM CANON TO PHASE CANNON

When dealing with an established property such as *Star Trek* it can be difficult to translate what's viewed on the small and big screens into quantifiable numbers. When designing starships do not feel constrained by published "hard" numbers. The starship combat and construction rules are designed with several layers of abstraction into them, allowing players to focus on the design and function of the vessel, rather than precise specifications.

Instead of selecting individual weapon arrays, when constructing a starship the system represents the amount of effective firepower the vessel may bring to bear, rather than the firepower for each individual phaser array. While a *Galaxy*-class starship may be armed with twelve Type X phaser banks, they're never fired all at once. When trying to reconcile this "canon" data with the construction system, a good rule-of-thumb is to install half the number of official weapons to represent the vessel's effective firepower. When dealing with other systems, such as operations or life support, try to capture the starship's essence. A rickety bird-of-prey that can sustain only a handful of hits before its cloak fails shouldn't have a Class 5 operations system, for example, even if you have enough available space to install it.

It's not mandatory to spend all of a vessel's allotted space in an effort to cram it with the most and best equipment.

The process for constructing starships remains the same, however. Follow the steps beginning on page 135 of the *Star Trek RPG Narrator's Guide*.

AVAILABILITY

The *Star Trek: Starships* sourcebook allows players to design the vessels for any spacefaring group—from Vulcan science ships and Betazoid diplomatic couriers to Klingon battleships and Romulan scouts. This chapter is divided into two parts—generic systems available to anyone and equipment specific to a particular group, government, or empire. When constructing starships, use systems and equipment from either section as dictated by the needs of the episode and series, as well as the *Star Trek* setting. Try to resist the urge to equip Starfleet cruisers with cloaking devices.

TABLE 1.1: ALIEN AVAILABILITY

Group	Sensors	Operations	Propulsion	Weapons	Shields
Andorian	-5	-5	+5	+5	+0
Borg	+20	+20	+20	+20	+20
Cardassian	-5	+5	+0	-5	+5
Dominion	+10	-10	+0	+10	-10
Kazon/Trabe	-10	-10	+0	-10	-20
Klingon	+0	+10	-10	+20	-10
Orion	+5	+0	+5	-5	-5
Romulan	-10	+20	-5	+10	-10
Vulcan	+5	+0	+10	+5	+0

Components described in Starfleet terms form the baseline for starship construction, and are available for use with starships designed for other species and groups. Not all planets or governments develop technology in parallel with that of the Federation, however—some, such as the Klingons, favor weapons over defense and may invent a given system that much sooner. When using standard components on alien starships, consult Table 1.1 to determine the availability offset—either positive or negative—that species receives. A positive modifier means that the species favors the area of development and receives the standard components that much sooner. For example, a "+10" means the system is available for installation ten years earlier than normal at no additional cost, while a negative modifier means the species is that much further behind.

These modifiers do not extend to selecting operations or life support systems—there are no availability dates tied to these systems. (However, these modifiers affect cloaking device and sensor systems.) Modifiers never apply to a group's own systems—their availability dates are not altered.

Example: Randy is building a Klingon warship and cannot find a weapon system that meets his design criteria for his new experimental starship. Looking at the standard Starfleet beam weapons on page 17, the Type XI phaser system looks comparable to what he has in mind. Even though his vessel is being constructed in 2355 and the Type XI phaser has an availability of 2361, the Klingon bonus of +20 allows him to select the system at no penalty. He pays the space cost, installs the system, and gives it an appropriate Klingon name, such as a "K-GDN-1 Disruptor."

Size

Starship sizes vary greatly based on the group building them. While Starfleet doesn't currently field any starships greater than size 10, there are other fleets that employ these size vessels—and larger. Table 1.2 extends the basic size chart found in the *Star Trek RPG Narrator's Guide* to include those hull designs that extend beyond size 10.

Please note that the amount of space available per size of a ship's hull has been altered slightly from that found in the *Star Trek RPG Narrator's Guide*—most hulls have received a higher space allotment as the amount of space available on a given spaceframe is now more directly tied to the vessel's size.

Operations Systems

When constructing new starships, the following alterations from the basic rules found in the *Star Trek RPG Narrator's Guide* are used.

System Availability

Often, what makes one starship better than another is when it was built, because the designers have access to more modern, and better, equipment. Constitution-class starships simply don't have the kinds of systems available to the 24th century Galaxy-class. Along with expanded component listings, these rules include updated availability dates, so Narrators can maintain consistency for her chosen era of play. Components are not typically available for inclusion on a starship until the specified date given. At the Narrator's discretion, perhaps as a plot device, these dates may be ignored. In normal circumstances, however, for each decade earlier than the listed date the system's space requirement is increased by two points.

System Reliability

Every major system on board a starship has a reliability modifier, which affects how dependable it is under adverse conditions. In addition to the reliability

TABLE 1.2: SIZE BY FLEET

As a general rule of thumb, the following fleets construct starships greater than size 10:

- **Borg**
- **Breen**
- **Dominion**
- **Ferengi**
- **Kazon**
- **Klingon Empire**
- **Romulan Empire**

The availability of size 10 starships to other species should be based on the needs of the Narrator's series or episode.

ratings appearing in the *Star Trek RPG Narrator's Guide*, a number of additional reliability ratings have been included here. System ratings that originally appeared in the *Star Trek RPG Narrator's Guide* remain unchanged. Reference Table 1.4 for the new ratings and their associated modifier.

Special: When systems suffer damage, they check off damage boxes for individual systems. Ratings with double letters, such as AA, BB, CC, and so forth ignore the first box of damage applied to the system's damage track. Mark this damage with a single slash. All subsequent damage to the system is applied normally.

Example: Larry's shield grid, a CIDSS-2 with a system rating of AA, takes one hit. While his system only has one box available on the damage track, his AA rating allows his grid to ignore the first point of damage to the shield grid. Larry marks his damage track with a single slash mark and the shields continue to function. On the next hit to his grid, however, the shields fail as damage from this point is applied in the normal fashion.

A vessel with a low-grade system, such as a "C," upon taking damage does not incur the penalties associated with higher-rated systems, such as "D," "E," or (now) "F." These damage levels, for all intents and purposes, do not exist on a lower rated system. Penalties accumulate as a system takes more damage.

Components with a higher reliability rating can simply operate longer, albeit with additional penalties, than lower grade systems.

Example: A vessel with a sensor system rated with a "C" reliability takes a point of damage to the system.

TABLE 1.3: SIZE

This table replaces Table 9.2: Size on page 136 of the Narrator's Guide.

Size	Length	Beam	Height	Space	Structure
Per unit	+2,000 m	+1,500 m	+600 m	See below	+5
20	10,000-11,999 m	5,500-6,999 m	3,000-3,599 m	515	100
19	8,500-9,999 m	4,500-5,499 m	2,400-2,999 m	471	95
18	7,000-8,499 m	3,500-4,499 m	2,100-2,399 m	429	90
17	6,000-6,999 m	3,000-3,499 m	1,800-2,099 m	389	85
16	5,000-5,999 m	2,500-2,999 m	1,500-1,799 m	351	80
15	4,000-4,999 m	2,000-2,499 m	1,200-1,499 m	315	75
14	3,000-3,999 m	1,500-1,999 m	1,000-1,199 m	281	70
13	2,000-2,999 m	1,200-1,499 m	800-999 m	249	65
12	1,500-1,999 m	1,000-1,199 m	600-799 m	219	60
11	900-1,499 m	800-999 m	400-599 m	191	55
10	800-999 m	700-799 m	300-399 m	165	50
9	700-799 m	550-699 m	200-299 m	141	45
8	600-699 m	400-549 m	100-199 m	119	40
7	400-599 m	200-399 m	80-150 m	99	35
6	300-399 m	100-199 m	50-79 m	81	30
5	150-299 m	50-99 m	31-49 m	65	25
4	100-149 m	26-49 m	21-30 m	51	20
3	51-99 m	11-25 m	6-20 m	39	15
2	6-50 m	4-10 m	2-5 m	29	10
1	1-5 m	1-4m	less than 2 m	21	5

To calculate space for a given size: Space = (Size^2)+(Size*5)+15

TABLE 1.4: RELIABILITY MODIFIERS

Use this table or Table 9.4: Reliability Modifiers on page 137 of the Narrator's Guide.

System Rating	Reliability Modifier
A	+0
AA	+1
B	+2
BB	+3
C	+4
CC	+5
D	+6
DD	+7
E	+8
EE	+9
F	+10

The first box on the vessel's damage track is marked off and the ship immediately suffers a -2 penalty to all Tactical maneuvers. The penalties associated with high-rated systems, such as a -1 to initiative for a "D" reliability sensor system, are ignored and not used.

Example: The *Resolute* has a "D" reliability shield grid. During combat the shield grid is targeted by the enemy and takes three hits. The first hit (D) results in a -1 to the shield's protection rating. The second hit (C) reduces the ship's threshold by 1. The third hit (B) lowers the protection rating by another 2 points. Total penalties to the shield grid: -3 protection rating and -1 threshold. The next shield grid hit will mark off the last remaining box, "A," taking the shields offline.

Updated System Damage Tracks

The system damage tracks on Table 1.5 include the new "F" reliability rating and have been updated with additional effects. These tracks replace those found on page 115 of the *Star Trek RPG Narrator's Guide* when using these advanced construction rules.

Operations/Life Support Systems

A number of additional systems beyond those found in the *Star Trek RPG Narrator's Guide* are included for installation. Reference Table 1.6: Operations & Life Support Costs for details on these systems, their cost, and reliability ratings. There are no specific dates of availability tied to either operations or life support systems.

Sensor Systems

Table 1.7: Sensor Costs expands the table found in the *Star Trek RPG Narrator's Guide*, providing players with additional sensor systems to include in their designs.

TABLE 1.5: SYSTEM DAMAGE TRACKS

	Sensors
F	-1 helm maneuvers
E	-1 all maneuvers
D	-1 initiative
C	-2 tactical maneuvers
B	cannot execute: lock on
A	system offline: vessel blind

	Operations
F	-1 initiative
E	-1 command maneuvers
D	-1 computer use tests
C	-2 initiative
B	-2 all maneuvers
A	systems offline: cloak offline

	Life Support
F	emergency lighting: -1 to all physical tests
E	console explodes! TN 10 stamina or stun 1d3 rds
D	console explodes! TN 10 quickness or 1d6 wounds
C	gravity failing: -2 all physical tests
B	thin atmosphere: TN 10 stamina or stun 1d6 rds
A	systems failing: 2d6 rounds to abandon ship

	Propulsion
F	-1 initiative
E	-1 to helm maneuvers
D	-1 initiative
C	-2 to helm maneuvers
B	-2 initiative
A	system offline: core breach!

	Weapons
F	immediately lose lock on
E	-1 tactical maneuvers
D	-1 penetration all arrays
C	no tier 2 tactical maneuvers
B	-2 to tactical maneuvers
A	system offline

	Shields
F	-1 shield strength
E	-1 shield strength
D	-1 protection rating
C	-1 threshold
B	-2 protection rating
A	system offline: shields down

TABLE 1.6: OPERATIONS & LIFE SUPPORT COSTS

Use this table or Table 9.6: Operations & Life Support Costs on page 138 of the Narrator's Guide.

Type	Space	Reliability
Basic	None	A
Basic reinforced	2+half Size	AA
Class 1	1+half Size	B
Class 1R	3+half Size	BB
Class 2	2+half Size	C
Class 2R	4+half Size	CC
Class 3	3+half Size	D
Class 3R	5+half Size	DD
Class 4	4+half Size	E
Class 4R	6+half Size	EE
Class 5	5+half Size	F

Scout classification vessels purchase sensor systems at -1 space cost (minimum cost of 1).

Adjust the system availability by the group's system availability modifier, see page 7.

Separation Systems

Starships can be built with two common types of separation systems: the basic system found in the *Star Trek RPG Narrator's Guide* and an emergency separation system.

The basic system operates exactly as described on page 139 of the *Star Trek RPG Narrator's Guide*. A standard separation system allows a vessel to separate into two vessels that can operate independently and then reintegrate into one vessel. The basic system costs two space to implement.

An emergency separation system has more limited functionality but serves a vital purpose. The ship can separate, turning part of the vessel into a large emergency craft capable of operating on its own. Such an emergency system cannot reintegrate with the starship's main section, however. A starship separated in this manner can be reconnected at a spacedock, orbital starbase, space station, or planetary facility with an extended Structural Engineering (Spaceframes) test with a TN ten times the vessel's size. Each test attempt takes one day. An emergency separation system uses 1 point of space.

Propulsion and weapons must be purchased individually for each "sub-ship," if desired. Otherwise, the separated section cannot perform the associated functions; a saucer section without an impulse drive cannot fly under its own propulsion, for example, and is essentially a large life boat. Those sub-systems that can only be used when separated use -1 space (minimum cost of 1).

A third, but much rarer, type of separation system is the multivector assault mode. The multivector assault

TABLE 1.7: SENSOR COSTS

Use this table or Table 9.7: Sensor Costs on page 139 of the Narrator's Guide.

Type	Space	Bonus	Reliability	Availability
Basic	None	NA	A	-
Class 1	1	+1/0/0/0/0	B	2077
Class 1a	2	+1/0/0/0/0	AA	2123
Class 2	2	+2/+1/0/0/0	C	2144
Class 2a	3	+2/+1/0/0/0	BB	2187
Class 3	3	+3/+2/+1/0/0	D	2220
Class 3a	4	+3/+2/+1/0/0	CC	2282
Class 4	4	+4/+3/+2/+1/0	E	2345
Class 4a	5	+4/+3/+2/+1/0	DD	2358
Class 5	5	+5/+4/+3/+2/+1	F	2370
Class 5a	6	+5/+4/+3/+2/+1	EE	2376

TABLE 1.8: SEPARATION SYSTEM COSTS

Type	Space	Notes
Emergency	1	May not reconnect without facility.
Standard	2	
Multivector Mode	+3/ship	Available 2373, see text.

mode (MAM) differs from the standard separation system in that these sub-ships are designed to operate either independently or in concert. A ship equipped with a MAM system can even control the separated components remotely from the command structure. A MAM requires 3 space to install for each sub-section beyond the main ship. Components for these sub-ships must be purchased separately, as outlined above.

Separating a starship in any mode—standard, emergency, or MAM—requires a full round and no maneuvers may be executed (for information on starship maneuvers, see page 113 of the *Star Trek RPG Narrator's Guide*).

Multivector Assault Mode

The starship is able to split into two or more vessels capable of working together or remotely under the control of the command section.

Prerequisite: A MAM separation system, costing 3 space per sub-ship beyond the main ship.

Effects: Sub-ships working in tandem through a MAM share the benefits of a Lock On maneuver on a target vessel and may also execute other maneuvers (see page 116 of the *Star Trek RPG Narrator's Guide*). Every sub-ship is allowed to execute a single maneuver via the command ship per round, as dictated (and rolled) by the command ship. The command ship, which controls all sub-ships when MAM is engaged, does not receive any additional maneuvers beyond its standard allotment. All MAM vessels act on the same initiative and share the same maneuver modifiers as the command ship.

Multivector assault mode requires the use of a functional operations system. If the vessel's operations system is disabled, the MAM may not be employed. Other separation systems do not suffer this limitation. Once separated, each sub-ship receives its own damage and shield strength track.

If a MAM vessel separates but is controlled through individual crews then none of the aforementioned bonuses are received. The vessels operate as independent starships.

Once a ship equipped with a MAM system reintegrates after taking damage, the vessel collectively inherits all damage sustained by the sub-vessels and has its damage track lowered accordingly.

Example: Larry's character commands the *U.S.S. Prometheus*, a starship equipped with a MAM system. During a battle his character activates the MAM, splitting the Prometheus into three vessels—the main stardrive and two sub-ships. The command vessel receives its normal allotment of two maneuvers while the two sub-ships may execute a single maneuver apiece. Once Larry's character executes a Lock On maneuver (from any of the three ships), all three vessels reap the benefits. All maneuvers are resolved as normal, with Larry, or his Crew, making any necessary test rolls.

Shuttlebays

Components included in this sourcebook may also be used to construct shuttlecraft or support vessels launched from shuttlebays. Rules on how to purchase shuttlebays are found on page 139 of the *Star Trek RPG Narrator's Guide*.

Limitation: No vessel may have more shuttlebays than half its size, rounded down.

Escape pods are an inherent design consideration on starships so equipped and need not be purchased. Most vessels have enough emergency escape pods to support twice the standard crew complement. Klingon vessels forgo escape pods altogether as they prefer to go down with their ships in a blaze of glory.

Alien Operations Systems

The starship systems described below are not generally available to Starfleet starships or ships constructed inside the Federation (such as Vulcan or Orion ships), though they could be included among the systems of a newly encountered alien vessel.

Cloaking Device

A vessel with a cloaking device is nearly undetectable to sensors, providing a sizable tactical advantage over one's enemies.

Special: To cloak ships larger than size 10 multiple systems must be purchased. Every time a system is purchased beyond the first, increase its maximum size rating by one. For example, cloaking a size 12 starship

TABLE 1.9: CLOAKING & MASKING SYSTEM COSTS

System	Space	Rating	Maximum Size	Availability
Class 1 Cloak	Size	16	5	2212
Class 2 Cloak	1+Size	18	8	2254
Class 3 Cloak	2+Size	20	10	2320
Class 4 Cloak	4+Size	22	8	2335
Class 5 Cloak	6+Size	24	10	2350
Mono-refracting plating	Size	14	-	2362

All scouts and frigates purchase cloaking devices at -1 space cost (minimum cost of 1).

Adjust the system availability by the group's system availability modifier, see page 7.

TABLE 1.10: SUBLIGHT SYSTEM COSTS

Use this table or Table 9.8: Impulse System Costs on page 140 of the *Narrator's Guide.*

System	Space	Rating	Maximum Size	Reliability	Availability
CHEMICAL DRIVES					
RCS-15i	4	.1	2	A	2041
RCS-20	6	.1	3	A	2066
RCS-24	7	.15	4	B	2084
ION DRIVES					
ITU-1	2	.2	3	A	2082
ITU-2	4	.3	4	B	2090
ITU-3a	6	.3	5	AA	2098
IMPULSE DRIVES					
SBA	1	.25	2	C	2107
SBB	2	.5	4	A	2112
SBC	3	.5	6	B	2133
SBD	3	.6	5	B	2150
SBD-a	4	.6	6	C	2196
SBE	5	.5	8	D	2231
RSM	6	.75	10	D	2270
RST	5	.7	8	CC	2278
RSV	4	.7	7	D	2281
RSV-2	3	.5	6	CC	2282
FIA	1	.5	2	CC	2290
FIB	1	.5	4	D	2294
FIB-2	2	.75	6	C	2299
FIB-3	2	.75	7	D	2309
FIE	2	.8	4	C	2312
FIE-2	3	.85	5	E	2320
FIE-3	3	.85	7	D	2328
FIG	3	.9	4	C	2332
FIG-2	4	.9	8	C	2336
FIG-4	5	.9	9	D	2350
FIG-5	6	.92	10	D	2353
FIG-7	7	.95	10	E	2365
FIHa	7	.9	13	F	2376

with a Class 5 cloaking device would require 18+18+18 or 54 points of space.

Restriction: Non-Starfleet starships only

Effect: Unless a successful System Operation (Sensors) test is made against a vessel's cloak rating, a cloaked vessel remains undetected. Detecting the cloaked ship merely indicates the vessel is present—it does not provide enough information to target the vessel unless an extraordinary success is achieved. (In such a case an attack can be made against a TN equal to the cloak rating. If hit, the cloaked vessel does not reduce penetration damage by its threshold as shields are unavailable. The ship must be re-detected every round.) A cloaked vessel that is undetected and then decloaks automatically gains surprise over all other vessels caught unaware, as well as selecting its range from target vessels. In subsequent rounds initiative is rolled as normal.

Mono-refracting Plating

Mono-refracting plating is a new development in stealth technology utilizing a composite hull alloy that

TABLE 1.11: WARP PROPULSION SYSTEM COSTS

Use this table or Table 9.9: Warp Propulsion System Costs on page 141 of the Narrator's Guide.

System	Space	Standard/Sustainable/Maximum Speed	Maximum Size	Reliability	Availability
WARP DRIVES (ORIGINAL COCHRANE UNIT SCALE)*					
WE-1	Size	1/1/1	4	A	2082
WE-2	Size+1	1/1.2/1.5	5	A	2101
WE-2c	SizeX2	1/1.4/1.8	5	A	2133
WE-5	(SizeX2)+1	3/4/5	5	B	2151
WE-6	(SizeX2)+2	3/4.5/6	6	B	2157
PB-1	Half Size	1/2/4	2	A	2166
PB-1 Mod 1	Half Size	2/4/5	4	B	2179
PB-4	1+half Size	3/4/6	6	B	2185
PB-4 Mod 2	2+half Size	3/6/6.5	5	C	2197
PB-8	3+half Size	4/5/6	7	C	2204
PB-16	4+half Size	5/6/7	7	C	2229
PB-32 Mod 3	4+half Size	6/7/8	6	D	2240
LN-64 Mod 3	5+half Size	7/9/12	7	D	2270
LN-72	6+half Size	8/10/13	6	D	2285
WARP DRIVES (MODIFIED COCHRANE UNIT SCALE)*					
LF-2	1	2/3.5/5	2	B	2312
LF-6	1	3/4/5	5	A	2317
LF-7X2	2	4/6/8.3	6	B	2320
LF-9X4	3	3/4/5	6	BB	2326
LF-10	4	5/6/8	7	C	2329
LF-12	4	5/7/9	5	D	2338
LF-17	5	5/7/9	7	B	2338
LF-20	5	6/7/9.2	6	C	2345
LF-35	5	6/9.2/9.8	7	D	2350
LF-41	5	6/9.2/9.6	8	D	2356
LF-44	6	6/9.5/9.7	10	C	2361
LF-45	6	6/9.6/9.9	6	C	2364
LF-47	7	6/7/8	9	E	2366
LF-50 Mod 1	8	9/9.5/9.99	8	E	2372
LF-62	8	8/9/9.4	11	F	2380

All fast, far, and light vessels pay -1 space for warp propulsion systems (minimum cost of 1).
Adjust the system availability by the group's system availability modifier, see page 7.
*** See OCU Versus MCU Warp Speeds**

TABLE 1.12: OCU-MCU CONVERSION CHART

Warp	OCU Speed	MCU Speed
1	1	1
2	8	10
3	27	39
4	64	102
5	125	214
6	216	392
7	343	656
8	512	1,024
9	729	1,516
9.2	778	1,649
9.6	884	1,909
9.9	970	3,053
9.99	997	7,912
9.9999	999	199,516
10	1,000	na
11	1,331	na
12	1,728	na
13	2,197	na

OCU to MCU = OCU^3

MCU to OCU = Cube root(MCU)

can absorb sensor signals, effectively rendering a vessel invisible.

Effect: System Operation (Sensor) tests made to detect the presence of this ship have a TN 14. Mono-refracting plating costs no power to operate and does not hinder a ship's ability to fire weapons, although shields negate its stealth abilities. Unfortunately, mono-refracting plating is useless against visual scans or when a vessel hides in a nebula, for example. In such cases the plating offers no stealth rating.

Propulsion Systems

A number of additional propulsion systems are included for constructing starships from the 21st century and beyond.

Sublight Propulsion

Starships require sublight drive systems, such as impulse engines, to provide thrust in order to propel themselves at slower-than-light speeds. They use the simple action-reaction principles of relativistic space, no matter whether it's through primitive chemical rockets or sophisticated ion drives. The components included here expand on those found in the *Star Trek RPG Narrator's Guide*, page 140.

Special: The Maximum Size entry on Table 1.10 refers to the largest hull size the particular engine may push. As hull sizes increase beyond the capabilities of engines, this presents problems for the starship designer. Purchasing an engine twice effectively upgrades it to be able to push a hull one size greater, and each additional purchase raises the maximum size rating for that engine by one. Multiple engine types may not be combined as they generate unstable shear forces.

Example: When designing a size 11 vessel, Pat has a short list of sublight engines from which to choose. He starts with the FIG-5 impulse engine consuming 6 space and with a maximum size 10. Selecting the engine again for 6 additional space increases the engine's maximum size to 11. His ship can now go .92 c with its FIG-5 engine at a cost of 12 space. Had his ship been designed after 2376 he could have simply purchased the FIHa impulse engine.

All destroyers and escorts pay -1 space for sublight engines (minimum cost of 1).

Adjust the system availability by the group's system availability modifier, see page 7.

Warp Propulsion Systems

The advent of the Warp 5 engine in the mid 22nd century helped usher in a new era of exploration for humanity. For other species, the invention of the warp drive was an equally important milestone in their history. The expanded listing of warp systems allows vessels to travel faster and further than ever before.

Starfleet (and other groups) have tried unsuccessfully to break the Warp 10 barrier through the use of transwarp. While several attempts have come close (and even achieved temporary success in the case with the *U.S.S. Voyager*), functional transwarp has continued to elude scientists. See page 16 for these alternate forms of faster-than-light travel.

Special: The Maximum Size entry on Table 1.11 refers to the largest hull size that an engine may push. As hull sizes increase beyond the capabilities of engines, this presents problems for the starship designer. Purchasing an engine unit twice effectively upgrades that given engine to be able to push a hull size one size greater. Each additional purchase raises the maximum size rating for that engine by one. Multiple engine types may not be combined as they generate unstable warp fields.

Example: When designing a size 10 vessel, Pat finds there are few engine options available to him. In addition, he wants his new vessel to be abnormally fast for its size. The LF-50 Mod 1 warp drive catches his eye at

8 space. Purchasing the engine twice for 16 space allows the engines to move a size 9 ship. Purchasing the LF-50 a third time allows the engines to move a size 10 ship at Warp 9.99 for a cost of 24 space.

OCU Versus MCU Warp Speeds

The warp speeds listed on Table 1.11 reflect two different scales: the Original Cochrane Unit scale (OCU) and the Modified Cochrane Unit scale (MCU). The MCU scale was adopted in the early 24th century and realigned the warp scale, providing for exponentially faster speeds as one reached Warp 10—the maximum theoretical possible speed. The OCU scale was linear-based and had no maximum rating, theoretical or otherwise. Table 7.1: Travel Times at Warp, provided in the *Star Trek RPG Narrator's Guide* on page 100, uses the MCU scale. To convert between the two scales, take the "# of times Speed/Light" column and determine its cube root—this will yield the OCU warp factor. Cube an OCU's warp factor to determine how fast times the speed of light a vessel may travel. Table 1.12 includes these calculations for you.

Alien Propulsion Systems

Different species utilize different design philosophies as the foundation of their technology, but even as diverse as cultures may be, many components are more alike than not. For example, nearly every alien species uses some kind of impulse drive to propel their vessels at slower-than-light speeds. Both the Cardassians and Klingons use hydrogen units as their primary form of propulsion, for example, while the Dominion favors ion drives because of their reliability and effectiveness.

For faster-than-light speeds, most alien technologies replicate the matter/anti-matter annihilation of Federation designs; standard warp drive design principles are remarkably common throughout the Galaxy. While Klingon warp drives, for example, are not typically as fast as their Starfleet counterparts, they are sturdier and more reliable. Cardassian engines are equally reliable due to their embedded hull design. Nonetheless, some species employ different means to achieve faster-than-light speeds. Romulan designs

TABLE 1.13: ALIEN SUBLIGHT SYSTEM COSTS

System	Space	Max c	Maximum Size	Reliability	Availability
BORG					
Impulse Coil	Size	.9	16	EE	-
CARDASSIAN/KLINGON					
C/K-HEU-1	4	.4	6	A	-/2104
C/K-HEU-2	4	.5	6	B	2226/2173
C/K-HEU-3	3	.4	7	BB	2267/2212
C/K-HEU-4	4	.6	6	C	2289/2245
C/K-HEU-5	5	.8	9	C	2326/2292
C/K-HEU-6	6	.9	9	D	2351/2335
C/K-HEU-7	7	.95	10	DD	-/2358
DOMINION					
DIIU-1	3	.75	6	C	2101
DIIU-2	4	.92	8	D	2257
DIIU-3	5	.9	10	E	2310
ROMULAN					
RIB	4	.5	5	A	2213
RIB-1	4	.5	6	B	2241
RIB-2	4	.8	7	BB	2277
Class 2	5	.9	8	C	2305
Class 4	6	.95	8	D	2328
Class 4A	6	.92	10	D	2355
Class 5	8	.95	12	E	2376

All destroyers and escorts pay -1 space for sublight engines (minimum cost of 1).
Adjust the system availability by the group's system availability modifier, see page 7.

TABLE 1.14: ALIEN FTL PROPULSION SYSTEMS

System	Space	Standard/Sustainable/Max. Speed	Max. Size	Reliability	Availability
BORG					
Warp Coil	Size	9.4/9.6/9.99	16	EE	-
Transwarp Coil	Size	9.9999	16	F	-
CARDASSIAN					
Type 1 DC	2	3/4/5	5	AA	2249
Type 2 DC	3	4/6/7.5	6	BB	2274
Type 3 DC	5	5/6/8	7	D	2287
Type 4 DC	6	5/7/9.2	8	CC	2321
Type 5 DC	7	5/9.5/9.7	8	DD	2348
DOMINION					
DIPU-2	3	5/7/8	8	C	2129
DIPU-3	3	5/7.5/9	6	C	2173
DIPU-4	4	5/8/9.4	7	D	2215
DIPU-5	5	5/9.2/9.6	6	D	2258
DIPU-6	6	5/9.4/9.7	10	E	2331
KLINGON					
STN2	2+half Size	2/3/4.5 (OCU)	6	BB	2143
STN3	3+half Size	3/4/6 (OCU)	7	C	2183
STN4	4+half Size	5/6/7 (OCU)	7	C	2232
STN5	4+half Size	6/8/10 (OCU)	6	D	2253
KWC	3+half Size	7/7.5/8 (OCU)	6	BB	2275
STN6	5	5/6/8	7	BB	2296
STN7	6	6/8/9	8	C	2330
STN8A	7	6/9.2/9.8	8	D	2351
STN9	8	7/9.2/9.6	10	E	2369
ROMULAN					
RWC	3+half Size	3/4/5 (OCU)	4	AA	2221
RWC-1	4+half Size	6/7/8 (OCU)	5	B	2250
RWC-2	5+half Size	6/8/9 (OCU)	6	C	2259
RWC-3	6+half Size	7/8/10 (OCU)	7	BB	2283
Type 2C	5	5/6.5/7.5	6	C	2298
Type 4C	6	6/7/8.5	6	D	2305
Type 5C3	7	5/7.5/9	8	D	2322
Type 5C5	7	5/8/9.2	9	CC	2337
Type 5C6	8	5/8/9.6	10	D	2358
OTHER					
Quantum Slipstream	4+half Size	9.99999	7	C	-

All fast, far, and light vessels pay -1 space for warp propulsion systems (minimum cost of 1).

Adjust the system availability by the group's system availability modifier, see page 7.

reflect their need to power larger starships, utilizing a quantum singularity to propel their flight. The Borg have found a way to successfully break the warp 10 speed barrier using transwarp technology. Similarly, a few individual species employ advances such as quantum slipstream drives, co-axial warp drives, and drives that create wormholes.

As with basic propulsion systems, an engine can be purchased multiple times in order to increase its maximum size rating. See page 14 for more details.

Transwarp

A form of space travel several orders faster than that of warp propulsion, the successful implementation of

TABLE 1.15: BEAM WEAPON COSTS

Use this table or Table 9.10: Beam Weapon Costs on page 140 of the Narrator's Guide.

Type	Space	Offense Value	Minimum Size	Availability
LASER CANNONS (Use Table 1.17 to determine penetration values)				
LCS-8	4	1	2	2065
LCS-42c	6	2	2	2089
LCS-75	8	3	3	2097
PLASMA WEAPONS (Use Table 1.17 to determine penetration values)				
TDM-8	2	1	-	2106
TDM-16.2	4	2	3	2128
TDM-28	5	3	3	2138
TDM-36.2	7	4	2	2143
TDM-64	8	6	4	2149
PHASE CANNONS (Use Table 1.17 to determine penetration values)				
PC-10a	4	3	4	2150
PC-25	5	4	5	2158
PC-30	6	5	3	2177
PC-50b	7	6	5	2184
PC-54/2	8	7	5	2199
PHASERS (Use Table 1.18 to determine penetration values)				
Type I	1	1	-	2220
Type II	1	2	2	2242
Type III	2	3	4	2244
Type IV	3	4	5	2245
Type V	4	5	3	2260
Type VI	5	6	2	2262
Type VII	5	7	4	2262
Type VIII	5	8	5	2284
Type IX	6	9	6	2322
Type X	6	10	5	2350
Type XI	6	11	7	2361
Type XII	7	11	5	2369

All heavy vessels purchase beam weapon arrays (any type) at -1 space (minimum cost of 1) each.
Adjust the system availability by the group's system availability modifier, see page 7.

transwarp is known to only a handful of species, such as the Borg.

Prerequisite: Installed transwarp coil (see Table 1.14) or following in the wake of a transwarp vessel.

Effect: A ship utilizing a transwarp drive is able to travel approximately 20 times faster than conventional warp drive. Use of a transwarp coil requires a Propulsion Engineering (Transwarp Drive) test every hour of use (TN 20) or else the coil fails and the ship is dumped back into normal space.

Use of a transwarp drive creates transwarp corridors through the subspace layer, creating a transwarp wake. Enemy vessels can use these wakes to follow a transwarp ship, even without a transwarp drive, by making a successful System Operation (Flight Control) test against a TN of 15; this test must be made within 2 rounds of the departing transwarp ship.

The Borg make extensive use of transwarp technology, even creating a series of permanent transwarp corridors and a "hub" that allows them to move throughout the Galaxy rapidly. The use of a permanent corridor increases the transwarp speed to 30 times that of standard warp drives.



Quantum Slipstream Drive

A ship with a quantum slipstream drive (QSD) can move at fantastic speeds, rivaling even those of transwarp. By generating a quantum slipstream and then "flowing" along it parallel to normal space, the starship bypasses the warp 10 speed barrier.

Effect: A functioning QSD is able to travel 300 light-years in an hour, or roughly 5 LY a minute. Velocity may not be altered when traveling through the slipstream—a vessel is either in the slipstream or not. Generating the slipstream requires the use of a deflector dish to generate a quantum pulse and alter the field geometry during flight. Unless the slipstream field is carefully monitored, a vessel can fall out of slipstream with dire effects. A successful TN 15 Propulsion Engineering (Slipstream Drive) test is required every hour to maintain the slipstream successfully. Failure drops the ship from the slipstream; complete or disastrous failure also inflicts 2d6+5 points of damage to the ship's Structure.

Tactical Systems

A number of new weapon systems are now included to allow the construction of vessels spanning across several centuries.

Beam Weapons

Over the course of military history, many types of beam weapons have been used for starship defense. For many species, the laser system is the first primary weapon system employed. Lasers have the benefit of

TABLE 1.16: MISSILE WEAPON COSTS

Use this table or Table 9.11: Missile Weapon Costs on page 141 of the Narrator's Guide.

Type	Space	Offense Value	Minimum Size	Availability
NUCLEAR/FUSION MISSILES (Use Table 1.17 to determine penetration values)				
SBM 8	3	1	3	2016
SBM 16/4	5	2	4	2020
SBM 32/4	6	2	3	2043
SBM 32/16	8	3	3	2051
SBM 64/16	10	4	4	2060
SPATIAL TORPEDOES (Use Table 1.17 to determine penetration values)				
FST Mk I	2	1	-	2111
FST Mk II	3	2	3	2125
FST Mk III	4	4	4	2148
FST Mk V	6	5	5	2160
PHOTON TORPEDO LAUNCHERS (Use Table 1.17 to determine penetration values)				
Mk 1 IF	2	3	3	2161
Mk 2 IF	3	4	4	2171
Mk 3 IF	5	5	4	2186
ADVANCED PHOTON TORPEDO LAUNCHERS (Use Table 1.18 to determine penetration values)				
Mk 6 IF	1	1	4	2198
Mk 10 IF	2	2	3	2206
Mk 12 IF	2	3	3	2233
Mk 6 DF	3	4	4	2268
Mk 22 DF	3	4	3	2275
Mk 25 (micro)	1	1	-	2364
Mk 40 DF	4	6	3	2290
Mk 50 DF	4	6	2	2302
Mk 60 DF	5	7	4	2320
MULTIFUNCTION TORPEDO LAUNCHERS (Use Table 1.18 to determine penetration values)				
Mk 75 DF	6	8	4	2347
Mk 80 DF	6	8	3	2356
Mk 90 DF	7	9	4	2361
MK 95 DF	7	10	5	2366

Cruiser classification vessels (CA, CB, CEX, CL, and CH) purchase missile weapons at -1 space cost (minimum cost of 1) each.
Adjust the system availability by the group's system availability modifier, see page 7.

being cheap, easy to design, and useful in a variety of applications. After the laser, the plasma cannon is often the next weapon developed. Although plasma energy makes a viable weapon, with its devastating destructive force, the size of their pre-firing chambers make them difficult to implement.

The next evolution is usually the phase cannon. Built on many of the same principles as the plasma cannon, the phase cannon accounts for EM dispersion and provide s a more concentrated energy delivery. Other species, notably the Romulans and Klingons, took the easier road, preferring to research and develop disruptor technology (see page 17). Eventually the phase cannon leads to the next evolutionary development: the phaser array. Combining the range and cost-effectiveness of the laser with the offensive punch of plasma energy, the phaser array marks the pinnacle of weapons technology available to most of the Alpha and Beta Quadrants.

Beam Weapon Rules

All beam weapons share a number of common characteristics. Some beam weapons, such as phasers, are more flexible and have different options.

Varying penetration: A commander may elect to do less penetration than the beam weapon's maxi-

TABLE 1.17: 21ST/22ND CENTURY BEAM & MISSILE WEAPONS

Offense Value	Beam Penetration	SBM Penetration	FST Penetration	Photon Penetration	Reliability
1	1/0/0/0/0	1/1/0/0/0	1/1/1/0/0	-	A
2	2/0/0/0/0	2/2/0/0/0	1/1/1/0/0	-	A
3	2/1/0/0/0	2/2/0/0/0	1/1/1/0/0	1/1/1/1/0	A
4	2/2/0/0/0	3/3/0/0/0	1/1/1/0/0	2/2/2/2/0	A
5	2/2/1/0/0	3/3/0/0/0	1/1/1/0/0	2/2/2/2/0	A
6	2/2/2/0/0	3/3/0/0/0	1/1/1/0/0	2/2/2/2/0	A
7-8	3/2/2/0/0	4/4/0/0/0	2/2/2/0/0	3/3/3/3/0	B
9-11	3/3/2/0/0	4/4/0/0/0	2/2/2/0/0	3/3/3/3/0	B
12-15	3/3/3/0/0	4/4/0/0/0	2/2/2/0/0	4/4/4/4/0	B
16-20	4/3/3/0/0	4/4/0/0/0	3/3/3/0/0	4/4/4/4/0	B
21-30	4/4/3/0/0	4/4/0/0/0	3/3/3/0/0	5/5/5/5/0	AA
31-50	4/4/4/0/0	4/4/0/0/0	4/4/4/0/0	5/5/5/5/0	AA
51 and up	5/4/4/0/0	4/4/0/0/0	5/5/5/0/0	6/6/6/6/0	AA

mum value, perhaps in order to only knock out a system versus causing wide-scale structural damage, particularly when facing smaller vessels. No skill test is required but the modified penetration value must be determined prior to comparing to a vessel's threshold rating (see page 114, *Star Trek RPG Narrator's Guide*).

Targeting Systems: Only vessels with beam weapons may use the Target Systems (T) maneuver (*Star Trek RPG Narrator's Guide*, page 119). A vessel that has no functioning beam weapons may not use this maneuver, nor may it be used with torpedoes.

Warp Speeds: Beam weapons, unless the ACB Jacketing (page 28) edge is selected, may not be fired at warp speeds.

Plasma Limitation: A plasma weapon, because of the pre-charge time required to fire, can only be fired once every-other-round, unless a TN 15 Systems Engineering (Weapons Systems) test is made by the ship's engineer or tactical officer. This test must be made each time a vessel wishes to fire its plasma weapons on subsequent (back-to-back) rounds.

Phasers: Only phaser weapons may be modified to disrupt an electrical grid, stun, vary their frequency (*Star Trek RPG Narrator's Guide*, pages 105 and 106), or receive the Pulse trait (page 28). An extended TN 50 System Operation (Tactical) test with a test interval of an hour can modify a ship's phaser to drill through rock or other hard substances. A vessel can drill up to half the beam array's penetration (do not round) in kilometers, per hour. Disruptors may not be modified with these enhancements.

Missile Weapons

As with beam weapons, missile technology over the years continues to improve, with several types being employed. Years before beam systems would become effective weapons, the missile or torpedo is the weapon system that ships rely upon exclusively to protect themselves. Beginning with nuclear- and fusion tipped missiles, these multiple-warhead missiles can be launched towards their target with either pre-programming or adaptive tracking systems. These early missiles not only carry an impressive destructive force but also have a byproduct of releasing lethal levels of radiation. They also are difficult to maintain and provide little margin for error, and crew are never excited at the prospect of riding along side sixteen fusion missiles each armed with four high-yield independent warheads.

During the early 22nd century a new missile weapon is developed—the spatial torpedo. Smaller in size and several magnitudes safer to deploy, the spatial torpedo is also capable of being fired at warp speeds. Miniature warp sustainers allow the spatial torpedo to continue to cruise towards its intended target. For all their explosive potential, however, the advent of the deflector shield proves to be an effective counter to the torpedo.

The photon torpedo uses the same basic design of the spatial torpedo but instead harnesses the destructive combination of matter and antimatter in a controlled detonation to maximize the resulting explosion. This principle has proven so successful over the years that photon torpedos remain the most widely used missile weapon for most spacefaring powers.

Missile Weapon Rules

Missile weapons, such as torpedoes, are characterized by their larger damage potential and increased range. These bonuses come with some limitations.

Fixed penetration: A torpedo's yield (penetration) is normally fixed but may be altered; doing so requires a successful TN 15 System Operation (Tactical) test. This test must be made for every torpedo salvo and the penetration set prior to launch.

Targeting systems: The Target Systems (T) maneuver (*Star Trek RPG Narrator's Guide*, page 119) may not be used with missile weapons.

Warp speeds: Missile weapons, thanks to miniature warp sustainers, may be fired at targets while at warp or sublight speeds.

Launchers: No vessel may have a number of launchers greater than twice the ship's size.

Splash damage: Torpedoes lack the finesse of beam weapons and as such inflict half their penetration damage to the firing vessel when used at point blank range. Plasma torpedoes do not suffer this limitation.

Mines

An age-old tactic in warfare, a minefield denies an enemy access to a flank or other sensitive area where forces cannot be dedicated to cover. Unfortunately most minefields are deployed and forgotten about—until inadvertently discovered much later.

Effect: Mines are typically nothing more than static torpedo warheads with a proximity detonator. Most mines are visible in order to serve as a warning, however cloaked mines are not entirely unheard of. The density of a minefield determines how difficult it is for a starship to traverse without being struck. The average minefield density requires three successful TN 15 System Operation (Flight Control) tests to cross without triggering a mine attack. On a failure, make an attack test with a bonus of +5 to strike the triggering vessel. Calculate the penetration damage using the standard warhead type for the species and time period responsible for deploying the mines and an Offensive Value of 50 (mines do not move). Cloaked vessels may traverse a minefield with a TN 5 test.

Quantum Torpedoes

Developed in 2355, the quantum torpedo is based on the same technology as the photon torpedo but uses a zero-point field reaction chamber to generate a larger destructive force.

Prerequisite: Mk 75 or greater torpedo launcher

Effect: Calculate penetration as normal for the launcher, but increase by 1 point per range category when quantum torpedoes are used. On most starships both photon and quantum torpedoes are available and can be selected at the time of firing. For convenience, Table 1.18 includes a column with quantum torpedo penetration ratings calculated.

Tricobalt Devices

Powerful destructive charges, tricobalt devices are used in special circumstances to destroy large pieces of interstellar debris or constructs. They are ineffective weapons against most vessels.

Prerequisite: Mk 90 or greater torpedo launcher

Effect: A tricobalt device must be prepared and

TABLE 1.18: 23RD/24TH CENTURY BEAM & MISSILE WEAPONS

Use this table or Table 9.12: Beam & Missile Weapons on page 142 of the Narrator's Guide.

Offense Value	Beam Penetration	Photon Penetration	Quantum Penetration	Reliability
4 or less	2/2/2/0/0	2/2/2/2/0	3/3/3/3/0	A
5-9	3/3/2/0/0	3/3/3/3/3	4/4/4/4/4	A
10-14	4/3/3/0/0	4/4/4/4/4	5/5/5/5/5	B
15-24	4/4/4/0/0	5/5/5/5/5	6/6/6/6/6	B
25-34	5/5/4/0/0	6/6/6/6/6	7/7/7/7/7	C
35-44	6/5/5/0/0	7/7/7/7/7	8/8/8/8/8	C
45-59	6/6/6/0/0	8/8/8/8/8	9/9/9/9/9	D
60-74	7/7/6/0/0	9/9/9/9/9	10/10/10/10/10	D
75-89	8/7/7/0/0	10/10/10/10/10	11/11/11/11/11	E
90-109	8/8/8/0/0	11/11/11/11/11	12/12/12/12/12	E
110-134	9/9/8/0/0	12/12/12/12/12	13/13/13/13/13	F
135 and up	10/9/9/0/0	13/13/13/13/13	14/14/14/14/14	F

TABLE 1.19: DEFENSIVE SYSTEM COSTS

Use this table or Table 9.13: Deflector Shield Costs on page 143 of the Narrator's Guide.

System	Space	Protection Rating Base/Max Threshold		Reliability	Availability
HULL PLATING					
Type I	Size	7	-	-	2035
Type II	Size	8	-	-	2058
Type III	Size	9	-	-	2072
HULL POLARIZATION					
HPG Mk 1	3	10	0/0	AA	2110
HPG Mk 2	4	10	0/1	B	2136
HPG Mk 3	6	11	0/1	C	2150
DEFLECTOR SHIELDS					
PFF 1	2	12	1/1	A	2180
PFF 2	4	12	1/2	A	2215
PFF 2a	6	13	1/3	B	2245
PFF 3	8	14	1/3	B	2271
CIDSS-1	8	13	1/4	AA	2274
CIDSS-2	9	14	1/4	C	2284
CIDSS-3	9	15	1/3	C	2320
CIDSS-4	10	16	1/3	BB	2337
FSQ	11	17	2/4	D	2350
FSQ-1A	Size	12	1/1	BB	2352
FSQ-2	Size	14	1/1	CC	2359
FSQ-7	12	17	2/4	CC	2366
FSR	13	17	2/4	E	2368
FSR-2	14	17	2/5	E	2370
FSS *	15	17	2/5	E	2371
FSS-3 *	16	18	3/6	F	2371

Explorers and large warships (BA, DR, EX, EXH, EXL) purchase deflector shield grids at -2 space cost (minimum cost of 1). They purchase additional threshold beyond the base normally.

Adjust the system availability by the group's system availability modifier, see page 7.

* = This shield grid is regenerative.

armed prior to firing, requiring a full round action. Unlike torpedoes, the yield of a tricobalt device may be set for a specific level of destructive force. A tricobalt warhead can be set for a penetration value of 10 or less for each warhead. Tricobalt warheads are launched as per a torpedo but may not be used at warp and are easy to avoid as they lack any self-guidance. The maximum range of a tricobalt device is short. Tricobalt devices are not standard ordinance on starships and require a TN 20 Administration (Starfleet) test to properly requisition (though other species may vary at Narrator discretion)

Offensive Capabilities

To properly reflect the span of four centuries, a weapon's penetration value, range, and reliability are calculated on two separate tables based on the appropriate era. A third table is used for plasma torpedoes only, Table 1.23 on page 24. Use the correct table as indicated under the appropriate weapon heading for either beam or missile weapons.

If the ship designed uses mixed weapons from multiple eras, calculate the weapons individually to determine their penetration. Determine reliability individually but use the highest reliability rating for all of the weapon systems. During combat these weapons may be individually chosen to fire, but never at the same time. If the weapons damage track is reduced to "System Offline" then all weapons are unavailable.

Example: Randy is designing a turn-of-the-century starship armed with older PC-50b phase cannons (Table 1.15) and a Type II phaser array (Table 1.15). He calculates the penetration values for each weapon sys-

TABLE 1.20: SHIELD STRENGTH TRACK

This table replaces Table 7.9: Shield Strength Track found on page 114 of the Narrator's Guide

Strength	Effect (if any)
10	Full strength
9	Bridge panel shorts! (TN 10 Stamina to shrug off or stunned 1d6 rounds)
8	
7	Shield protection rating reduced by 1
6	
5	Primary system hit, make a roll on Table 7.10 (*Star Trek RPG Narrator's Guide*)
4	Shield threshold reduced by 1 (minimum 0)
3	
2	Bridge hit, console explodes! (1d6 wounds)
1	Primary system hit, make a roll of Table 7.10 (*Star Trek RPG Narrator's Guide*)
0	Shields down! Protection set to 5, no threshold.

tem separately using Tables 1.17 and 1.18 respectively. The better calculated reliability of the two is used for both systems.

Defensive Systems

It is an old axiom in the annals of military history that when someone invents a new weapon, a new defense to counter it isn't far behind. The earliest defense for most spacefaring cultures is simply hull plating, nothing more than additional layers of physical protection used to stop incoming attacks. Although this raises a vessel's protection rating, it does not diffuse damage very well. (This is different than ablative armor (*Star Trek RPG Narrator's Guide*, page 143) which reinforces not only the ship's hull but also its structural integrity system, making it harder to destroy.)

Hull polarization grids are similar to hull plating, and are often the next advance in defensive systems. They hull plates are constructed from "smart" materials so that when a charge is run through the hull the molecules rearrange, taking on a substantially more resilient form. Not only does this make the vessel harder to damage by increasing its protection rating but it can also help distribute damage across the surrounding areas. Polarization grids afford a small bit of added protection with their threshold ratings.

The most widely used form of defensive protection is the deflector shield grid, and they are often the next technological advance. Shield grids have been expanded over the years to provide even greater forms of protection beyond those found in hull plating or polarization grids.

Defensive systems are always purchased for the entire starship—they need not be selected separately for sub-ships (except for shuttlecraft, which are built separately). A ship with a threshold rating receives its base rating (zero or higher) free of charge with the system. Additional threshold, up to the maximum listed for the system on Table 1.19, can be added at a 1:1 ratio. Starship designers are never required to purchase additional threshold for their starships, although it is recommended.

Multiple defensive systems have no effect when used in conjunction. Always use the best-installed system. The exception is hull plating—any vessel may have hull plating installed, however it has no effect unless the hull polarization or shields are down.

Example: Larry installs an FSQ shield grid and Type II hull plating on his starship. The hull plating has no effect during a battle until the shields collapse. Normally his vessel's protection rating would drop to 5 (*Star Trek RPG Narrator's Guide*, page 114), but because of its hull plating the protection instead drops to 8 (the value for hull plating).

Polaron Weakness: Prior to 2373, all Starfleet shield systems have a glaring vulnerability to polaron-based weapons, such as those used by the Dominion, providing no resistance (threshold) to stop incoming attacks. A TN 25 Systems Engineering (Deflector Systems) test can determine the nature of the limitation while an extended test of the same kind with a total TN of 100 is required to implement the solution (every attempt represents twelve hours).

Regenerative Shielding

The starship is equipped with shields capable of siphoning off energy from incoming attacks and using it to bolster its own protection.

Prerequisite: A regenerative shield grid, such as the FSS or FSS-3

TABLE 1.21: ALIEN BEAM WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
BORG (Use Table 1.18 to determine penetration values)				
Cutting Beam	10	See description	6	-
Energy Drain	15	See description	8	-
Feedback Pulse	20	See description	10	-
Particle Beam	6	12	6	-
BREEN				
Energy Drain	20	See description	7	2369
CARDASSIAN/KLINGON (Use Table 1.17 to determine penetration values)				
C/K-GDM-1	4	4	3	-/2132
C/K-GDM-2	5	6	4	2231/2157
CARDASSIAN/KLINGON (Use Table 1.18 to determine penetration values)				
C/K-GDM-3	3	4	2	2288/2216
C/K-GDM-4	4	6	5	2303/2251
C/K-GDM-5	6	10	6	2343/2326
C/K-GDC-1	8	14	8	-/2357
DOMINION (Use Table 1.18 to determine penetration values)				
DPB-1	4	7	2	2120
DPB-2	5	8	3	2238
DPB-3	6	10	4	2306
ROMULAN (Use Table 1.17 to determine penetration values)				
RPFD-1	5	4	4	2189
RPFD-2	5	5	5	2221
ROMULAN (Use Table 1.18 to determine penetration values)				
RPFD-3	5	8	5	2289
RPFD-4	7	11	8	2327
RPFD-5	8	13	9	2363

All heavy vessels purchase beam weapons at -1 space (minimum cost of 1) each.
Adjust the system availability by the group's system availability modifier, see page 7.

Effect: When the defending vessel's shields are hit by an energy attack, roll 2d6. On a roll of doubles the shield recovers 1 point of shield strength. A ship's shield strength cannot exceed 10 (the maximum) and a shield system that is offline is unable to regenerate. No damage need necessarily make it past the ship's threshold; the ship simply needs to be successfully struck.

Example: The *Enterprise*-E is under attack from several Son'a ships and its shields have taken damage, lowering their strength to 7. On the next round the Son'a ships miss with all of their weapons; the *Enterprise*'s regenerative shielding is unable to reinforce itself (it must be hit to trigger a roll). On the subsequent round, the Son'a successfully hit the *Enterprise* but are unable to penetrate her shields. A regeneration roll is made for the *Enterprise*'s regenerative shielding to recover 1 point to its shield strength (so long as the shields remain active).

Updated Shield Strength Track

The shield strength track has been updated to clarify effects that result during combat.

Alien Tactical Systems

Many different factions have developed their own unique weapon systems, different from those found in the Federation.

Beam Weapons

Nearly every species uses a variation of the disruptor, essentially a function of plasma discharge coupled with small amounts of antimatter to yield a stronger, more coherent, energy beam. The main benefit of the disruptor over a phaser lies in its raw power—disruptors are not finesse weapons. Unfortunately, the power of a disruptor limits its usefulness in non-combat situa-

TABLE 1.22: ALIEN MISSILE WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
BORG (Use Table 1.18 to determine penetration values)				
Photonic Missiles	6	18	8	-
Photonic Missiles (micro)	2	6	2	-
KLINGON PHOTON LAUNCHERS (Use Table 1.18 to determine penetration values)				
KT-X	4	3	3	2147
KT-Y	4	5	5	2177
KP-2A	2	3	3	2191
KP-5	3	4	3	2230
KP-6	6	9	4	2258
KP-8	7	10	5	2295
KP-10	8	12	5	2344
ROMULAN NUCLEAR FUSION MISSILES (Use Table 1.17 to determine penetration values)				
RNF-1	3	4	3	2155
RNF-2	4	5	4	2186
ROMULAN PLASMA TORPEDOES (Use Table 1.23 to determine penetration values)				
RPT-1 Plasma	8	14	3	2239
RPT-3 Plasma	10	18	5	2287
RPT-5 Plasma	12	22	8	2348
RPT-8 Plasma	16	30	9	2377

Cruiser classification vessels (CA, CB, CEX, CL, CH) purchase missile weapons at -1 space cost (minimum cost of 1) each.
Adjust the system availability by the group's system availability modifier, see page 7.

tions—disruptors may not be modified to stun an area, alter beam dispersion, or disrupt electrical grids (see Chapter Seven: Starship Operations, pages 150-106 of the *Star Trek RPG Narrator's Guide*). Even so, most species consider these limitations to be minor.

Some groups, like the Dominion, use polaron beams rather than phasers or disruptors, though they are similar to disruptors in both function and form. For a short period after encountering the Dominion, Starfleet shields were unable to offer any resistance to Dominion polaron weapons. Fortunately, after studying the problem, Starfleet engineers were able to correct the vulnerability in 2373. Use the Dominion entries for ships incorporating polaron emitters.

All alien beam weapons use Table 1.17 or Table 1.18 to determine their penetration ratings, as indicated on Table 1.21.

Cutting Beam

The ship is armed with a tight beam designed to cut through another ship's hull, rather than simply destroy it. Once an opening has been made the enemy vessel may be boarded or the section removed for analysis by tractor beam. Using a cutting beam, an opposing ship can be literally cut apart.

Prerequisite: Installed cutting beam (see Table 1.21), held by tractor beam.

Effect: The cutting beam ignores shields by employing a specially modulated frequency and is particularly effective at cutting through the ship's hull. The cutting beam typically removes a section of hull equal to size 1, causing 5 points of structural damage. Use the system damage chart (page 115 of the *Star Trek RPG Narrator's Guide*) to randomly apply a point of damage to a random system. Using the cutting beam is a full round attack action (no other maneuvers may be used).

Energy Drain

Instead of inflicting damage, the ship is equipped with a weapon that drains energy from enemy targets and disables systems, leaving it vulnerable to subsequent attacks.

Effect: A target ship's protection rating is increased by 5 for purposes of defending against an energy drain weapon. If the target ship is hit, however, every system (sensors, operations, life support, and so forth) must immediately make a TN 15 reliability test or be rendered inoperable (mark off all damage tracks). Crew may attempt to bring systems back online using the

rules found on pages 122 and 123 of the *Star Trek RPG Narrator's Guide*.

Special: A Borg energy drain weapon only affects shields and drains 3 points of strength per successful attack. Once shields collapse they may not be brought back up until the energy drain weapon is disengaged or disabled. Regenerative shields may not roll to recover strength when hit by an energy drain weapon (see page 24).

Feedback Pulse

A feedback pulse reverses the energy discharge flow of a weapon, turning it back against the attacker.

Prerequisite: Installed feedback pulse (see Table 1.21), attacker must use a beam weapon.

Effect: The defending ship must ready an attack maneuver in order to engage its feedback pulse (no test required). If no enemy ships fire at the defender then another maneuver must be spent to "fire" the feedback pulse in the next round. If an attacker successfully hits the defender while the feedback pulse is active ("fired"), then the attacker also suffers damage from their own attack. Resolve the attack as normal against the defender and also apply damage against the attacker with the following alterations: The feedback pulse ignores shields, so threshold does not reduce the damage and neither is shield strength lowered. A feedback pulse may only be used against beam weapons and is ineffective against phasers with the pulse upgrade.

Missile Weapons

Missile weapons employed by alien species have only slight differences from those used by the Federation. Aside from nuclear/fusion missiles and spatial torpedoes (see Table 1.16, page 20), almost all species use a form of the photon torpedo. While different factions use different names for photon torpedo technology, the underlying design remains the same.

TABLE 1.23: PLASMA TORPEDO PENETRATION

Total Offense Value	Plasma Penetration
9 or less	3/2/1/0/0
10-14	4/3/2/1/0
15-24	5/4/3/2/1
25-34	6/5/4/3/2
35-44	7/6/5/4/3
45-59	8/7/6/5/4
60-74	9/8/7/6/5
75-89	10/9/8/7/6
90-109	11/10/9/8/7
110-134	12/11/10/9/8
135 and up	13/12/11/10/9

Alien vessels may either select missile weapons from Table 1.16 on page 20 (accounting for their weapons availability modifier) or supplement their choices with Table 1.22: Alien Missile Weapons.

The Romulans employ a special type of missile weapon: the plasma torpedo. Use Table 1.23 to calculate the penetration values for ships equipped with plasma torpedo launchers.

Plasma Torpedoes

A ship equipped with plasma torpedoes can launch a withering attack that can overwhelm an opponent, especially at close range.

Prerequisite: Installed plasma torpedo launcher (see Table 1.22).

Effect: Use Table 1.23 to determine the penetration value of all installed plasma torpedo launchers. On a successful hit, plasma torpedoes inflict their penetration damage based on the attacker's range from the target. A plasma torpedo causes no splash damage to the attacker at point blank range, unlike other missile weapons.

TABLE 1.24: BLIND LUCK EFFECTS

System	Effect
Transporters	Can beam through shields
Sensors	Can detect cloaked vessels (no stealth rating)
Cloaking Device	Can fire while cloaked; ship phases through matter
Impulse System	Can execute a free Helm maneuver per round
Warp System	Gain unusual warp capability (transwarp, quantum slipstream drive, and so on)
Beam Weapon	ignores shields (threshold)
Missile Weapon	Ignores shields (threshold)
Shield Grid	Threshold doubled

TABLE 1.25: PROTOTYPE EFFECTS

System	Allowed Values (+ Edge/- Flaw Ranges)
Operations	Reliability (+0/-4)
Life Support	Reliability (+0/-4)
Sensors	Bonus (+1/-2), Reliability (+2/-4)
Cloak	Rating (+1/-2)
Sublight Engine	Max c (+2/-6), Reliability (+4/-6)
Warp Engine	Speed category (+2/-6), Reliability (+4/-6)
Beam Weapon (each)	Offense value (+1/-1)
Missile Weapon (each)	Offense value (+0/-1)
Defensive System	Protection (+1/-4), Maximum Threshold (+1/-0), Reliability (+2/-4)

Starship Traits

The edges described on the next few pages make a starship distinctive or unique. When including these edges, use the rules found on page 142 of the *Star Trek RPG Narrator's Guide*.

New Edges

Edges provide a bonus or benefit to the starship, either by enhancing the ship's performance or augmenting the abilities of her crew.

ACB Jacketing

In order to allow beam weapons to be fired at warp speeds, the ship's arrays have been modified with an annular confinement beam (ACB).

Restriction: Only phasers may receive this upgrade.

Effect: The ship's beam weapons can be fired at warp speeds. This edge may be combined with other edges for cumulative effects (an ACB Jacketed Pulse phaser array, for example).

Blind Luck

Your crew or design team has been able to overcome a significant limitation in a system, allowing it to perform in unintended ways.

Effect: Select any one component or system and remove a limitation using Table 1.24 for suggested effects. This effect is unique to this vessel alone and may not be reproduced intentionally in mass-production. In addition, the system is automatically affected by the Battle Scarred flaw (*Star Trek RPG Narrator's Guide*, page 145). Once the system fails on a roll of doubles (1s, 2s, 3s, and so on), as indicated by the Battle Scarred flaw, this edge and the flaw are lost permanently and may not be repurchased.

Famous

The starship, or earlier vessels of the same name, is well known because of its exploits, and those of her crew.

Effect: Any Renown test receives a -5 TN modifier to determine information about the vessel, its history, or its commanding officer and primary crewmembers (such as the Crew). Depending on circumstances, this may cause a normally aggressive enemy to parley instead of attacking outright. Details on Starship Renown are found on page 30.

Monotanium Plating

The starship employs unique hull plating effective in reflecting sensors, making it difficult to scan or lock onto the target.

Effect: Increase all System Operation (Sensor) tests made to detect the starship by +4TN, including attempting a Lock On maneuver. Monotanium plating does not make the vessel invisible to sensors like a cloaking device—it only makes scanning the interior and locking on weapons more difficult.

Upgrade: The difficulty increases by +8 TN.

Prototype

The starship includes experimental technology or new advances in starship design, making it the first of its kind.

This trait is unique in that it may be taken as either an edge or a flaw, depending on the end-result. This trait is classified as an edge when any shift enhances or grant a bonus over the base system's functionality. This trait is classified as a flaw when any shift reduces the functionality of a system.

Effect: Take one value of an installed system and "shift" that value up or down a number of rows indicated on Table 1.25: Prototype Effects. The new value

of the shifted row is inherited by the existing system, reflecting a quantum leap in design or disastrous shortcoming. Only those values listed on Table 1.25 can be shifted in such a manner.

No system may receive a number of row shifts that cause a system to go off the chart—such a shift must halt at the end of the chart.

Special: This trait has a variable cost. When taken as an edge the amount of space spent is equal to twice the number of row shifts taken. As a flaw, the amount of space received is equal to half the number of row shifts taken, rounded down (minimum one). For example, if a sensor system has its reliability reduced by three row shifts then the vessel receives +1 space. If that same sensor system had its sensor bonus increased by one row shift, then 2 points of space are spent. Vessel classification space modifiers never adjust the cost of this trait.

Upgrade: No system may have a single value shifted beyond the allowed range listed on Table 1.25, although different system values may be shifted (such as a sensor system's bonus increased and its reliability decreased).

Pulse Weapon Upgrade

By using rapid-discharging EPS capacitance banks the starship's beam weapons have been upgraded so as to deliver a layered pulse of destructive energy. This pulse effect causes significantly more damage up close but disperses rapidly, limiting overall range.

Restriction: Only phasers may receive this upgrade.

Effect: Calculate the penetration value of the ship's beam weapons and increase by +1 for the point blank range category. Lower the penetration value for all other range categories by a like amount. A penetration value of 1 can be reduced to zero, limiting the effectiveness of the beam weapon to point blank range only.

Spiral Wave Upgrade

The starship's weapons have been upgraded to utilize spiral wave disruption patterns rather than the conventional energy dissipation associated with disruptors. This makes for a more effective disruption of a target's shields.

Restriction: Disruptors only

Effect: On a successful hit that reduces the shield strength, reduce the strength by an additional point. (See page 114 of the *Star Trek RPG Narrator's Guide*.) For example, a complete success reduces shield strength by 2, a superior success by 3, and an extraordinary success by 4. On vessels that have regenerative shielding, a spiral wave disruptor prevents making a regeneration roll (see page 24 for more details).

Maneuvers

These additional maneuvers provide more strategic and tactical options in combat and are ranked by tier. For more information about starship maneuvers and their use, see the rules in the *Star Trek RPG Narrator's Guide*, beginning on page 116.

Tier One Maneuvers

Tier one maneuvers are basic moves, not particularly difficult to pull off but the mainstay of most starship battles.

Minimal Aspect (Helm)

The starship performs a series of pitches and rolls in order to present the smallest possible aspect (profile) to enemy vessels, making the vessel harder to hit.

Prerequisites: None

Duration: Instant

TN: 10

Effect: Minimal Aspect allows a ship to break an opponent's Lock On maneuver. If the attacking ship does not have a Lock On, then the defender adds +2 to its protection rating against all attacks until the next executed Helm maneuver. The Come About (H) and Hard About (H) maneuvers have the same basic effect but are more effective when facing only one vessel while Minimal Aspect affects all vessels targeting the executing ship.

Tier Two Maneuvers

More advanced than the simple maneuvers of tier one, these moves are more difficult to execute but grant better advantages in battle.

Cloaked Attack (Tactical)

The acting vessel comes in and disengages its cloak, making an immediate strafing attack to maximize damage before an enemy vessel can defend itself.

Prerequisites: Must Close (H) by two range increments in one maneuver

Duration: Instant

TN: 15

Effect: This maneuver allows the acting vessel to swiftly decloak and strike its target, achieving a free Multiweapon maneuver and reducing the target's range to either point blank or close. The tactical officer must have an individual action available to use the Multiweapon maneuver, and must make a skill test as normal (see Multiweapon maneuver, page 119 of the *Star Trek RPG Narrator's Guide*). If this maneuver fails,

the ship drops its cloak but is unable to bring its weapons to bear, and its shields remain down until the next round.

Scorpion Evasive (Helm)

A ship performing this maneuver conducts evasive maneuvers dangerously close to an opposing vessel in hopes of having weapons fire targeting the acting vessel hit the enemy instead.

Prerequisites: Point blank range; cannot be used at Full Stop (H)

Duration: Instant

TN: 20

Effect: The ship turns and dives at its primary target while a second enemy ship targets the acting vessel. The acting vessel executes a series of evasive maneuvers hoping to draw fire that instead hits its primary target. Increase the acting vessel's protection by +5. Any shots that would normally hit the target vessel but miss because of the +5 protection increase instead hit the primary target vessel, regardless of its protection rating. Resolve damage as normal. In addition, the acting vessel may make a free Fire (T) maneuver against its primary target, provided the tactical officer has an individual action available.

Tier Three Maneuvers

All tier three maneuvers are Command maneuvers, and require precise timing and specific conditions. They often combine multiple actions into a single effect.

Pentis Maneuver (Command)

Developed by Commander Pentis of the starship *Blackthorne*, the Pentis Maneuver uses the hull of the acting starship as a "lightening rod" to absorb discharge from an ion storm and redirect through the main deflector as a coherent energy beam.

Prerequisites: Full Stop (H); requires an ion storm within point blank range

Duration: Instant

TN: 25

Effect: An exceedingly difficult and dangerous maneuver, the acting starship first places itself in harm's way by coming to a full stop within or next to an ion storm. The ship's hull is then charged, attracting ion discharge from the storm and funneling it through the main deflector. An immediate Multifire action is made for free against all enemy vessels within range. A successful hit inflicts the ion storm's rating times 5 in penetration to the enemy vessel and burns out the acting starship's main deflector array, preventing the use of this maneuver again (until repaired). In the case of level 6 or stronger ion storms, also apply the ion storm's damage to the acting vessel's structure, even if it did not perform the maneuver while inside the storm.

Maneuvers by Tier

Tier One	Type
Minimal Aspect	Helm (H)
Tier Two	**Type**
Cloaked Attack	Tactical (T)
Scorpion Evasive	Helm (H)
Tier Three	**Type**
Pentis Maneuver	Command (C)
Riker Maneuver	Command (C)
Slingshot Effect	Command (C)

Riker Maneuver (Command)

Named after Commander Riker of the starship *Enterprise*, the Riker Maneuver is not only difficult to perform but requires the availability of dangerous nebulae gasses to use as a last-ditch weapon. When successful, however, the Riker Maneuver can turn the tide of battle.

Prerequisites: Disengage (H); must be at point blank or short range and access to nebulae gasses

Duration: 1 round

TN: 20

Effect: The acting starship must first Disengage from its opponents, pulling them in behind in order to have them in the acting vessel's wake. After reactive gasses are collected through the vessel's Bussard collectors (or other suitable system) they are then vented into the wake of the vessel, leading the targets into the gas cloud (metreon gas is preferred). The gas is then ignited (no test required), surrounding the enemy vessels. All enemy vessels within point blank or short range take 2d6+5 points of structural damage with shields offering no protection. On an unsuccessful test for this maneuver, the enemy vessels successfully avoid the explosive patch.

Slingshot Effect (Command)

The acting starship attempts to slingshot itself around a star in order to achieve sufficient velocity to break the temporal barrier.

Prerequisites: Disengage (H); Warp 8 (OCU) ability

Duration: Instant

TN: 25

Effect: The exact details of this maneuver are classi-

fied for obvious reasons, but should a commander be able to make the necessary calculations, the slingshot maneuver can allow the starship to travel through time. (While this maneuver is of little use during starship combat, it is included here for purposes of completeness.) With a failed skill test, compare the test result to the TN and for every number by which it failed the ship arrives 1d6 days early or late. On a complete failure the window is measured in years. On a disastrous failure the vessel not only does not reach their intended time, but also slips in to another quantum reality (alternate universe).

STARSHIP RENOWN

Starships, as much as the Crew, are characters in a Star Trek adventure. They are home to their crews, and engender devotion and even love from those who serve aboard them. They can be stubborn or stalwart or touchy, just like a person. And as the starship participates in important events and overcomes obstacles (with the help of the Crew), they earn a reputation for their accomplishments.

Starship Renown is synonymous with character Renown (page 148 of the *Star Trek RPG Player's Guide*). Just as characters earn Renown for their trials and their accomplishments starships can earn renown for much the same thing. Renown is a measure of how recognizable a starship is, even outside its own fleet. When the *Enterprise* under Captain Kirk is in the area, the Klingons know it, and think twice about pulling any shenanigans.

Earning Renown

Starship Renown, like character Renown, is awarded by the Narrator after an episode for a particularly noteworthy accomplishment. The more Renown a ship amasses, the easier it is for others to remember and recognize it. Being posted to a famous starship with a high Renown can also bolster a character's individual renown—everyone wants a posting to the *Enterprise*, the most prestigious ship in the fleet.

Ships that perform particularly heroic actions or overcome great odds may receive more Renown than those that do not. Record the ship's Renown on its starship profile, or alternately the player with the highest ranking character can keep track of the ship's Renown on her character sheet. Use the guidelines on page 127 of the *Star Trek RPG Narrator's Guide* when awarding starship Renown.

Should a starship be destroyed but later re-commissioned, such as the *U.S.S. Enterprise* to the *Enterprise-A*, the new vessel receives half the original ship's Renown.

Recognition

The most basic use of starship Renown is a recognition test to determine if another party has heard of, or is familiar with, the ship in question. In some cases this can provide important tactical information on a vessel on a particularly good roll.

A recognition test is typically an Intellect test against a TN determined by the by the size of the region of space where the ship operates (see Table 1.26). Alternately, a character's Tactics or appropriate Knowledge skill may be substituted when making this test, at the Narrator's discretion.

A ship's Renown modifier adds to this roll, making it easier to recognize particularly famous ships over those that have few accomplishments. Consult Table 8.6: Renown Modifiers in the *Star Trek RPG Player's Guide* to determine the modifiers for your vessel's current renown.

On a complete or superior success the character has not only heard about the ship but also a bit about its history, providing a +2 bonus to any History tests. With an extraordinary success, the character's +2 bonus is expanded to include any Computer Use tests related to the vessel in question. In addition, the Narrator should also make available the vessel's starship display to the character.

Example: The *U.S.S. Endeavour*, a *Constitution*-class starship that has earned 8 (+1) Renown patrols the Federation/Klingon border when a Klingon warship decloaks and hails the *Endeavour*. The Narrator secretly rolls a Renown test to see if the Klingon captain has heard of the *Endeavour*. The Narrator rolls a 5 and a 6 for a total of 11, adding +1 to the total for the *Endeavour*'s modifier and another +3 for the Klingon captain's Tactics. The final total of 15 is equal to the required TN and the Klingon has heard of the *Endeavour*, but only in passing.

Renown and Social Tests

Sometimes a ship's reputation, and perhaps that of its crew, may precede it. In such a case a starship's Renown modifier can also modify social tests made by its captain and crew. What Klingon wouldn't think twice of attacking the *Enterprise* under the command of James T. Kirk?

TABLE 1.26: BASE RECOGNITION TEST DIFFICULTIES

Difficulty	Example	Region
TN 5	Local	The same fleet (8th Fleet), same class of starship, same home starbase.
TN 10	System	The same planet or star system
TN 15	Sector	The same sector or organization (Starfleet, IKDF)
TN 20	Neighboring Sectors	The same sector and adjacent sectors
TN 25	Quadrant	The same quadrant (Alpha, Beta)
TN 30+	Galaxy	Multiple quadrants in the same Galaxy.

TABLE 1.27: RECOGNITION TEST MODIFIERS

TN Modifier	Circumstance
+0	Target is of the same fleet (Starfleet)
+1	Target is of a different but friendly/allied fleet
+3	Target is of a different but hostile species (23rd century Humans and Klingons)
-5	Target has the Famous trait
-3	Target participated in a noteworthy action related to the recognition test

Applying a starship's Renown modifier to social tests is a twofold process. First, the character must be recognized through a recognition test. (Character recognition tests are covered on pages 148-149 of the *Star Trek RPG Player's Guide*.) Second, with a successful character recognition test, the character making the test can now test to recognize the starship. Bonuses (or penalties) for starship Renown modifiers are cumulative with character Renown. Remember, recognition tests are conducted as free-actions.

If the character recognition test fails, the character making the social test can make reference to their starship as part of their Influence or Persuade test, thus prompting a starship recognition test. Characters with the Command 1+ or Promotion 3+ edges are automatically recognized for their starship with a successful character recognition test, and the starship Renown modifier can be applied to his or her social tests. With a success in both character and starship recognition tests, the character knows the ship on which the subject character serves and the ship's Renown modifier is applied to the social test. Finally, the starship must be present in order for its Renown to affect social tests. Captain Kirk can't draw upon the fame of the *Enterprise* if the ship has left orbit (although he could try to bluff his way out of trouble).

Narrators should keep the circumstances of the encounter in mind when determining whether a starship recognition test is warranted. An alien culture with warp drive capability may or may not have heard of a ship, but a primitive culture certainly wouldn't have. Similarly, the effects of Renown are relative depending on the parties involved. While the *Enterprise* merits a positive bonus for Influence (Intimidate) tests made against Klingons, it merits a negative modifier for Influence (Charm) tests involving Klingons.

Example: Lieutenant Ward enjoys a drink at the starbase bar when an unruly Klingon approaches her. The Narrator makes a recognition test to determine whether or not the Klingon has heard of Ward. This test fails, and the warrior has no idea who he's talking to. No starship recognition test is made (because the Klingon has no reason to suspect Ward serves aboard the *Resolute*). Ward's player decides to intimidate the Klingon by asking "are you sure you want to mess with an officer from the *Resolute*?" Now, the Narrator makes a starship recognition test for the Klingon. This is a success—he knows of the starship—and Ward's player can include her starship's Renown modifier to her social test.

Example: The unruly Klingon next bothers Ensign Jones. The Narrator makes a recognition test for the Klingon, and fails. Jones' player tries to drop the name

TABLE 1.28: STARSHIP ADVANCEMENT PICKS

Picks	Effect
1	+1 additional space
2	+1 Starship Renown
3	Gain new starship edge or upgrade existing starship edge
3	Overcome a starship flaw
4	+1 Maneuver Modifier
5	Upgrade/install a new system

TABLE 1.29: LONG RANGE SENSOR BONUSES

Range Category	Standard Resolution (half bonus)	High Resolution (full bonus)
Point Blank	3 LY	less than 1 LY
Short	5 LY	2 LY
Medium	10 LY	3 LY
Long	15 LY	5 LY
Extended	20 LY	6 LY

of his ship, the runabout *U.S.S. Nile*. The Narrator makes a starship recognition test for the Klingon, and this fails too. The Klingon has never heard of the *Nile*. When Jones makes his Influence (Intimidate) test, he not only does not add his Renown modifier or his ship's, he fails the social test. The Klingon laughs and grabs the hapless Jones for a sound pummeling.

Example: Lieutenant Maxwell (Command 1) has been captured by Pakleds. The Narrator makes a character recognition test for them, and they succeed. Not only do they know him, but because he's a bridge officer they also know he serves aboard the Resolute. If Maxwell's player makes an Influence (Intimidate) test to convince them to let him go, he automatically adds his Renown modifier and his starship's Renown modifier. Had the character recognition test failed, the Pakleds would have no idea who they'd captured or his affiliation with the *Resolute*.



STARSHIP EXPERIENCE

In reality not all starships, even those of the same class, are cookie-cutter versions of each other. A starship improves, develops, and even undergoes setbacks just like a character, developing its own unique "personality"—an unusual hum in the deck plating as the ship exceeds Warp 4 or a torpedo launcher the Crew was able to improve upon. In time the Crew's starship should change and grow in order to distinguish one *Galaxy*-class starship from another, for example.

Starships, like player characters, can gain the benefit of expend advancement picks. Unlike characters, however, starships do not earn experience, as such. Instead, characters may elect to pool their resources and use advancement picks towards improving their starship. Such improvements are not without risk, however. Just as a carefully crafted character may be lost over the course of play, so too can a starship, and the advancement picks invested in it.

To use advancement picks towards improving a starship, the players willing to participate designate the number of their advancement picks they wish to contribute. Advancement picks used in this way may not be "saved" or "carried over" from adventure to adventure; they must be used immediately. The players should agree upon how they use their picks. Alternately, they may leave the decision in the hands of the highest-ranking player character.

Advancement picks spent to upgrade a starship must conform to all the rules outlined in this book and the *Star Trek RPG Narrator's Guide* under starship construction. For example, a cloaking device may not be installed on a Federation starship without first picking up the Unique System trait and ensuring that the necessary space is available. Even so, such picks may be approved or rejected by the Narrator due to campaign considerations.

ADVANCEMENT PICKS

When players elect to allocate advancement picks to improve their starship, consult Table 1.28: Starship Advancement Picks and the heading descriptions for more details on how to spend picks. Regardless, no more than five picks may be spent between each episode to upgrade a starship. Any improvements occur between adventures (see Narrative Interludes, *Star Trek RPG Narrator's Guide*, page 41).

ADDITIONAL SPACE: Each pick expended adds one point of available space that can be used for expanding or installing additional systems. This space adds to any already available space that may exist. Adding space does not allow one to upgrade/install new systems—those must be purchased separately at a cost of 5 picks. Structure may never be raised, even by offsetting the amount of space that was advanced by "spending" structure during design—internal structure compromised during the design process may not be improved.

RENOWN: Spending two picks improves the starship's Renown by +1.

GAIN OR UPGRADE EDGE: The ship picks up a new edge or upgrades an existing one, reflecting its experience gained during the series.

REMOVE A FLAW: One of the starship's flaws, such as a Design Defect, has been overcome and fixed. Remove the flaw from the starship profile and its associated penalties.

MANEUVER MODIFIER: Add +1 to any maneuver modifier category (Command, Helm, or Tactical) up to the maximum allowed for your vessel's classification. (See the *Star Trek Narrator's Guide*, page 142.)

UPGRADE OR INSTALL SYSTEM: Provided you have the space available, you may upgrade a system from one type to another, or install a brand new system. In the case of upgrading a system—from a CIDSS-3 shield grid to a CIDSS-4 shield grid for example—recalculate any affected ratings such as protection and threshold (make sure to have enough available space to purchase said threshold). In the case of adding a new system, such as a phaser array, recalculate your array's penetration rating accounting for the new offensive value (if it goes up). Systems being replaced have their space "refunded" towards the new system. Special or unique systems may first require the purchase of the necessary edge prior to installation.

TABLE 1.30: SHIP EXPLOSIONS

Every vessel that is the indicated range from an exploding ship takes the listed damage, reduced by shield threshold (if available), regardless of affiliation. No test is required to hit the vessels caught in the explosion.

RANGE	DAMAGE
POINT BLANK	SHIELD STRENGTH -1, HALF SIZE+1D3
Short	Shield strength -1, half Size
All others	None

EXPANDED STARSHIP RULES

While the rules presented in the *Star Trek RPG Narrator's Guide* provide a foundation from which to run cinematic combat within the Star Trek RPG, a number of more specific and advanced rules exist to add additional realism to your game. The Narrator should review and decide which of these adjustments are appropriate for their campaign. Some basic rules have been expounded upon in more detail.

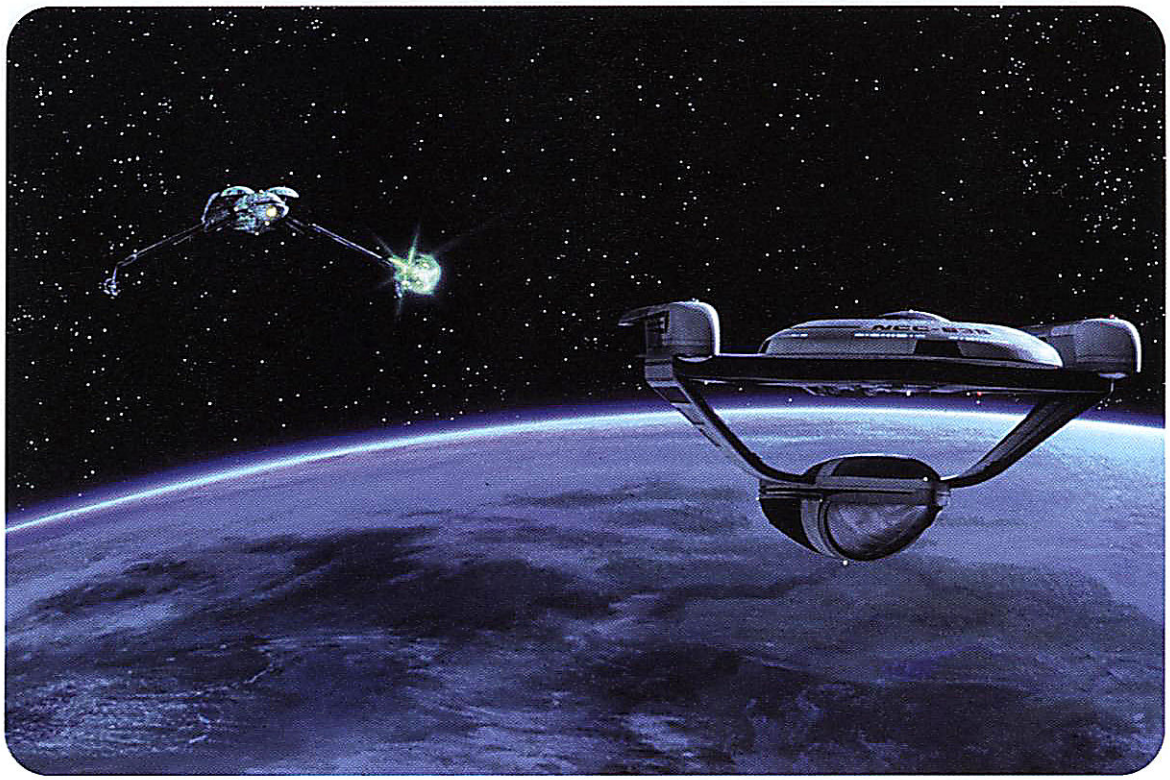
Core Breech

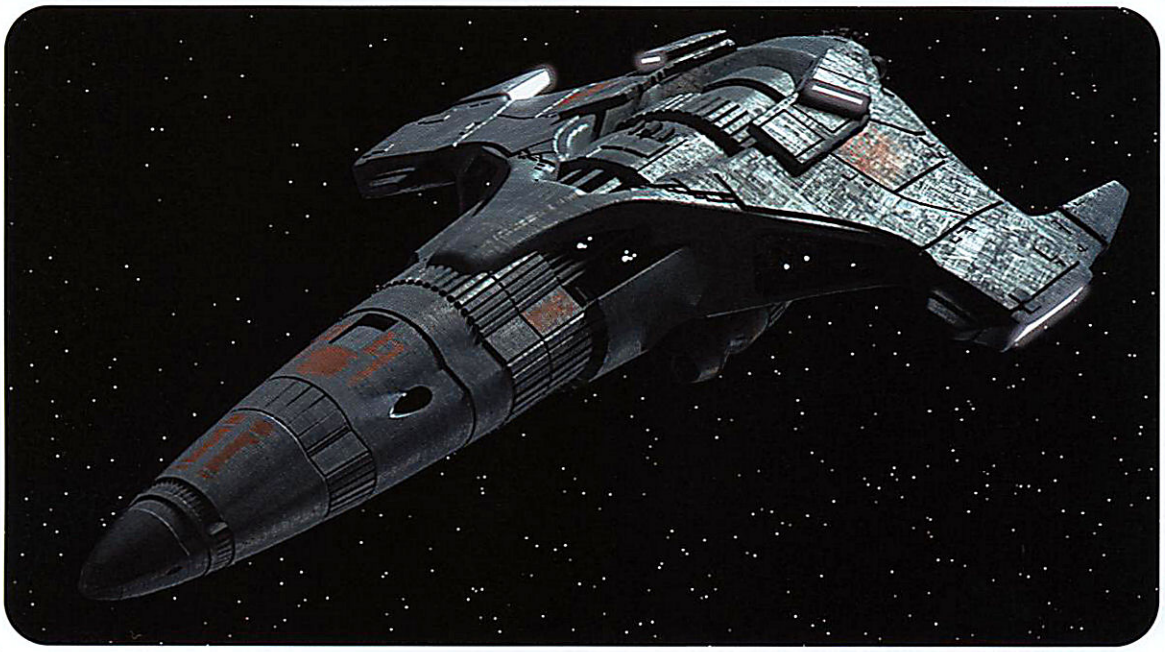
When the propulsion system goes offline, resulting in a possible core breech, or dramatic circumstances call for it, the characters may be called upon to save the ship "just in the nick of time." A core breech can be detected by several key systems but with limited time available to resolve (1d6+2 rounds). The Narrator may elect to share the time remaining until a core breech via a computer countdown, or leave the exact timing unknown.

A possible core breech can be contained by a Propulsion Engineering (Warp Engines) test with a cumulative test result of 45. Each test takes one round to perform. For every block of structural damage the ship has taken (5-point increments), increase the TN by 1. Characters receive a one-time test bonus equal to the reliability of the propulsion systems. If a vessel is so badly damaged that the engineering teams do not feel they can contain the breech in time, the core may be ejected. Ejecting the warp core is a Propulsion Engineering (Warp Drive) Simple (TN 5) test, again modified by the amount of damage the vessel has taken.

If the core explodes, see Ship Explosions (page 35) for more detail on the game effects.

Example: The *Resolute* contains propulsion systems with a reliability rating of C (+4 reliability modifier) and has taken 25 points of damage to its structure. Several hits to the propulsion system have filled the damage track, taking the system offline and resulting in a potential core breech. The Narrator secretly rolls, determining that the core will explode in 5 rounds unless Owen's character, the engineer, is able to avert disaster. The TN to stop the core breech is a base 45, increased by 5 (1 point per 5-point block of structural damage), for a total of 50. For Owen's first roll he receives a bonus of +4 to his test: the reliability modifier of the propulsion system. He can make a Propulsion Engineering (Warp Drive) test every round to contain the breech, trying to accumulate a final





result of 50 or higher. Subsequent tests do not receive the +4 reliability modifier bonus. Were Owen unwilling to risk the ship, he could simply eject the core, a TN 20 test (base TN 15 plus 1 per 5-point block of structure damage).

Initiative

Follow the rules on page 112 of the *Star Trek RPG Narrator's Guide* to determine initiative. In the result of a tie, the commander with the highest level in Tactics goes first. If both commanders have the same Tactics level, the one with a relevant specialty (if appropriate) goes first; otherwise the commander with the largest vessel (by size) goes first. Finally, if the tie cannot be resolved in this manner, re-roll ties between any tying commanders in order to resolve the deadlock.

In the case of rolling for initiative at the start of starship combat only, as opposed to rolling every round, a commander that loses initiative and has to reveal one or two maneuvers does so only at the beginning of the first round of combat—they do not have to reveal maneuvers during subsequent rounds.

If initiative is checked every round then commanders may have to reveal their maneuvers every round depending on the initiative results. Please note, rolling for initiative every round, while resulting in a more dynamic flow of combat, will also cause combat to take longer to resolve. Also, commanders that lose initiative on one round and then win on the next could potentially execute four maneuvers in succession (two on the prior round, two on the current round) without an opponent being able to counter.

Sensors

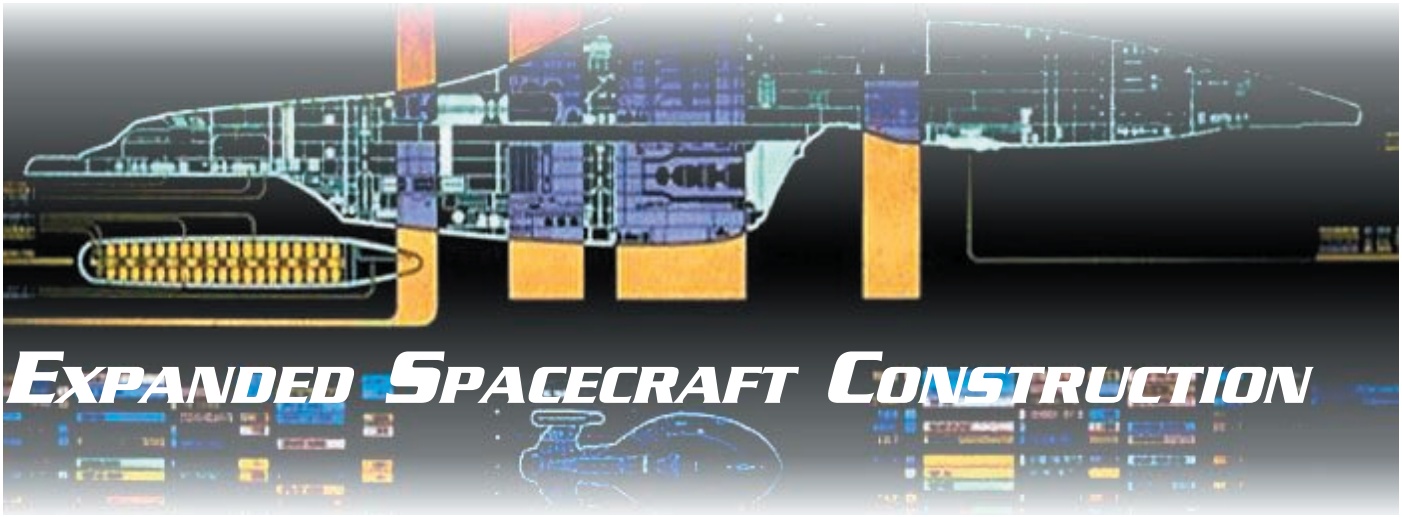
During starship combat ships rely on their short-range lateral sensors to provide valuable data about other vessels. The quality of a vessel's sensor array can provide a bonus to sensor tests when used. Outside of starship combat, however, these array bonuses were not originally accounted for when using the ship's long-range sensors.

Use Table 1.29: Long Range Sensor Bonuses to apply a vessel's sensor array bonus towards long-range sensor use. Reference Table 1.29 to determine the correct range category and apply the vessel's sensor array bonus (if any).

A vessel's standard scanning resolution (medium) provides a reduced bonus when scanning. A sensor array receives its full sensor bonus when performing high resolution scanning, but at the cost of decreased range.

Ship Explosions

Basic rules for handling a ship explosion are found on page 233 of the *Star Trek RPG Narrator's Guide* under Hazards. For more specific detail, consult Table 1.30: Ship Explosions. Unlike most shockwave hazards, a ship explosion during starship combat may not be evaded.



EXPANDED SPACECRAFT CONSTRUCTION

This chapter expands on the starship creation rules found in the *Narrator's Guide* and in the *Starships* supplement. It is fully compatible with this system, developing it even further but not changing the basics.

Here, you will find more systems to install aboard your favorite starships, but even a fully-fledged set of rules designed to simulate and build starbases and vehicles, all following the basics of the CODA system.

New and specialized rules designed for running games using spacecraft, old and new, can be found in the next chapter.

ADDITIONAL SYSTEMS

This chapter deals with new systems that can, unless specified otherwise, be installed on both starships and starbases.

Beam Weapons

Isolytic Weapons

These subspace weapons are widely outlawed because of their destructive nature towards subspace – yet the Son'a and some other belligerent peoples still use them.

They open a tear in subspace near the targeted ship, that moves towards it at the speed of light (warp 1). The ship cannot escape by going to warp – the tear is dragged along with it, at the same speed at which the ship goes. When the ship goes back to impulse, the distance separating it from the tear is unchanged – only a vastly superior region of space is affected.

Space Cost: 13

Minimum Size: 4

Availability: 2349

Effect: If the tear reaches the starship (in 2D6 rounds minus 1 for a complete success on the attack maneuver, 2 for a superior success and 3 for an extraordinary success), it suffers 5D6 + 20 damage (as per a cosmic string damage).

Because of the nature of the weapon, only a single shot can be fired in a round (preventing the use of several Fire maneuvers, or of the likes of Spread and Multifire), and only once every five rounds.

Only the ejection and detonation of the warp core (usually happening upon the destruction of the ship) or a similar explosion can seal the tear. Doing so requires a core ejection (see p.46) then a System Opearions (Tactical) at TN 15 to time the explosion right. Otherwise it has no effect.

Missile Weapons

What follows is a list of missiles that can be fired from spacecraft.

Chroniton Torpedoes

The explosive charge of these torpedoes is coupled to a chroniton generator, and as a result, the warhead exists slightly out of phase with the space-time continuum, allowing the weapon to pass through shields.

These are very uncommon warheads developed by only a handful of civilizations, such as the Krenim empire in the Delta Quadrant.

Prerequisite: Chroniton torpedo launcher (see Table 1.1)

Effect: Ignore all threshold when firing on a ship protected by a non regenerative shield; ignore half the threshold (rounded up) if the grid is regenerative. Shield grids developed after 2378 behave normally.

Gravimetric Torpedoes

These torpedoes are photon warheads. with a high yield They send violent and focused gravimetric waves, increasing the damage of the charge. They cannot be fired at FTL speeds.

Prerequisite: Mk 90 DF or greater torpedo launcher; available 2372

TABLE 1.1: CHRONITON TORPEDO LAUNCHERS

Type	Space	Offense Value	Minimum Size	Availability
C-A	13	6	5	2352
C-B	15	8	8	2369
C-Ca	18	11	10	2378

Use *Starships* Table 1.17, p.20, to determine penetration values.

Effect: Firing a gravimetric torpedo requires to prepare it just prior to launch, which takes an Systems Engineering (Weapons Systems) test at TN 20, counting as a full round action. These warheads do the same penetration damage as classical torpedoes, however shield threshold does not apply.

Only one such torpedo can be fired at a time, preventing the use of maneuvers like Multifire or Spread.

Multikinetic Neutronic Mine

This fearsome weapon developed by the Borg has a yield of five million isotons. It is able to affect an entire solar system, or scatter Borg nanoprobes over a five-light years radius sphere.

Prerequisite: Borg ship; only one device on board at a given moment

Effect: The awesome yield of this weapon prevents it from being focused on a single starship – it is recommended to treat it as a plot device, like the Species 8472 energy drain (*Starships* p.202).

Pulse Wave Torpedoes

These torpedoes are similar to classical photon torpedoes, but their explosive yield is a bit lower. Instead, they emit an energy pulse that might disrupt the enemy ship's systems. They cannot be fired at FTL speeds.

Prerequisite: Mk 75 DF or greater torpedo launcher; available 2358

Effect: Calculate the penetration damage normally using the missile offense value, but reduce penetration by one unit for every range increment. When the shield strength is reduced by 2 or more on a single attack using pulse wave torpedoes, the enemy ship suffers a –1 cumulative penalty for all System Operations tests, lasting 1D6 rounds.

Defensive Systems

Metaphasic Shields

Metaphasic shields were developed by Dr. Reyga, a Ferengi scientist. They stack several subspace fields one on top of another, so that any incoming object of attack penetrates subspace partially, therefore minimizing the impact in our own reality.

This is a very efficient, but very delicate system; therefore, it is quite rare.

Prerequisite: Vulnerable System (Shields); Intricate System (Shields) x 2; minimum Size 6

Space Cost: 35

Protection Rating: 15

Threshold: 10

Reliability: C

Availability: 2370

Effect: The strength of those shields is equal to 20 for a starship and 30 for a starbase (use the classical shield tracks, adding points that can be depleted without any adverse effect).



ADDITIONAL TRAITS

These new traits can all be installed aboard vehicles or stations; they are listed in Table 1.2.

EDGES

Isokinetic Warhead

Isokinetic weapons are somehow situated halfway between a beam weapon and a missile. They are fired by a specially fitted warhead launcher, qualified as "isokinetic cannon". The projectile fired is made of packed kinetic energy, that is transmitted to the target upon contact, disorganizing its very molecular structure. The nature of this warhead prevents rapid fire.



PREREQUISITE: Mk 95 DF or greater torpedo launcher; available 2380

EFFECT: The isokinetic weapon can be fired only with the use of the Fire maneuver, rolled at a -5 penalty. During the round at which the cannon is fired, only Tier 1 Helm maneuvers can be used. When the cannon has been fired, no warhead launcher can be operated (including the cannon itself), for the next two rounds.

The cannon cannot be fired in atmospheres (the projectile dissipates harmlessly). The penetration value is 8/8/8/0/0.

Multispectral Shields

Shield grids can be modified to operate in a wider range of subspace bands; since shield energy operates on several levels, they are easier to recharge and operate on.

PREREQUISITE: CIDSS-1 or better shield grid

EFFECT: The TN for all Systems Engineering (Shields) is reduced by 5.

TABLE 1.2: NEW TRAITS

EDGES
Isokinetic warhead
Multispectral shields
Redundant power grid
Sentient computer
Silent service
FLAWS
Intricate system
Limited coordination
Particle weakness
Visible
Weak power grid

Redundant Power Grid

Thanks to a very reliable power generator or to an optimized power distribution network, the ship has always some power to spare.

EFFECT: One "free" damage point can be restored to a damaged system, without having to take it from another system. The engineer still has a roll to make to ensure the power transfer happens (see *Narrator's Guide*, p.99-101). In case of a failure, nothing happens; the engineer may try again next round.

Only one point to one system at a time can be restored in this manner.

Sentient Computer

Some ships or stations have very advanced computers, to the point that they are sentient entities. They often provide the computer user with an artificial persona able to understand complex computer problems and requests. Ships equipped with sentient computers are usually fitted by ship-wide holographic emitters.

Various advantages stem from the AI rendered available by the sentient computer – namely, assistance to shipboard operations. This also reduces the need for a numerous crew.

In the case the computer has an holographic avatar, it can only appear in one place at a time. However, the computer can be involved in several conversations at the same time throughout the ship or station, through standard interfaces.

PREREQUISITES: Available 2370; Operations system reliability E or better; size 5 or bigger.

EFFECT: All Computer Use tests with a TN of 5 or less automatically succeed.

In combat, once each round, the command officer can ask the sentient computer to reconfigure the ship's maneuver modifiers: it may inflict a penalty of -1 to any two modifiers, or -2 to any one, in order add +2 to one modifier, or +1 to any two modifiers.

When calculating the ship's crew, consider it to be one Size smaller.

Silent Service

The ship's sensor signature is very low, either because of its hull configuration, systems output, or special shield systems. Hence, it is unusually difficult to detect.

Effect: The TNs of all sensor tests performed on the ship increase by +2.

Flaws

Intricate System

One system aboard the ship is particularly complex: either because space was limited and the machinery had to be set up in an unusual way, or simply because the system is very complicated, if it's experimental for example. This can make the engineers' jobs very difficult.

Effect: All repair attempts on this particular system suffer +4 to the TN. This flaw can be taken multiple times, for the same system and for other ones.

Limited Coordination

The ship has a limited crew, especially in the Command branch; or the computer capabilities are limited when it comes to synchronizing shipboard operations. Therefore, the ship's capabilities are limited, especially when it comes to coordinating ship-wide operations and performing Command maneuvers.

Effect: The Command Modifier of the ship is reduced by 5.

Particle Weakness

During the conception of the ship, or of its class, a very rare effect arose: when showered with a highly focused a beam of a precise type of particles, a system can be knocked out temporarily, or an unexpected effect (such as cloaking automatically) can occur, for as long as the ship remains in the particle beam.

Effect: Choose a type of particle in Table 1.3 (or make up your own), and one "Design defect" flaw effect as found in the corresponding tables (Table 1.22, Table 1.39 and *Narrator's Guide* Table 9.18, p.144). Double this effect for as long as the craft is showered in the adverse particle type.

Visible

The ship's sensor signature is difficult to miss; for example, it may emit unusually high levels of by-product energy, or particles. Hence, it is easier to detect than the average.

Effect: The TNs of all sensor tests conducted on the ship get -2.

TABLE 1.3: PARTICLE TYPES

Antiprotons
Dekyons
Gravitons (used in tractor beams)
Nadions
Neutrinos
Polarons
Protons
Tachyons
Tetryons

Weak Power Grid

The ship either has insufficient generators or a bad power distribution network, which creates shortages in power-demanding situations.

Effect: At the beginning of combat, one system chosen either by the CO or the Engineering officer automatically suffers one point of damage. This damage cannot be repaired until the combat ends.

BUILDING STARBASES AND VEHICLES

There are not only starships out there – but also places where the ships halt, for repairs, stocking supplies, or even to allow the crew a break.

This is usually done in starbases. Most of them are orbiting planets, but starbases can be found in nebulae, on the face of asteroids, or even in the vacuum of interstellar space.

Starfleet and other major powers also have – albeit rarely – uses for ground-based vehicles such as the Argo.

Building Steps

Building a starbase or a vehicle follows the same path as when building a starship – basically, you have to determine the basic concept, pick a classification (new types are provided, reflecting the roles of stations and vehicles) and a Size, that will give you some onboard space. Each system takes up some of it, from defensive grids to weapons arrays. Then, you can add some finishing touches using edges or flaws and maneuver modifiers.

Starbases and vehicles can both be improved following starship experience rules (*Starships*, p.33). Renown (*Starships*, p.30) also applies, although it seems more logical to keep track of it for starbases than vehicles, which are mainly auxiliary craft.

BUILDING SPACE STATIONS

Basically, when it comes to the building rules, starbases are nothing more than big, static ships. Most starship systems can be installed aboard a starbase. But a starbase has more to offer; thus, some systems can only be installed aboard stations.

Indeed, it is a haven, a place of rest; most stations have civilian facilities such as shops, bars, or holosuites. But just as these are not noted in detail for starships, neither are they for starbases. Just design the facilities you'd like aboard, while staying true to the era of you series and the general concept of the station.

Starbase Sizes

Starbases use the same size chart as starships (*Starships*, Table 1.3, p.8). There are a few more considerations to be taken into account, though.

Starships are usually built symmetrically, like the Galaxy-class starships. That is, the starboard and port sides are basically the same. The concepts of "length", "height" and "beam" do make sense.

On the other hand, starbases are – usually – built around an axis of symmetry. That means that if the concept of "height" is still meaningful, beam and length are usually about the same, if not exactly the same in the case of a cylindrically-shaped facility.

To resolve this little problem, it is advised to swap the "length" and "height" columns of the Size tables when designing starbases.

Structure points can be "sold" and "bought" by increments of 5 points of space, as with starships.

Starbase Classifications

As for starships, several station classifications are available, defining the role of the facility – from a static tactical platform to a vast trading post home to thousands of civilians. Starbase classifications can be found in Table 1.4. As for starships, starbases have minimum and maximum space requirements.

Space stations and starbases

These are the most common stations, fit for a wide variety of tasks, from trading to ship repairs. These stations usually have a numerous civilian population onboard, with the corresponding array of shops, bars and leisure facilities.

They must buy at least their Size in additional cargo space.

Tactical Facilities

On the other hand, these bases are designed for war – defense, mostly. Tactical platforms are the smallest of these; usually automated, they make the bulk of perimeter defense grids. Defense stations can be automated or manned; they make a wide range of tactical operations possible.

Strategic facilities must have an offensive value equal to at least six times their size. Weapons arrays are bought at -1 space cost each.

Outposts

Outposts are very similar to space stations in that they can serve as base to a wide range of civilian and military operations. However, they are usually smaller and their accommodations lack the usual luxury of starbases. They are isolated havens on frontiers, or near unexplored, desert space; this situation can be a dangerous one, yet this is ideal for people looking for adventure or, maybe, just to pass unnoticed for some time.

Outposts must have at least an offense value equal to twice their size, and a class 2 or better power system. Defensive arrays cost 2 space less to outposts (1 space cost minimum).

Specialized

These bases are dedicated to some very precise tasks.

Administrative Center: These compose the nervous system of all star-faring powers; there, political matters – civilian or military – are discussed, and orders dispatched. Administrative centers must have a Class 3 or better operations system.



Communications Station: These are the other vital part of every space-faring power; they boost subspace signals to allow communication with the farthest planets with reasonable delays. Com stations must have at least a Class 2 operation system and a Class S2 sensor system (see p.16).

Factory: These bases are dedicated to manufacturing wares, such as starship components, or transforming goods, like minerals. They must have at least a Class 2 power system (see p.14) and some kind of engineering facility (see p.16).

Medical: These bases act just like giant-sized space-based hospitals. Medical facilities must have at least a Class 3 life support system.

Observatory: These stations are designed to scan the far reaches of space, or to study unusual phenomena, such as wormholes or subspace rifts. They must have at least a Class S3 sensor system (see p.16); they purchase sensor arrays at -1 space cost.

Recreation: These facilities have no other goal than offering fun and leisure to their guests. For instance, recreation stations can be space casinos or holosuites complexes. These bases must buy as much extra cargo units as half their Size.

Research / Laboratory: When conducting secret projects, or studying dangerous materials or life forms, it is safer to conduct the scientific investigations from afar. A station provides just this much-needed isolation. Such facilities must have at least a Class 3 operations system, and they purchase operations systems at -1 space cost.

Hub: Mostly built by very advanced civilizations, these specialized stations offer to smaller ships some means of traveling faster than light, generally propelling them on vast distances, faster than what the oboard drives would allow. Only these stations can be equipped with ship propelling systems (see p.16).

Spacedocks

These facilities are a very special kind of support station. This is were ships are primarily built, and where, later, they are repaired and upgraded.

Spacedocks must have at least one docking pylon / berth (see p.15). The cost of their engineering facilities (see p.16) is reduced by 2 (minimum 1 space).

TABLE 1.4: STARBASE CLASSIFICATIONS

Starbase Type	Classification Code	Minimum Size	Maximum Size
Space Stations / Starbases			
Light	SL	6	8
Medium	S	7	9
Heavy	SH	9	10+
Tactical Facilities			
Tactical Platform	TP	1	3
Light Defense Station	DSL	4	6
Medium Defense Station	DS	6	10+
Heavy Defense Station	DSH	10+	10+
Outposts			
Light	OL	4	6
Medium	O	5	8
Heavy	OH	7	9
Specialized			
Administrative Center	AD	5	8
Communications Station	COM	3	10+
Factory	FAC	7	10+
Medical	SMD	7	10+
Observatory	OB	4	10+
Recreation	R	5	10+
Research / Laboratory	BRS / BRL	5	8
Hub	HUB	6	10+
Spacedocks			
Light	SD	4	10+
Medium	SDM	6	10+
Heavy	SDH	9	10+

Crew Complement

Just like with starships (*Narrator's Guide,* Table 9.3, p.137), a range of multipliers is provided to estimate the crew complement of your installation (Table 1.5). Most starbases can accommodate a number of passengers equal to 50 to 150 percent of the crew complement, and from 5 to 20 times the complement in moments of emergency.

TABLE 1.5: STARBASE CREW COMPLEMENT

Type Of Station	Multiplier
Space station / starbase	5-40
Tactical platform	0-5
Tactical facility	5-20
Outpost	5-20
Administrative center, factory, medical, recreation	15-50
Communications station, observatory, research, laboratory, hub	0-10
Spacedock	5-50

Systems Overview

Lots of systems are common to both starships and stations. To install these on your base, just follow the rules of the *Narrator's Guide* and of *Starships*, using the systems herein.

These common starship systems that can be installed on a starbase are: weapons, shields, operations, life support, cloaking, sensors and life support systems. However, in most cases the choices are wider since a station is able to accommodate much larger systems; these will be detailed further on. Some starship systems cannot be installed on a station, though (atmospheric capability and propulsion systems). Finally, some systems are reserved to starbases (Table 1.6).

TABLE 1.6: INSTALLABLE STARSHIP SYSTEMS

Starship Systems Installable On A Starbase
Life support
Operations
Weapons
Shields and hull plating
Sensors
Cloaking and masking devices
Cargo units
Starship Systems That Cannot Be Installed
Propulsion
Atmospheric capability
Starbase-only Systems
Docking ports and pylons
Engineering facilities
Ship propelling facilities

Starbase Systems

Power System

The critical systems of a starbase differ a bit from a starship's. Starbases usually do possess sensors, operations, life support, weapons and shields systems, but propulsion systems are very rare. They can

TABLE 1.7: POWER SYSTEM COSTS

Type	Space	Reliability	Availability
Basic	None	A	-
Basic reinforced	4 + half Size	AA	2082
Class 1	3 + half Size	B	2135
Class 1R	6 + half Size	BB	2151
Class 2	5 + half Size	C	2193
Class 2R	8 + half Size	CC	2218
Class 3	7 + half Size	D	2271
Class 3R	10 + half Size	DD	2312
Class 4	9 + half Size	E	2345
Class 4R	12 + half Size	EE	2369
Class 5	11 + half Size	F	2385

TABLE 1.8: POWER SYSTEM DAMAGE TRACK

Rating	Penalty
F	-3 to engineering facilities bonuses (minimum 0)
E	+5 TN to transferring power tests
D	-2 to helm maneuvers and orbital corrections
C	-1 to tactical maneuvers
B	-1 to command maneuvers
A	System offline: core overload!

still be installed aboard the station, but are very specific and no longer considered a critical system.

On starbases, the usual starship propulsion system is replaced by the power system. Aboard a starbase, power is generated by one or several main reactors (that may overload just as easily as a warp core), making up the whole power system. There are several power systems to choose from, that can be found on Table 1.7.

As these take damage, the starbase's capabilities are hindered; Table 1.8 shows the damage track for the system. A station main reactor can be destabilized, and explode just like a ship's. For rules about this topic, see p.46.

Life Support, Operations, Cargo Space, Transporters

These three components share the same range of options as starships. For life support and operations systems, refer to *Starships* Table 1.6 (p.10). For cargo space and transporters, refer to the *Narrator's Guide* (p.138 and 139 respectively).

Cloaking Systems

Starship cloaking systems can be installed on a alien starbases (*Starships*, Table 1.9, p.12); additionally, other systems, available only to starbases, can be used (Table 1.9).

Starbase Propulsion Systems

Starbases sometimes have limited mobility, used to correct an orbit, or even to change locations. These two categories mirror the two types of propulsion that can be installed on a starbase: orbital correctors, and propulsion systems per se.

In any case, these systems totally forbid warp travel under normal circumstances; only sublight speeds are possible.

The systems detailed here are the same for all species.

Orbital correctors: Since most bases are positioned in orbit, all station classes generally have orbital correctors. These allow for minute rectifications of orbital decay, that happen normally as the station brushes the upper layers of atmospheres; or, when the starbase is pushed out of its way by a deliberate attack. Speeds are irrelevant for these systems: they cannot be used to move the station, only to orient it so that the orbit may always stay even.

Orbital correctors can be found in Table 1.10. Three types, mirroring the thrusters and impulse drives found aboard starships, exist: chemical thrusters, ion thrusters and fusion thrusters. As for all systems, there is a space cost attached, a maximum station Size that the system can manage (it can be installed multiple times, in that case for each system beyond the first, the maximum Size moved is increased by one), and a date at which it becomes available. The Helm modifier indicates the bonus or penalty applied to all orbital (and only orbital) operations.

Sublight drives: Usually, when stations are built in some place they stay put; however some may need to change locations. This remains a rare operation; it is impossible to move a station around to dodge fire the way a starship does.

It is however fully possible to equip a starbase with a limited moving capability: for that, a drive chosen in Table 1.11 must be installed.

Docking Facilities

Starships usually dock inside one another by the use of shuttlebays, however starbases allow for more complex docking operations – and allow for much larger ships to dock. The facilities available are docking bays, docking ports and docking pylons or berths (Table 1.12).

Docking Bays: Starbases can include docking bays, following the classical rules and limitations for including shuttlebays on a starship (see *Narrator's Guide*, p.139).

Docking Ports: These are just clamps on the base's surface, that allow ships of average size to dock at the exterior of the station. These provide little to no support to the ship, other than re-supplying and embarking facilities. Each docking port costs 2 space, and can accommodate a third of the station's space worth of ships. No ship bigger than half the station's size may use them; however, the station can have as much docking ports as its Size.

Docking Pylons / Berths: These usually extend from the station's mainframe to allow for the biggest ships to dock the station;

TABLE 1.9: STARBASE CLOAKING SYSTEM COSTS

Type	Space	Rating	Maximum Size	Availability
Class G Cloak	10 + Size	28	10	2368
Class K Cloak	16 + Size	34	15	2372

TABLE 1.10: ORBITAL CORRECTORS COST

System	Space	Maximum Size	Availability	Helm Modifier (Orbital)
Chemical Thrusters				
RCS-B-115	4	3	2038	-5
RCS-B-130i	7	5	2071	-4
Ion Thrusters				
IT-ST1	3	5	2095	-4
IT-ST4b	6	7	2102	-3
Fusion Thrusters				
TTSa	2	4	2110	-4
TTSb	3	6	2168	-4
TTSc Mod.1	4	7	2189	-3
SBT-1	5	7	2215	-2
SBT-2	7	9	2242	-1
SBT-EX	10	12	2273	0
ST-A	12	16	2327	0
ST-B	12	10	2344	+1
ST-C	Size x 2	18	2351	+2
ST-CX	Size x 2	15	2368	+3
STs	15	16	2380	+3

TABLE 1.11: STARBASE PROPULSION SYSTEM COSTS

System	Space	Maximum Size	Availability	Rating
Ion Drives				
ITU-SB	3	6	2114	.05
Impulse Drives				
ISB-1	2	6	2136	.05
ISB-2	3	5	2147	.1
ISB-3	4	7	2163	.1
DHCID/SB	4	6	2183	.15
S-SBD	5	8	2204	.2
S-SBE	5	5	2245	.25
SRS1	Size	9	2261	.05
SRS2	Size x 2	16	2280	.15
SBFIA	4	10	2316	.2
SBFIB	4	12	2339	.15
SBFIC	4	16	2351	.15
SB-IDb	6	16	2373	.3

TABLE 1.12: DOCKING FACILITIES COSTS

Facility	Space	Ships Size Worth	Max. Ship Size	Max. Installable Number
Docking Bay	2	Size	2	Size ÷ 2*
Docking Port	2	Size ÷ 3	Size ÷ 2	Size
Docking Pylon / Berth	Size ÷ 2	Size ÷ 2	Size	Size ÷ 2*

* rounded down.

but they can also be coupled to accommodate a bigger ship, inside the station itself. Each docking pylon costs as much space as the station's Size, and can accommodate half the station's Size worth of ships. No ship bigger than the station's size may use a docking pylon / berth; and no station can have more docking pylons / berths than half its Size (rounded down).

Example: Deep Space Nine, formerly known as Terok Nor, is a Size 12 station. It is equipped with 6 docking bays (12 space cost) allowing 12 size worth of ships; 12 docking ports (12 x 2 = 24 space cost), allowing the docking of 24 space worth of ships (no bigger than size 6) and 6 docking pylons / berths (6 x 6 = 36 space cost), allowing the docking of 36 space worth of ships (no bigger than size 12).

Engineering Facilities

Starship repairs, upgrades and refits happen with the spacecraft docked at stations. They are especially equipped to conduct engineering operations on starships, thanks to the help of engineering facilities: they provide the infrastructure needed for massive starship overhaul.

Technically, only docking bays and docking pylons / berths can be equipped with engineering facilities. That doesn't mean engineering



operations cannot be held at docking ports – it just means any help provided by the engineering facilities won't apply.

Engineering facilities provide a bonus that applies to every Engineering skill group test done on a ship docked at a shuttlebay or pylon / berth. These bonuses do not apply to any work done on the station itself.

Available engineering facilities can be found on Table 1.13. Their space cost is equal to the sum of the bonus provided, half the number of docking bays, and the number of docking pylons / berths. Spacedock-type facilities purchase these at –3 space cost (minimum of 1).

TABLE 1.13: ENGINEERING FACILITIES COSTS

Type	Space	Bonus
Class 1	1 + nb of bays ÷ 2 + nb of pylons	+1
Class 2	2 + nb of bays ÷ 2 + nb of pylons	+2
Class 3	3 + nb of bays ÷ 2 + nb of pylons	+3
Class 4	4 + nb of bays ÷ 2 + nb of pylons	+4
Class 5	5 + nb of bays ÷ 2 + nb of pylons	+5

All spacedocks (SD, SDM, SDH) purchase engineering facilities at -2 space cost (minimum cost of 1).

Sensor Systems

Starships sensor arrays (*Starships* p.10, Table 1.7) can be installed on starbases; but their position – and often, their roles of observatories – allow them to have different kind of sensor arrays than starships, focused for studying phenomena in detail at long ranges.

Choose either a classical starship sensor array, or a long-range one (Table 1.14).

Ship Propelling Systems

These kind of systems allow ships to travel much faster than what they would have been able on their own. This kind of travel is quite rare; only a few aliens use this technology.

Ship propelling systems can only be installed on hub station types. Some examples can be found Table 1.15.

Ship catapult: Using a highly focused graviton beam, this installation literally "hurls" ships across vast distances (600 light-years) in a matter of minutes. However, ships undergo some structural stress in the process: they suffer 5 structural damage each time they pass through the device.

Borg transwarp generator: Even though most Borg ships are equipped with transwarp coils, their spacecraft can be further accelerated through the use of transwarp conduits such as those generated by this installation. Moreover, even ships not equipped with transwarp coils can use these conduits to attain transwarp speeds.

A transwarp generator increases the speed of ships passing through it to 30 times that of a standard warp drive, for as long as the conduit is generated.

Tactical Systems

All starship tactical systems can be installed aboard a station (see "Tactical Systems" in *Starships*, p.18 onwards).

TABLE 1.14: STARBASE LONG RANGE SENSOR COSTS

Type	Space	Bonus	Reliability	Availability
Class S1	2	0/0/0/0/+1	B	2090
Class S1a	4	0/0/0/0/+1	AA	2141
Class S2	4	0/0/0/+1/+2	C	2152
Class S2a	6	0/0/0/+1/+2	BB	2195
Class S3	6	0/0/+1/+2/+3	D	2229
Class S3a	8	0/0/+1/+2/+3	CC	2297
Class S4	8	0/+1/+2/+3/+4	E	2353
Class S4a	10	0/+1/+2/+3/+4	DD	2369
Class S5	10	+1/+2/+3/+4/+5	F	2378
Class S5a	12	+1/+2/+3/+4/+5	EE	2388

Observatories (OBS) purchase sensor systems at –1 space cost.

TABLE 1.15: SHIP PROPELLING SYSTEMS

Type	Space	Rating	Maximum Propelled Ship Size
Ship catapult	Two thirds of available space	600 LY	Size - 3
Borg transwarp generator	Half available space	Boosts transwarp	Size - 1

Some other beam and missile weapons are available, but these can only be fitted on starbases (Table 1.16 and Table 1.17). Strategic Facilities buy weapon systems at –1 space each, minimum cost 1.

Defensive Systems

As for tactical systems, any starship defensive system can be installed aboard a space station, but there again, other systems are

TABLE 1.16: STARBASE BEAM WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
Laser Cannons (Use Starships Table 1.17, p.20, to determine penetration values)				
LCS-B57	10	4	6	2082
Plasma Weapons (Use Starships Table 1.17, p.20, to determine penetration values)				
TDM-c51	10	7	6	2140
Phase Cannons (Use Starships Table 1.17, p.20, to determine penetration values)				
PC-S	9	8	7	2192
PC-S2	10	9	6	2200
Phasers (Use Starships Table 1.18, p.21, to determine penetration values)				
Type XIII	7	12	8	2365
Type XIV	8	13	9	2371
Type XV	9	14	10	2379
Borg (Use Starships Table 1.18, p.21, to determine penetration values)				
Focused particle beam	10	20	10	-
Cardassian / Klingon (Use Starships Table 1.17, p.20, to determine penetration values)				
C/K-GDM-2b	6	7	8	- / 2148
Cardassian / Klingon (Use Starships Table 1.18, p.21, to determine penetration values)				
C/K-GDM-6	7	12	8	2361 / 2346
C/K-GDC-2	10	16	9	- / 2371
Dominion (Use Starships Table 1.18, p.21, to determine penetration values)				
DPB-4	7	12	5	2325
DPB-5	8	14	8	2352
Romulan (Use Starships Table 1.17, p.20, to determine penetration values)				
RPFD-A	7	7	6	2204
Romulan (Use Starships Table 1.18, p.21, to determine penetration values)				
RPFD-B	10	15	9	2351

Strategic facilities purchase beam weapons at -1 space cost (minimum 1) each.

TABLE 1.17: STARBASE MISSILE WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
Spatial Torpedoes (Use Starships Table 1.17, p.20, to determine penetration values)				
FST Mk IV	7	7	6	2155
Photon Torpedo Launchers (Use Starships Table 1.17, p.20, to determine penetration values)				
Mk 4 IF	6	7	6	2182
Advanced Photon Torpedo Launchers (Use Starships Table 1.18, p.21, to determine penetration values)				
Mk 30 DF	5	9	7	2300
Mk 65 DF	5	8	8	2316
Multifunction Photon Torpedo Launchers (Use Starships Table 1.18, p.21, to determine penetration values)				
Mk 85 DF	7	9	8	2352
Mk 105 DF	8	11	7	2370
Mk 150 (macro)	10	13	9	2385
Borg (Use Starships Table 1.18, p.21, to determine penetration values)				
Photonic Missiles, macro	8	25	7	-
Klingon Photon Launchers (Use Starships Table 1.18, p.21, to determine penetration values)				
KT-Z	5	6	5	2182
KP-7	6	10	5	2268
KP-12	10	15	6	2360
Romulan Nuclear Fusion Missiles (Use Starships Table 1.17, p.20, to determine penetration values)				
RNF-3	5	6	5	2191
Romulan Plasma Torpedoes (Use Starships Table 1.18, p.21, to determine penetration values)				
RPT-4 Plasma	11	20	6	2301
RPT-6 Plasma	14	26	8	2368
RPT-10 Plasma	20	37	10	2383

Strategic facilities purchase missile weapons at -1 space cost (minimum 1) each.

TABLE 1.18: STARBASE DEFENSIVE SYSTEM COSTS

Type	Space	Protection Rating	Min. / Max. Threshold	Reliability	Availability
Hull Plating					
Type A	Size	10	-	-	2069
Hull Polarization					
HPG-st	8	12	1/1	CC	2148
Deflector Shields					
PFF 2c	7	14	1/3	B	2261
CIDSS-RS	10	16	1/4	C	2329
FSQ-5	Size x 2	15	1/2	C	2362
FSR-3	16	17	2/6	E	2371
FSS-2*	18	20	3/7	F	2371
Outposts (O, OM, OL) purchase defensive systems at –2 space cost (minimum of 1).					

* This shield grid is regenerative.

available, and only to space stations (Table 1.18).

Outposts purchase defensive systems at -2 space cost (minimum of 1).

It must be noted as well that the shield strength of stations is stronger than for starships: station shields have a strength of 15 instead of 10. The shield strength track used for starbases can be found in Table 1.19.

TABLE 1.19: STARBASE SHIELD STRENGTH TRACK

Strength	Effect (If Any)
15	Full strength
14	
13	Ops panel shorts! (TN 10 Stamina to shrug off or stunned 1D6 rounds)
12	Shield protection rating reduced by 1
11	Orbital decay: +1*
10	Primary system hit, make a roll on
9	
8	Shield threshold reduced by 1 (minimum 0)
7	Primary system hit, make a roll on
6	Orbital decay: +1*
5	-2 to orbital maneuvers
4	Ops panel explodes! (1D6 wounds)
3	Shield protection rating reduced by 1
2	Orbital decay: +2*
1	Primary system hit, make a roll on
0	Shields down! Protection set to 5, no threshold.

* See Orbital decay, p.32

Maneuver Modifiers

Stations get bonus maneuver modifiers depending on their Size, as stated in the *Narrator's Guide*, p.142.

The maneuver modifiers ranges of the different kinds of facilities are consigned in Table 1.20.

TABLE 1.20: STARBASE MANEUVER MODIFIERS

Classification	Base / Maximum		
	Command	Helm	Tactical
Space station, starbase	+3 / +5	-10 / +0	+2 / +5
Strategic facility	+2 / +5	-10 / -3	+3 / +7
Outpost	+1 / +4	-8 / +2	+0 / +3
Specialized	-1 / +2	-10 / +0	-1 / +2
Spacedock	-2 / +5	-10 / +0	-3 / +4

Starbase Traits

Some traits destined to starships can be used for starbases, some cannot. The edges that cannot be ported to a starbase are listed in Table 1.21 – all Star Trek RPG starship flaws can be used on stations.

TABLE 1.21: EDGES NOT INSTALLABLE ON STARBASES

ACB jacketing
Nimble
Pulse upgrade

Modifications To Starship Traits

Because the system damage track changes for stations (the power system replaces the propulsion system), some starship traits do not apply exactly the same way to starbases.

The traits Hardened system, Battle scarred, Jury-rigged and Vulnerable system cannot be applied to the propulsion systems of stations, but can be taken for the power system.

What follows describes in detail the other traits that change.

Blind Luck: Propulsion systems cannot be improved using this trait, but new effects are suggested in Table 1.22. Other effects (*Starships* Table 1.24, p.26) apply.

Design Defect: The starship version of the trait cannot be taken for propulsion or warp systems. Some new effects are available, however (Table 1.23); other ones found in the *Narrator's Guide*, Table 9.18 (p.144) can be chosen as well.

Enhanced System: The starship version of this edge cannot be taken for a station's propulsion system; but it can be applied to other systems with new effects (Table 1.24), and the other effects found in the *Narrator's Guide*, Table 9.16 (p.144) apply.

Flagship: The effects are the same as the starship version of the edge, but the name is modified to "Central Installation" for stations.

Prototype: The starship version of the trait cannot be taken for the propulsion systems, but new effects using the conventional rules can be found in Table 1.25. For other effects, see *Starships* Table 1.25 (p.27). The new station systems insert themselves in the *Starships* corresponding tables, according to availability dates.

Example: Table 1.18 specifies that the development date of the CIDSS-RS shield grid is 2329. Therefore, on *Starships* Table 1.19 (p.22), it would insert itself between the CIDSS-3 (availability 2320) and CIDSS-4 (availability 2337) shield grids, with regard to row shifts for the application of the Prototype trait.

What follows is a list of traits that can only be installed on starbases; they are listed in Table 1.26.

Table 1.22: Starbase Blind Luck Effects

System	Effect
Orbital Correctors	Orbit cannot decay by more than 1 at a time
Power System	Power transfers always succeed
Propulsion System	Allows warp travel (warp 1)

Table 1.23: Starbase Design Defects

System	Effect
Engineering Facilities	+25% repair time
Orbital Correctors	-2 structure for each round of emergency orbital corrections
Power System	+5 TN to all power transfer tests
Sublight propulsion system	-2 structure for each round of use

Table 1.24: Starbase System Enhancements

System	Effect
Engineering Facilities	-25% repair time
Orbital Correctors	+3 to all orbital maneuvers
Power System	-5 TN to all power transfer tests

Table 1.25: Starbase Prototype Effects

System	Effect
Orbital Correctors	Orbital helm modifier (-3/-0), Maximum size (-0/+4)
Power System	Reliability (-1/+1)
Sublight Engine	Max c (-2/+1), Maximum Size (-1/+1)

Table 1.26: Starbase Traits

Edges
Multi-vector targeting systems
Modularity
Rotary weapon systems
Flaws
Weak shield grid

Starbase Edges

Multi-vector Targeting System

The static position of some stations grant them tactical advantages. With the help of advanced targeting computers, some facilities can even target several ships at the same time.

Restriction: Available 2260

Effect: The station can choose two Primary Targets instead of one, and apply maneuvers to one or the other. When the maneuvers are revealed, the targets they apply to must be specified as well.

Modularity

Some stations are built with a modular structure. That means they are designed to expand easily if needed; thanks to the adjonction of modules, new systems can be installed quickly.

Effect: Additional space can be bought, as per the starship experience rules, at the cost of 3 advancement picks for two additional space.

Rotary Weapon Systems

The size of stations allows the installation of the biggest tactical systems. Some are even designed to fire missiles using salvos of several warheads at once to increase damage or score easier hits; beam weapons can be fixed on rotary emplacements.

Restriction: At least Size 6; available 2340

Effect: +2 to the station's Tactical modifier.



Starbase Flaws

Atmospheric

The station is set up in a unusually low atmosphere, to facilitate transfers to and fro the surface. This is very convenient but also very dangerous in case the orbital correctors fail: there's almost no way the station can be prevented from crashing on the surface.

Restriction: Must have orbital correctors; cannot leave Low Atmosphere (see p.33).

Effect: The station crashes if the orbital decay reaches 5 (instead of 10).

Weak Shield Grid

The station shield generators are undersized for the station, therefore the subspace bubble generated is weaker than normal.

Effect: The shield strength of the station is 10 instead of the regular 15; the shields cannot get higher than 10 strength – always tick the five first levels on the starbase shield strength track (but do not apply the effects accompanying the first five levels of damage).

Buildings

The rules for designing stations also allow you to set up buildings or blocks of buildings. They could be situated on an asteroid, or even on the surface of a planet. Using the corresponding Size, you could even model a whole city acting as one big stations.

When designing such static installations, remember that they do not need any kind of propulsion systems and that helm maneuvers will be forever forbidden to them. Shields are also very rare. Other than that, just follow the basic steps.

VEHICLE CONSTRUCTION

As said previously, vehicle construction follows the same basic set of rules than starbase or starship construction. This allows for a seamless integration of all craft scales (however, the rules of action and combat are a little different, as detailed in the next chapter).

Vehicles are small craft (Size 1 to 6) designed for planetary, or, generally speaking, atmospheric operations. They can be ground-based, such as the Argo buggy seen in *Star Trek Nemesis*, or travel in low orbit, like the travel pods of *Star Trek: The Motion Picture*. They can be transporting craft, attack tanks, or support vehicles.

They all have one thing in common: they are unable to leave the celestial body they are deployed on without external assistance, such as a shuttlecraft or a starship to carry them. It should be noted that star-faring species seldom rely on vehicles; transporters, or orbital bombardment for military operations, allow for a much quicker and easier deployment of ground forces. These two strategies will always be preferred to the use of a vehicle whenever possible.

Indeed, vehicles are generally limited in their capabilities because of their lesser power output (they cannot be equipped with warp drive or similar technology). All the equipment that can be installed onboard therefore suffers from this limitation.

This lesser importance also implies renown (*Starships*, p.30) is quite meaningless for vehicles. However, individual vehicles can be improved through experience if the players wish it (see *Starships*, p.33).

Vehicle Sizes

As said previously, vehicles use the same size chart as starships (*Starships*, Table 1.3, p.8). As with starships and stations, structure points can be "sold" and "bought" by increments of five points of space, but in any case, the structure of a vehicle cannot exceed 30 points – they are, after all, light craft. If you want to have a vehicle with a stronger structure, maybe you should consider building a small starship with atmospheric capability instead.



Vehicle Classifications

As with starships and stations, vehicles are classified depending on their role, from light exploratory buggies to heavy attack hovercrafts. Vehicle classifications can be found in Table 1.27. As for starships, vehicles have minimum and maximum Size requirements.

Reconnaissance Vehicles

These vehicles provide ground or atmospheric support for exploration teams in hostile environments, or when transporters cannot work properly. Usually, these are rather light and fast craft, equipped with sensors and especially nimble.

Unless they are Size 1, recon vehicles must trade at least 5 points of structure for 5 points of space. They purchase engines at a -1 space cost.

Transports

These are among the most common type of vehicles found in star-faring civilizations. They provide means of personnel transportation over long distances, or even in atmospheres. The conditions can be elementary, for short trips, or outstandingly comfortable, as for pleasure cruises. Transports can also be drop-ships, designed for the deployment of ground soldiers.

Transports must buy at least twice their Size in cargo units.

Cargo Carriers

Cargo carriers are the other very common type of vehicles found in star-faring civilizations. They provide transportation means for goods of all natures: food, cattle, minerals, manufactured products... As for transports, they can be either ground-based, or operate in low orbit.

Cargo carriers must buy at least five times their Size in cargo units.

Specialized

These vehicles are devoted to some specific, but various tasks, of an auxiliary nature.

Construction: These vehicles are the Star Trek equivalent of cranes, bulldozers and similar heavy machines used in public works, like building construction, or even terraforming.

Agricultural: These are various utilitarian craft used for all agricultural purposes, from seeding, environment maintenance, to harvesting. Usually they are equipped with antigrav generators in order to float above the landscape, thus avoiding to damage it.

Medical: These vehicles are involved in a variety of medical tasks, like transporting the wounded, providing an emergency response in case a catastrophe happens, or acting as medical support in a battlefield.

Tactical

These vehicles are used for a variety of military operations requiring ground support: they can act as strike craft, bombers, interceptors, and sometimes, as troop transports.

Tactical vehicles must be equipped with shields and have an offense value equal to at least five times their size. They also purchase shields at a -1 space cost.

Crew Complement

A vehicle does not require a lot of crew – depending on the size and function of the craft, a vehicle can be manned by one or two persons, and rarely needs more than four of five.

TABLE 1.27: VEHICLE CLASSIFICATIONS

Vehicle Type	Classification Code	Minimum Size	Maximum Size
Reconnaissance Vehicles			
Light Scout	VSL	1	1
Medium Scout	VS	1	2
Heavy Scout	VSH	1	3
Transports			
Light	VTL	1	2
Medium	VT	2	3
Heavy	VTH	3	5
Cargo Carriers			
Light	VCL	2	3
Medium	VC	3	4
Heavy	VCH	4	6
Specialized			
Construction	VC	2	6
Agricultural	VA	1	6
Medical	VM	3	6
Tactical			
Light	VHL	1	2
Medium	VT	2	4
Heavy	VHT	4	6

The multipliers in Table 1.28 indicate how much passengers can come aboard the vehicle – just multiply the vehicle's Size by the figures provided.

Systems Overview

Just like with starships and starbases, vehicles are equipped with systems of various reliabilities, and that can break down if damaged.

Vehicles are equipped with the same systems as starships (namely, propulsion – called engines for a vehicle –, weapons, shields, sensors, operations and life support) but the system damage track differs, to reflect the different rules that apply to vehicles (see Table 1.29). The systems that can be installed on a vehicle are also very different from the ones found on starships or starbases – otherwise specified, starship or starbase systems cannot be installed on a vehicle at all.

Vehicle Systems

Engines

The engines of a vehicle allow it to move, but not only on the ground – antigravity can be used, for example aboard hovercrafts.

On the most primitive vehicles, the engines are organic – the craft can be pulled by beasts or even by people. And at the other end of the spectrum, we find the most advanced technology – antigravity generators coupled with cold fusion thrusters.

Engines are purchased according to the speed desired, and to the altitude the vehicle can attain. The basic cost of the engines is attached to the maximum speed of the vehicle, measured in factors. With the reachable altitude (ground only, low or high atmosphere – see p.33 for more on these categories) comes a multiplier to that basic cost, that indicates the overall cost of the engine. Then, you must purchase the engine reliability with additional space. The maximum reliability factor of the engine is dictated by the maximum speed factor it can attain (for instance, an engine attaining a speed factor of 3 must have at least a reliability of C). See Table 1.30.

When some high speeds are attained, people need the assistance of machines to continue piloting safely. Thus, a vehicle requires sensors of a class equal to at least its speed factor, except for speed factor 1.

Life Support And Operations Systems

Vehicles do not always need life support, if they operate in an environment where the temperatures and atmosphere are within acceptable ranges for humanoid life (M class planets). However, big or closed vehicles, operating in high atmospheres or hostile environments will need life support systems to accomodate their crew.

Operations systems are much more simple than on starships or starbases, yet they still provide vital functions, like steering or coordinating computer systems, when applicable, as on large barges.

TABLE 1.28: VEHICLE PASSENGER CAPACITY

Type Of Vehicle	Multiplier
Reconnaissance	0-5
Transports	100-500
Cargo carriers	5-15
Construction, agricultural	0-5
Medical	75-300
Tactical	0-50

TABLE 1.29: VEHICLE SYSTEM DAMAGE TRACK

Sensors

Rating	Effect
F	+5 TN to system ops (Sensors) tests
E	-1 initiative
D	-1 maneuverability
C	-1 tactical
B	Cannot lock on
A	System offline: vehicle limited to Speed 1

Engines

Rating	Effect
F	Cannot charge
E	-1 intiative
D	-1 maneuverability
C	-1 initiative
B	-1 maneuverability
A	System offline

Operations

Rating	Effect
F	+5 TN to computer use tests
E	-1 initiative
D	-1 maneuverability
C	-1 tactical
B	-2 maneuverability
A	System offline: camouflage offline, no steering

Weapons

Rating	Effect
F	Lose lock on
E	-1 tactical
D	-1 penetration all cannons
C	Only basic fire allowed
B	-2 tactical
A	System offline

Life Support

Rating	Effect
F	Emergency lighting: -1 to all physical tests
E	Panel shorts: TN 10 stamina or stun 1D6 rounds
D	Panel explodes: TN 10 quickness or 1D6 wounds
C	Depressurization: -2 to all physical tests
B	Thin atmosphere: TN 10 stamina or stun 1D6 rds
A	System offline: 1D6 rounds to abandon vehicle

Shields

Rating	Effect
F	-1 shield strength
E	-1 shield strength
D	-1 shield threshold
C	-1 shield strength
B	-2 shield protection
A	System offline: shields down

TABLE 1.30: VEHICLE ENGINES COSTS

Propelling Means

System	Max. Speed Factor	Max. Speed	Space
Pulled by animals or people	0	15 KPH	0
Sails, small chemical engine…	1	100 KPH	Size x 2
Chemical rockets or propellers…	3	2,000 KPH	4
Ion thrusters	7	10,000 KPH	8
Cold fusion thrusters	10	25,000 KPH	12

Altitude Capacity

System	Maximum altitude	Multiplier
Wheels, skis …	Ground-based	x1
Wings, anti-gravity field…	Low atmosphere	x2
Rockets, starship atmospheric systems…	High atmosphere	x3

Reliability

Factor	Max. Speed Factor	Space
A	0	0
AA	0	1
B	1	2
BB	1	3
C	3	4
CC	3	5
D	7	6
DD	7	7
E	10	8
EE	10	9
F	10	10

Reconnaissance vehicles purchase engines at -1 space cost.

The cost of these systems can be found in *Starships*, Table 1.6 (p.10). If no life support systems are installed aboard a vehicle, it gains two points of free space.

Operations systems can be skipped as well, gaining two other points of free space, but that limits the vehicle to speed factor 1.

Cargo Space, Transporters, Shuttlebays And Tractor Beams

These components are bought using the same rules as starships: refer to the *Narrator's Guide* (p.138 and 139 respectively). There is one small difference though – vehicles do not come with "free" transporters or tractor beams upon creation: they have to be bought.

Camouflage Systems

Vehicle cloaks are often cumbersome to use; they require vast amounts of power in order to hide the craft in an ever-varying environment. While in space, it's quite easy to fool starship sensors (after all, there is only the star field background to simulate for the naked eye), planetary environments have a complexity that require important energy and computer processing power.

That's the reason why vehicle "cloaks" do not exist as such; they are, really, based on holographic technology. That makes them unavailable to civilizations who have not yet achieved this level of development. Because of the nature of holograms, camouflaged vehicles are also a lot easier to spot than cloaked starships. Medium-intensity scans often suffice to pick hidden vehicles out.

It is worth noting that the Federation can legally use camouflaged vehicles – although they will most likely use them only when observing primitive cultures protected by the Prime Directive.

Because of the power required, vehicles under camouflage cannot use their tactical systems (weapons and shields). Camouflage systems are listed in Table 1.31.

Sensor Systems

Vehicle sensors are far less powerful than starships' or stations', but they basically provide the same information. Choose a sensor array from Table 1.7 in *Starships* (p.10), however know that the range scale used in the case of vehicles is the same as for personal combat (vehicle

TABLE 1.31: VEHICLE CAMOUFLAGE SYSTEMS COSTS

Type	Space	Rating	Maximum Size	Availability
Class alpha	Size	8	3	2345
Class beta	Size x 1.5	10	4	2352
Class gamma	Size x2	12	5	2361
Class epsilon	Size x3	15	6	2370

TABLE 1.32: VEHICLE BEAM WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
Laser Cannons (Use Starships Table 1.17, p.20, to determine penetration values)				
LCS-V	8	1	2	2090
Plasma Weapons (Use Starships Table 1.17, p.20, to determine penetration values)				
TDM-50e	6	1	3	2145
Phase Cannons (Use Starships Table 1.17, p.20, to determine penetration values)				
PC-35v	8	2	2	2181
Phasers (Use Starships Table 1.18, p.21, to determine penetration values)				
Vehicular Type IV	7	3	1	2270
Vehicular Type V	8	4	2	2334
Vehicular Type VI	9	5	4	2371
Cardassian / Klingon (Use Starships Table 1.17, p.20, to determine penetration values)				
C/K-GDM-1a	7	1	2	- / 2150
Cardassian / Klingon (Use Starships Table 1.18, p.21, to determine penetration values)				
C/K-GDM-4v	8	2	1	2352 / 2330
C/K-GDC-1 modified	10	3	3	- / 2369
Dominion (Use Starships Table 1.18, p.21, to determine penetration values)				
DPB-alpha	6	2	2	2192
DPB-alpha revised	7	3	3	2251
DPB-beta	9	5	4	2316
Romulan (Use Starships Table 1.17, p.20, to determine penetration values)				
RPFD-atmospheric	7	1	2	2235
Romulan (Use Starships Table 1.18, p.21, to determine penetration values)				
RPFD-3b	9	2	1	2339

TABLE 1.33: VEHICLE MISSILE WEAPON COSTS

Type	Space	Offense Value	Minimum Size	Availability
*Nuclear/Fusion Missiles (Use Starships Table 1.17, p.20, to determine penetration values)**				
SBM 12	12	2	4	2070
SBM 18	15	3	5	2099
Magnetically Guided Shells (Use Starships Table 1.17, p.20, to determine penetration values)				
MagS	6	1	3	2107
MagS-II	10	2	4	2231
MagS-III	14	3	4	2314
Ultritium Missiles (Use Starships Table 1.18, p.21, to determine penetration values)				
UL-25	5	1	2	2331
UL-35	6	2	3	2349
UL-50	7	3	4	2355
UL-70e	8	4	5	2370
* These types of warhead are usually banned, as they are very harmful for the environment.				

TABLE 1.34: VEHICLE DEFENSIVE SYSTEM COSTS

Type	Space	Protection Rating	Min. / Max. Threshold	Reliability	Availability
Hull Plating					
Vehicular Type I	Size	6	-	-	2041
Vehicular Type II	Size x 1,5	7	-	-	2062
Vehicular Type III	Size x 2	8	-	-	2084
Vehicular Deflector Shields					
PFF-V	7	12	1/1	A	2234
PFF-V2	8	13	1/1	B	2261
Vehicular CIDSS-1	9	14	1/2	BB	2301
CIDSS-3b	10	15	1/3	C	2342
FSQ-1	11	16	1/4	CC	2351
FSQ-5	13	17	2/3	D	2362
FSS-AV*	16	18	3/3	E	2381
Tactical vehicles (VHK, VT, VHT) purchase defensive systems at -1 space cost (minimum of 1).					

* This shield grid is regenerative.

rules are detailed further: see p.36), instead of the one used for starships.

Tactical Systems

Because of power output issues, vehicle tactical systems are far less powerful than starships' or stations', but they can still inflict serious damage in combat situations, especially when used on other vehicles or platoons.

Vehicle beam weapons can be found in Table 1.32; warhead weapons are listed in Table 1.33.

Defensive Systems

Vehicular shields work the same way as starships do – they have a strength, a protection rating and a threshold. In addition, vehicles can receive improved hull plating for protection. The defensive systems that can be installed on vehicles are listed in Table 1.34.

Just as station shields are stronger than starships', because of vehicles' lower power output, vehicles use a lower shield track, with a strength of 5 instead of 10: see Table 1.35.

TABLE 1.35: VEHICLE SHIELD STRENGTH TRACK

Strength	Effect (If Any)
5	Full strength
4	Shield protection rating reduced by 1
3	Control panel shorts! (TN 10 Stamina to shrug off or stunned 1D6 rounds)
2	Shield threshold reduced by 1 (minimum 0)
1	Primary system hit, make a roll on
0	Shields down! Protection set to 5, no threshold.

TABLE 1.36: VEHICLE MANEUVER MODIFIERS

Classification	Base / Maximum	
	Maneuverability	Tactical
Reconnaissance	+0 / +3	-2 / +1
Transports	-2 / +1	-2 / +0
Cargo carriers	-2 / +0	-1 / +2
Specialized	-3 / +1	-4 / -1
Tactical	-2 / +1	0 / +3

TABLE 1.37: TRAITS NOT INSTALLABLE ON VEHICLES

Ablative Armor
ACB jacketing
Battle tested
Famous
Flagship

TABLE 1.38: VEHICLE SYSTEM ENHANCEMENTS

System	Effect
Engines	+1 speed factor (no matching operations or sensor systems needed)
Operations	+2 maneuverability
Weapons	+2 tactical

Vehicles Maneuver Modifiers

Vehicles have only two maneuver modifiers, maneuverability – which describes the nimbleness of the vehicle – and tactical – which reflects the accuracy of its tactical systems. All rules pertaining to vehicles handling and combat are described in the next chapter.

The maneuver modifiers of the different types of vehicles are listed in Table 1.36. Start with the base modifiers; you can then invest some extra points (as much as Size ÷ 2, rounded down) in one, the other, or both modifiers, the way it is done with starships and starbases.

Vehicle Traits

Just like starships and stations can be customized with traits, so do vehicles. However, vehicles have specific traits, which are widely different from the ones reserved to starships or stations.

Some traits reserved to starships can be ported to vehicles, some with heavy rule modifications that are detailed further on.

Others cannot be applied at all – they are listed in Table 1.37.

Modifications To Starship Traits

As the scale of vehicles is globally inferior to starships and starbases, some traits cannot be applied exactly as written in the *Narrator's Guide* or *Starships*. However the spirit remains.

TABLE 1.39: VEHICLE DESIGN DEFECTS

System	Effect
Engines	-1 speed factor
Operations	-2 maneuverability
Weapons	-2 tactical

Blind Luck: Propulsion systems cannot be improved using this traits, but new effects are suggested in Table 1.22. Other effects (*Starships* Table 1.24, p.26) apply.

Design Defect: Choose one effect in the *Narrator's Guide*, Table 9.18 (p.144), if you choose to apply this flaw to transporters, sensors, cloaking, tactical or shield systems. Engines can also be chosen: the effect is then Reliability (0/-4).

Enhanced System: Choose one effect in the *Narrator's Guide*, Table 9.16 (p.144), if you choose to improve the transporters, sensors, cloaking, weapons or defensive systems. Otherwise, refer to Table 1.38.

Nimble: The trait can only be taken for vehicles of Size 3 and smaller; it adds +3 to the craft's maneuverability.

Prototype: You can choose effects found in *Starships*, Table 1.25 (p.27), if you wish to alter operations, life support, sensors, cloak, weapons, or the defensive systems.



TABLE 1.40: VEHICLE TRAITS

Edges
Improved responsiveness
Reactive armor
Flaws
Cumbersome
Makeshift shields
Opened
Scale Shift

Others traits (Hardened system, Jury-rigged, Monotanium plating, Outdated, Unique system, Vulnerable system) are applied just as written in those previous supplements.

Vehicle-specific traits are listed in Table 1.40.

Vehicle Edges

Improved Responsiveness

Due to a good synchronicity between the steering systems and the engines' power output, the vehicle is able to accelerate and break much faster than others.

Prerequisite: Speed 3 or faster; Size 3 or smaller

Effect: Charge takes only one action instead of two.

Reactive Armor

Following research on ablative armor, it has been tried to adapt the concept to lighter craft – namely, vehicles. Reactive armor consists of separate microscopic hull segments, filled with controlled explosives that can detonate upon an external impact. This helps absorbing some of the shock's kinetic energy, lessening internal vehicle damage.

The downside is that the vehicle must be almost entirely covered with the armor so that it may be effective; this implies the installation of life support systems.

Restriction: At least Size 3; life support system installed; available 2370

Effect: When the vehicle loses its first five points of structure, do not roll a system critical hit. Contrary to ablative armor, buying this edge does not imply increasing the vehicle's structure.

Vehicle Flaws

Cumbersome

Due to their mass or hull profile, some vehicles are harder to maneuver than others. They respond less well to commands, making them harder – and more dangerous – to handle.

Effect: Subtract –3 to the vehicle maneuverability. This flaw can be taken a second time, porting the penalty to –6.

Makeshift Shields

Vehicles rarely use shields in atmospheres, relying preferentially on their hull plating for protection. Such vehicles can be equipped with shields, but the weakness of their generators or the generally low power output of the vehicle diminish their efficiency.

Restriction: Cannot be installed on tactical vehicles

Effect: When the vehicle is hit by a successful attack that reduces the shields' strength, subtract one point as well to the protection.

Opened

Generally, exploration is peaceful and does not need armored vehicles. Indeed, it's more pleasant – and practical – to have opened vehicles in order to take on the surroundings. However, of course, the crew is more or less exposed to exterior harm, only partially (or not at all) protected by the vehicle's structures.

Restriction: Vehicle can only operate in breathable atmospheres

Effect: External attacks can target vehicle operators – this requires the use of an aim action. The vehicle operators are considered to be at 50% cover. This flaw can be bought a second time, at which case operators are totally devoid of any cover. If the vehicle is hit by a starship or station weapon, all personnel aboard are killed instantly.

Scale Shift

The vehicle is so small, frail, primitive or underpowered that it's absolutely no match for a starship or station. It's best used against personnel, or other like vehicles.

Effect: The vehicle's structure and damage is considered to be at the personnel scale. Before applying the flaw, you may exceptionally "sell" structural points one by one (primitive vehicles, like cars or tanks, won't have more than 1 or 2 structure in this manner). Then multiply the structure and weapon penetrations by 50; these values are only used against personnel or vehicles with Scale Shift. System criticals happen every 25 damage.

Versus starships and stations, consider the vehicle as personnel, not as a vehicle (see "Mixing the combat scales", p.63). In essence, the vehicle is instantly destroyed if touched by weapon equipped on a starship, station or vehicle without Scale Shift. Versus those, divide the vehicle's new weapon penetration by 50 (that is, apply the damage as determined before adding this flaw).

THE COST OF SPACECRAFT

Starships, stations, vehicles are incredibly complex pieces of machinery, which are terribly difficult to assemble: they require a vast array of skills and personnel, as well as a wide variety of components, rare alloys and materials. Therefore, the building of spacecraft is usually reserved to major space powers such as Starfleet.

However, to some ends, for example if the characters of your campaigns are pirates or civilians, you might need to estimate the price of a starship or station. The guidelines provided allow you to do so – however remember that they are very rough. The Narrator might want to increase or decrease the price estimation depending on his campaign or on the precise conditions the characters find themselves in.

The Base Price

The first step is to estimate the base price of the starship, station or vehicle. Consider the total space available to the craft, depending on the Size factor, as found in *Starships*, Table 1.3 (p.8). The bigger a ship is, the more expensive it gets: each space unit is worth two billion latinum strips for a starship or a station, and worth two million latinum strips in the case of a vehicle. If spacecraft has been upgraded using experience, do not forget in the calculation the possible additional space units that may have been bought.

Then, consider each of the six vital systems aboard the craft. The more reliable the systems, the more advanced they are, and hence, the more expensive they get. Consider the reliability modifier of each system, and add +1 to it; then multiply this number by ten billion latinum strips (ten million for a vehicle). Just add the estimations of the individual costs of each system to the price.

Finally, add fifty billion latinum strips (fifty million in the case of a vehicle) for each edge the starship or station has; subtract the same amount for each flaw.

Example: An Ambassador-class starship (*Starships* p.40) is Size 8, which represents 119 space units: the cost for sheer onboard space equals 119 x 2 = 238 billion latinum strips.

The base reliability of the shields system is C, which makes a reliability modifier of +4. 4 +1 = 5: the shield system alone costs 50 billion latinum strips . The weapon systems (base reliability D) cost 90 billion latinum strips, the engines cost 30 billion strips, the life support and operations systems cost 60 billion strips each. The total price of the systems is therefore 270 billion latinum strips.

Finally, the vessel has an edge, adding 50 billion strips to the base cost.

The base price of an Ambassador-class starships is, therefore, 558 billion latinum strips.

Price Modifiers

Several conditions can alter the base estimation of a spacecraft price. They are far too numerous to be described in detail, but they can alter the price – or availability – of a given starship: the ultimate decision is the Narrator's. For example, some equipments such as warp





engines components may be much rarer, or common, in some parts of the galaxy; the price will reflect these local conditions.

Classification Modifiers

In any case, depending on the classification, on the secrecy of a project, on its availability to the public, a vessel can cost more, or less than its base price. Apply the following modifiers to calculate the final price of your spacecraft: use Table 1.41 for starships, Table 1.42 for stations and Table 1.43 for vehicles.

EXAMPLE: Based on our previous calculations, the base cost of an Ambassador-class heavy cruiser is 558 billion latinum strips. The final price is therefore equal to 837 billion strips (a heavy cruiser costs 50% more than the base price).

Age

The older spacecraft is, the cheaper it gets. A great way to get one's hands on a starships is, of course, to buy it used.

As a rule of thumb, decrease a starship or station base price by .5% for each year, with a maximum of 60% (meaning 120 years of age).

For a vehicle, reduce the price by 1% per year, with a maximum of 80% off (80 years of age).

Bargaining

The overall state of the craft can also have an influence on the cost: if repairs need to be made, if the ship or station has terrible flaws, the cost can be lowered by the seller. The Narrator can require all sorts of skill tests, such as Appraise or Negotiate (Bargain) for the financial aspects of the deal. Engineering tests can also be invoked when estimating precise aspects of the merchandise examined.

Refer to the *Player's Guide* for more details about commercial negotiations.

TABLE 1.41: STARSHIP PRICE MODIFIERS

Ship Type	Base Estimation Modifier
Warships	
Battleship	+45%
Dreadnought	+40%
Fast Attack	+35%
Fighter	+30%
Explorers	
Explorer	+45%
Heavy	+65%
Light	+50%
Cruisers	
Cruiser	+40%
Battle Cruiser	+50%
Exploratory Cruiser	+55%
Heavy Cruiser	+50%
Light Cruiser	+30%
Destroyers	
Destroyer	+40%
Heavy Destroyer	+50%
Escorts	
Escort	+35%
Destroyer Escort	+45%
Heavy Escort	+50%
Light Escort	+30%
Frigates	
Frigate	+15%
Fast Frigate	+20%
Heavy Frigate	+25%
Light Frigate	+10%
Scouts	
Scout	+10%
Fast / Far Scout	+15%
Heavy Scout	+15%
Specialized	
Courier	-
Medical	+5%
Surveyor	-
Deep Space Surveyor	+5%
Research / Laboratory	+5%
Support / Auxiliary	
Cargo Carrier	-25%
Runabout	-10%
Shuttlecraft, Impulse	-40%
Shuttlecraft, warp	-20%
Tanker	-25%
Tender	-20%
Transport	-20%
Transport, Armored	-
Tug	-10%

TABLE 1.42: STATION PRICE MODIFIERS

Station Type	Base Estimation Modifier
Space Stations / Starbases	
Light	+45%
Medium	+55%
Heavy	+65%
Tactical Facilities	
Tactical Platform	+30%
Light Defense Station	+35%
Medium Defense Station	+50%
Heavy Defense Station	+70%
Outposts	
Light	+20%
Medium	+30%
Heavy	+40%
Specialized	
Administrative Center	+10%
Communications Station	+35%
Factory	+35%
Medical	+20%
Observatory	+35%
Research / Laboratory	+35%
Hub	+50%
Spacedocks	
Light	-
Medium	+35%
Heavy	+70%

TABLE 1.43: VEHICLE PRICE MODIFIERS

Vehicle Type	Base Estimation Modifier
Reconnaissance	
Light Scout	+5%
Medium Scout	+10%
Heavy Scout	+15%
Transports	
Light	-10%
Medium	-
Heavy	+10%
Cargo Carriers	
Light	-20%
Medium	-10%
Heavy	-
Specialized	
Construction	+10%
Agricultural	+5%
Medical	+5%
Tactical	
Light	+40%
Medium	+50%
Heavy	+60%



Spatial And Vehicular Operations

How does a ship land on an asteroid? What is required of the mother ship when launching shuttlecraft? Is it possible to boost the shields using the navigational deflector?

What follows mirrors the "Starship operations" chapter found in the *Narrator's Guide*. In it you will find precise information about operating ships, stations and vehicles, in space or in other environments. Combat effects are also expanded, describing casualties, hull breaches, and critical conditions.

This rules add a greater degree of realism to spacecraft operations while remaining simple and coherent with the other books of the *Star Trek RPG* line.

Celestial Bodies

Often, starship operations do happen in the vacuum of space – plain stretches of nothingness happening for thousands, millions of kilometers, except for the occasional gas atom or elementary particle.

But of course, space is also full of celestial bodies – stars, planets, nebulae, asteroid fields – where starship operations often occur, like mining, rescue operations, or scientific studies.

The nature of celestial bodies and space hazards is already extensively covered in chapters 10 (p.156) and 13 (p.222) of the *Narrator's Guide*. In what follows, we will focus primarily on the starship operations happening in such environments, and the corresponding game mechanics.

Stellar Phenomena Scales

For game purposes, space phenomena are considered to be individual bodies, just like spacecraft. Because the Star Trek RPG always focuses on the players' actions, and not the tactical positions of each ship and celestial body relatively to another, what really matters is the distance of ships relatively to space phenomena, not their size or position. For instance, until a ship declares it enters the atmosphere of a planet, the planet is considered to be a celestial body just like any other ship: it is considered as a "dot" on the space map.

Therefore, spatial phenomena are treated following two scales: the ship scale and the phenomena scale. The ship scale merely means that the phenomena is treated as any target relatively to other ships. The phenomena scale is applied once the phenomena has been entered (inside a planet's atmosphere, a star's corona, a comet's tail, a star system, or a nebula).

When outside a space phenomena, consider it like a static starship. Entering it needs to be at Point Blank range (meaning the ship may have to select the phenomena as its Primary Target, and execute Close maneuvers). Then, depending on the phenomena, different operations may take place. It is a free action to enter a stellar phenomena.

Example: During a battle, the USS Enterprise heads towards Earth's star system. On her round of action, the first maneuver brings her at Point Blank range of the system. Then, she decides to enter the solar system.

If a ship enters a phenomena while being the Primary Target of others, these can follow; they just need to Close on their target until they enter the phenomena. Note that if a targeted ship enters some phenomena, the attackers don't lose target lock nor the relative distances do change (unless the ships enters an atmosphere, see p.33); however, the ship may be more difficult to target because of the conditions, or the weapon penetration may be reduced.

Stellar Aggregates

Aggregates are probably the commonest of all space phenomena – they imply a grouping of several celestial bodies. They can be a star system, an asteroid field – even a nebula if some large bodies are found in it.

Scales can nest: for example, a ship may approach a star system at Point Blank range,

TABLE 2.1: WARPING OUT TN MODIFIERS

Traffic	
None	+0
Light (Remote System)	+2
Heavy (Central System: Earth, Vulcan...)	+5
Subspace Distorsion	
1-3 Planetoids	+1
4-8 Planetoids	+3
More than 9 Planetoids	+6
Stellar Body Proximity	
Point Blank	+5
Short	+4
Medium	+3
Long	+2
Extended	+1

then enter it. Once there, it can approach an asteroid field, once more at Point Blank range, to enter it.

Entering an aggregate requires no skill test; it counts as a free action.

Warping Out

It is not recommended to try to leave a stellar system or a nebula with FTL drives. As FTL drives inflict some minute damage to subspace, the heavy traffic happening in star systems would soon rip subspace to pieces, hampering further warp travel. The second reason is traffic itself: it is more difficult to calculate a safe route out of or into a system if many ships are traveling within. Finally, the heavy gravitational fields due to planets, stars or asteroids cause great disturbances in subspace, making things even more difficult.

Warping in a stellar aggregate is impossible because the insides have to be monitored closely beforehand in order to calculate a safe route. Warping out of a solar system or a nebula is dangerous, yet possible. It's impossible to warp out of an asteroid field.

Warping out requires a Science: Space (Subspace Dynamics) test at TN 20, taking a full-round action, modified following Table 2.1. Warp travel cannot attempted if the roll is failed (the ship would be instantly destroyed). If the ship is near a star, strange temporal effects occur – the ship can be forwarded or sent back in time; the effects are almost impossible to guess (see the Slingshot effect maneuver in *Starships*, p.29).

Asteroid Fields

Asteroid fields are aggregates of rocks moving randomly. They can be more or less dense (see *Narrator's Guide*, p.171). That makes them difficult places to navigate, and even more dangerous places to fight in, since asteroids can be quite big, and collisions with them are often fatal.

Navigating an asteroid field is difficult work, that requires skill on the part of the helmsman. Depending on the asteroid field density, the TN for piloting rolls may increase. It may also be necessary to know what kind of asteroid is near a ship; during a round, there are a random number of asteroids near a given ship (Point Blank range); this number and their characteristics change at the following round (unless the ship desires to follow one of them). If the characters are looking for a particular asteroid Size, and that it is not near their ship, just decide (unless the plot indicates otherwise) that they find one, at Medium range.

Asteroid field characteristics can be found in Table 2.2.

Density: This indicates the overall density of asteroids in the field.

Helm Penalty: Every helm test or maneuver suffers this penalty while in the field. If a Failure happens on any helm roll, the ship suffers a minor collision (see p.45) with one of the asteroids (randomly determined) situated at Point Blank range. For a Complete Failure, a major collision takes place; for a Catastrophic Failure, a full collision occurs.

Tactical Penalty: As asteroids block the normal aim of the ship, these penalties are applied whenever weapons have to be fired when in the field, or when targeting a ship inside the field (even if the acting ship is not in it).

Sensor Penalty: Asteroids generate a lot of interference that hamper the sensors' normal functions, and make readings more difficult to decipher. This penalty is applied whenever a ship wishes to use sensors in a field, or towards an object in the field.

Ext'd Sensor Test TN's: Asteroid fields are very difficult to scan thoroughly – it takes much time to check every formation in the field to find something precise. Following the manner of Tables 7.2 and 7.3 in the *Narrator's Guide* (p.102), apply this multiplier to determine the overall TN of the extended text that has to be conducted to scan the whole asteroid field.

Asteroids At Range (1): Roll on this column to find out how many asteroids are at Point Blank range (1) during a given round. To know the Size of a given random asteroid, roll 2D6 on Table 2.3.

An asteroid has as much structure as 5 times its Size, and a protection equal to 5.

TABLE 2.2: ASTEROID FIELDS CHARACTERISTICS

Density	Helm Penalty	Tactical Penalty	Sensor Penalty	Ext'd Sensor Test TN's	Asteroids At Range (1)
Scarce	+1	+2	+1	TN x 10	1
Light	+2	+3	+2	TN x 15	1D3
Medium	+4	+5	+3	TN x 25	1D6
Heavy	+6	+8	+4	TN x 50	2D6

TABLE 2.3: ASTEROID SIZES

Roll (2D6)	Size
2	17
3	14
4	8
5	6
6	3
7	4
8	5
9	7
10	10
11	12
12	20

Stellar Phenomena

Wormholes

Entering a wormhole is normally impossible for a ship; most wormholes' entrances have the size of a pin needle. Moreover, exit points are often random.

Some wormholes are however stable, like the Bajoran Wormhole discovered near Deep Space Nine. Entering a wormhole requires to approach it at Point Blank range. Some must be opened with the emission of a precise kind of particle; this decision, and the required test, is up to the Narrator.

Comets

Comets are relatively small and rare objects. Yet, it is possible to try to enter a comet's tail to hide, or to land on its core. To determine a comet's Size, just use Table 2.3.

Entering a comet's tail requires to approach the comet at Medium range at least (Point Blank is required only for landing attempts). A System Ops (Flight Operations) is required at a TN of 15 to adjust for the comet's course and speed. Any change in the starship's course (like the use of a Helm maneuver) means the test has to be taken again.

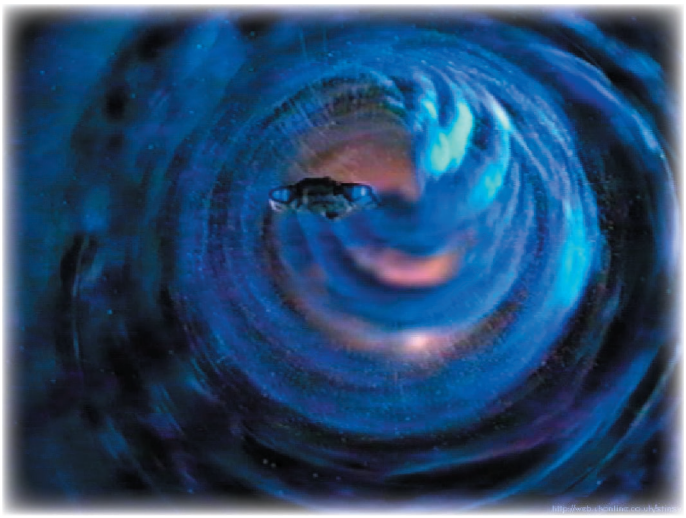
When in a comet's tail, all base sensor TN's (in and out) are increased by +4 because of the interference generated by the fine particles there. While a ship stays in a comet's tail, it suffers 1 point of structural damage per round.

Itineraries

Sometimes, a specific combat requires a ship to go from point A to point B on a battlefield – think of the Operation Return, led by captain Sisko to take back Deep Space Nine from the Dominion: the aim of the Federation forces was not to destroy the enemy, but to pass through their lines.

This can be modeled using the one-dimensional range scale used in the Star Trek RPG. Just assume to destination point to be a fictive celestial body, or a target, and then decide how many range increments separate the ship from it at the beginning of the battle.

Enemy ships can position themselves between the traveling ships and their destination (see the Intercede maneuver, p.52).



PLANETARY OPERATIONS

Orbital Operations

Stations Maintaining Orbit

Many stations orbit stellar bodies: planets, nebulae, even wormholes or black holes. That allows them to maintain their situation around the body they study, or provide access to, with a minimal use of power.

Orbits are always decaying because of frictions with the upper layers of atmospheres, of varying gravitational fields, or of minute but repetitive impacts of interstellar dusts. This modifies the stations' vector and therefore the orbit.

The role of orbital correctors is to keep the orbit steady. These minute thrusters located on the stations' surface orient it so as to divide evenly the friction with the atmosphere, therefore keeping the orbit level.

CELESTIAL MECHANICS

As far as celestial mechanics go, celestial bodies are not static. Planets, asteroids, comets, even star systems and nebulae move.

But over the course of starship combat or approach, these moves are not very important, and as such celestial bodies can be considered immobile. If such a reasoning is impossible, ships can always be considered as immobile relatively to celestial bodies (at least until they decide to move towards or away from them). It's just a matter of simplifying the representation of the battlefield.

Of course, you may sometimes need a celestial body coming in and zooming out at great speeds; in this case, just treat it as a moving ship set on a determined course.

In normal times, no roll is needed – the orbital corrections are automated. However, when an event aggressively disturbs the orbit, corrections have to be made by the officers.

A decaying orbit can be a serious problem, because if it is left unattended, it goes exponentially worse. As the station closes to the object it orbits, it falls more and more quickly towards it; the situation worsens, leading eventually to a terrible crash, or to fatal damage to the base's structural integrity.

The state of orbital decay is expressed in points ranging from 0 to 10. At 0, the orbit perfectly level; if it reaches 10, it has failed completely and has become impossible to correct. In this case, station personnel and passengers have 2D6 rounds to evacuate the facility.

A station gains orbital decay through combat damage (see Orbital decay, p.57). If the orbital decay reaches 5, the station loses one additional point of orbital integrity per round.

Orbits can be corrected in emergency situations – mostly, in combat – to avoid crashes. To do so is a full-round action, usually attempted by the Operations officer. The roll involved is System Operations (Flight Operations), and the TN is equal to 10 + the level of orbital decay. Modifiers due to the orbital correctors apply.

In the case of a Complete Success, orbital decay is reduced by 1. For a Superior Success, reduce it by 2 points; for an Extraordinary Success, reduce it by 3. In case of a Disastrous Failure, orbital decay is further increased by 1 point. Rolls can be attempted each round until orbit is restored.

Example: Starbase 47 has suffered an attack by rogue Klingons, and orbital decay equals 8 – a pretty dangerous situation. The station is equipped with SBT-1 orbit correctors (orbital operations modifier: -1). Lieutenant Wells attempts to correct the orbit, and rolls 22 (after taking into account the orbit corrector modifier). The TN being 18 (10 + 8 or orbital decay), this is a Complete Success and the orbital decay equals 7 at the end of the round. However, since orbital decay is more than 5, at the following round, it increases, going back to 8. Things are not looking good for the population of Starbase 47.

Establishing Orbit

The easiest way to monitor a stellar phenomena, a planet or a star is to establish orbit with it. It is possible for starships, or even stations equipped with sublight drives; smaller ships can even orbit around much bigger starbases. However, it is much more difficult for starbases to establish an orbit since they are much less maneuverable than starships.

To establish orbit, a ship or stations must first close at Point Blank range, then succeed at a System Operations (Flight Operations) roll (TN 10). Starships succeeding at this roll have an orbit correctly established; they receive the benefits of a full stop maneuver (+5 tactical maneuvers, -5 protection). Starbases succeeding still have to correct their orbit; they begin with an orbital decay of 3.

Atmospheric Operations

Atmospheres are very diverse. They can range from light and harmless gases to dense layers of corrosive material. Some planets even have no atmosphere.

The nature of the atmosphere is determined by the planet class (see *Narrator's Guide*, p.171).



ON THE THICKNESS OF ATMSOPHERES

Point Blank range represents 1,000 km from the target. But atmospheres are often much thicker than that – several thousands of kilometers at least.

When approaching a planet at Point Blank range, it is considered that the *upper limits* of the atmosphere are at Point Blank range.

Going deeper in an atmosphere is a matter of atmospheric operations.

Atmospheric Ranges

Ships that have successfully approached a planet at Point Blank range can choose to enter its atmosphere (or lack thereof – in what follows, we use the broad term "atmosphere" to refer to the region surrounding the planet's surface). Of course, only ships with atmospheric capability can descend in an atmosphere.

Atmospheres are composed of two layers, varying in density and distance from the planet's surface: Low Atmosphere and High Atmosphere. Low Atmosphere represent all that is close to the surface, or on it (landed ships, cities, geographical features). High Atmosphere is the height at which most atmospheric craft travel, and reaching open space at its upper limit.

These are as much as new range increments (they do not really represent distances, but atmospheric conditions), that represent the distance separating a ship in orbit from another one situated in the atmosphere. Weapon penetration, and all other penalties, are applied accordingly, because of the atmosphere's friction that reduce the weapons' impact, and planetary curvature that may hide targets from sight.

Example: A B'rel Klingon cruiser is in orbit; so it is at Point Blank range (1) of the planet. It tries to fire on a landed shuttlecraft. Since the shuttle has landed, it is in Low Atmosphere (2). Therefore, the shuttle is considered to be at Medium range (3) from the Klingons. As the penetration of the disruptors is 3/3/2/0/0, firing them would do 2 damage – provided they reach the shuttle.

Example: A Starfleet shuttle tries to stop a rogue Talon-class ship. The shuttle is in High Atmosphere while the Talon class is in Low Atmosphere; both ships are considered to be at Point Blank ranges.

Atmosphere Effects

Atmospheres have various effects, generally because of the resistance and friction they exert. Because of that; and because of the difficulties of atmospheric high velocity travel, where colliding with a building or a mountain is an ever-present danger, no ship can go faster than 30,000 km per hour in an atmosphere. Warp travel is out of the question.

Classical warheads break up harmlessly in atmospheres. Therefore, only specially modified torpedoes, called stratospheric torpedoes, may be fired efficiently in an atmosphere. Both kinds of missiles are available to ships, they can fire one or the other.

Atmospheres have various effects that are discussed in Table 2.4.

Planet Class: This is directly tied to the nature of the atmosphere.

Helm Penalty: Subtract this modifier to all atmospheric flight control operations.

Damage Per Round: Some atmospheres, because of their pressure or aggressive compounds, may inflict some damage on ships. Apply this damage for every round the ship passes in the atmosphere, unless it landed.

Atmospheric Maneuvers

Ships may either want to reach space or the planet's surface. This is done following the space combat rules.

To reach the surface (space, respectively), the ship has to perform enough Close maneuvers to reach the wanted layer of atmosphere, with "surface" ("space", respectively) chosen as Primary Target. There is one side effect to being in an atmosphere, though: no more than one range increment can be increased or decreased while in the atmosphere by any maneuver (preventing the use of Fast Attack and all such maneuvers requiring to close by more than one range increment in one maneuver).

Other than this limitation, atmospheric combat takes place just like regular space combat.

Landing requires to be in Low Atmosphere, and then the execution of the Land maneuver (see p.48). While landed, a ship benefits from some penalties and bonuses, depending on where the enemies are.

For enemies situated in the atmosphere, the landed ship loses -5 protection and -10 to its Tactical modifier; it is obviously not a good idea to be a sitting duck, with half of the weapons array turned towards the ground, while other ships are chasing.

Towards enemies situated in space (range 3 and more), however, a landed ship gains +10 protection, but still suffers from the -10 penalty to tactical maneuvers.

Example: The USS Voyager tries to enter the atmosphere of Earth (a class M planet) to land. It will have to perform at least two successive Close maneuvers to reach Low Atmosphere, before being allowed to perform the Land maneuver.

Ground Targets

Using the starbase construction rules, it is possible to set up buildings or city blocks (see p.20). Buildings do not get any bonuses or penalties when attacked from space or the atmosphere, other than those generated by the conditions the attacker is in, of course.

TABLE 2.4: ATMOSPHERE CHARACTERISTICS

Planet Class	Helm Penalty	Damage / Round
D, F	+0	0
G	-1	0
H, K, L, M	-2	0
J	-3	3*
T	-3	2*
Y	-5	3

* When in Low Atmosphere.

Specific Atmospheres

Some very violent atmospheres often have barriers than make approaches difficult, if not impossible. For example, miniature ion storms could rage in the upper layers of the atmosphere, inflicting important damage to ships trying to pass through.

The effects are generally plot-driven, and are left to the Narrator. Generally, it is just a matter of increasing – or decreasing – the modifiers on the sample atmospheres given in Table 2.4. For example, you could decide that in the atmosphere of the class M world you're designing, vicious storms create unstable air currents in the upper layers of the atmosphere; you could decide to increase the Helm penalty to -4 and inflict 1 point of structural damage per round to ships located in High Atmosphere.

Star Coronae

Stars can be considered to have an atmosphere, too. In fact, they have a coronae, made of dense layers of highly-energized plasma. Because of this, it is not often a good idea to try and penetrate a star's corona, but it is possible – and works just like classical atmospheric operations.

The two layers – High and Low Atmosphere – are both present, but they reflect the technical capabilities of the ship and not distances to the star's core – since a ship would be crushed by the star's pressure well before diving deeply into the corona. So, if for any reason, the ship is forced to descend lower than Low Atmosphere, it is instantly destroyed.

While in a star's corona, add +3 to the TN's of all helm rolls and apply 6 points of damage per round to the ship.



Crashes

Sometimes, ships do not choose to enter an atmosphere, but are forced to do so; they can even lose control while executing their approaches.

If a ship with an offline propulsion system finds itself at Medium (3) range or shorter of a planet (or similar celestial body, such as a star, a very large asteroid or a black hole), it will begin a slow but steady descent towards it. Each round, the range between the planet and the ship will decrease by one. When the ship is at Point Blank (1) range, it will continue to descend, first in High Atmosphere, then in Low Atmosphere, then it will crash.

To correct the situation, the only way is to get the propulsion system back online, if only for a few minutes, the time to establish orbit, or, if worst comes to worst, to ease planetfall.

The situation should be corrected in space before atmospheric entry – things are much harder to level after that. If the propulsion system is brought back online while being in space, the ship instantly stops losing altitude. If the system fails again while the ship is still in the gravity well, though, the fall resumes – so if the system threatens to fail again, it's a good idea to get farther than Medium (3) range.

If, however, the ship reaches the atmosphere, it is impossible to reach space again because the acquired velocity is too important, even if the propulsion system is brought back online or if the ship has atmospheric capability; it's only possible to try and minimize the impact of the crash. Consider the ship to have an orbital decay of 5. This evolves and can be corrected using the usual rules (use the ship's Helm modifier, corrected with all damage modifiers, instead of the orbital correctors' modifier); but the range still decreases at the following round, until the ship finally hits the planet's surface.

Any ship present in an atmosphere that lost more than half its structural integrity, or whose propulsion system goes offline, does not generate enough power to resist to the gravitational pull. It will automatically crash – that is, take the ship at its current atmospheric height and apply an orbital decay of 5. Then resolve things normally.

When the ship crashes, multiply the Size with the remaining orbital decay to determine the overall damage suffered. If the ship entered a star corona, a black hole or similar phenomena generating dangerous gravimetric fields, it is destroyed when it should reach the "atmosphere".

EXAMPLE: The saucer section of the Enterprise-D is forced to make an emergency landing. Entering High Atmosphere, orbital decay starts at 5. Commander Troi tries to level their entry, and manages to achieve a Complete Success. Orbital decay is reduced by 1; it equals 4 when the ship enters Low Atmosphere. Another correction yields a Complete Success, reducing the orbital decay at 3. The saucer section being Size 6, it finally suffers 3 x 6 = 18 points of structural damage.

YOU MUST CRASH!

Sometimes, the Narrator has designed an episode that requires the Crew to be stranded on a planet – involving generally a shuttle crash (*Star Trek Voyager* has done that on numerous occasions). How can you force a Crew to crash if they are cautious in their approaches?

Several solutions are available – you could design a particularly violent atmosphere, decreasing structure until half has been lost, putting the shuttle in a crash situation. You could also decide that as soon as the shuttle enters the atmosphere, it will be knocked ouf of control and begin a crash approach. Or even start your episode just after the crash, with all the players in the dire situation you devised, having to find a way out.



Vehicle Operations

As said previously, vehicles can operate in a variety of environments. Because of their intermediate scale, vehicles can interoperate with large craft (other vehicles, or even small starships with atmospheric capability), or people.

The set of rules used for simulating vehicle operations is therefore intermediary to the starships rules and individual personnel rules.

All points detailed previously can be applied to vehicles. Just apply the corresponding maneuver modifiers (maneuverability for helm, or tactical).

Operating Vehicles

On modern vehicles, such as those produced by star-faring powers, computer systems are usually similar to those used aboard starships; however, the quickness at which vehicles react, and the multiplicity of obstacles present in ground environments, requires the use of the System Operation (Fight Control) skill (see *Starfleet Operations Manual*, p.25).

Typically, at least two crew members are needed to operate a vehicle – one for the tactical systems and one for the steering. The same person can manage all tasks, with the according multiple actions penalties.

Pre-modern vehicles (typically those with speed factors ranging from 1 to 3) require the use of the Vehicle Operations skill group (see *Starfleet Operations Manual*, p.32).

When piloting the vehicle, add the Maneuverability bonus to the roll, and subtract possible penalties (due to the conditions, damage and so on). Also subtract the current speed factor at which the vehicle is travelling.

When firing the vehicle weapons, the Tactical bonus is added to the roll.

System Operations

Power Management

Complete Systems Shutdown

All power aboard a spacecraft can be shut down, for maintenance reasons, or if the systems need be completely reinitialized (note that this differs from Run Silent, *Narratoir's Guide* p.103). This is used very rarely, since restarting all systems is a slow and difficult process. All systems go offline: no power is available at all, with the exception of life support and operations systems that can stay online at minimal capacity.

Shutting down all systems first require to shut down the main reactor (see below), then an extended System Operations (Operations) skill test (TN 45, interval time of one minute). All TN's of the repairs on these systems are then halved, although the engineers must think of having independent power sources for tools, lighting etc.

If it has been chosen to retain minimal life support or operations systems, these are considered to have A reliability until all power is restored. Of course, they do not get the repair benefits of the complete shutdown, since they stay online.

Restarting Systems

Although restarting shut down systems is greatly computer-assisted, it is still a long and intricate task. All power relays must be reestablished, the protocols must be reinitialized, the systems must be checked.

Restarting the systems require an extended Systems Engineering test (TN 30) per system (base time interval: 1 minute). Corresponding specialties apply. If the life support or the operations systems were kept at minimal running power, the TN to restart them is lowered to 15.



Ship-To-Ship Transfer

Power can also be transferred from a ship to another, or to a starbase, by the use of the navigational deflector. This is a rather lengthy and dangerous process, that should only be used out of combat.

To do so, both ships must be static and have lowered their shields. The "donor" ship must then reconfigure its navigational deflector to emit a coherent energy beam toward the receiving craft; this requires an extended Systems Engineering (Navigational Deflector) test at TN 45 (test interval: 1 minute).

Then the donor ship chooses how much power to transfer – this happens just like the "Transferring power" rules (*Narrator's Guide*, p.99). The engineer inflicts voluntary damage to the ship's systems in order to restore the receiving ship's system, and must roll each power transfer accordingly.

Each power transfer takes one minute to perform. The damage inflicted on the donor ship is permanent until repaired; on the receiving ship, it lasts accordingly to the test result (from 10 to 20 minutes as per the classical rules).

If any test during the power transfer results in a Failure, the navigational deflector is burned out (see "Secondary Systems Damage", p.45) and cannot be used until repaired. If a Complete or a Disastrous Failure occurs, a feedback loop in the energy beam happens. The beam must be immediately shut down (Systems Engineering (Navigational Deflector) test at TN 25, only one attempt can be made) or the donor ship suffers as much damage as its Size x 3. The navigational deflector is then burned out and must be repaired.



Disrupting Warp Engines

As most of an enemy ship's power comes from its warp engines, it may be a good tactic to try to strand it by disrupting the normal flow of its warp energy. Doing so requires the focused emission of an inverse graviton pulse through the main deflector array. Obviously, this can only be attempted by a starship, on a starship equipped with a warp drive.

The ship's engineer must first generate the pulse with an Systems Engineering (Navigational Deflector) test at TN 25, taking a full round action. Then the pulse must be fired at Point Blank (1) or Short (2) range; that action is counted as a command maneuver against the ship's allowance. Firing the pulse requires a System Operation (Tactical) test with a TN equal to the enemy's protection.

If any of those two tests fail, the navigational deflector burns out.

If the pulse succeeds, however, the propulsion system of the targeted ship is taken off-line; it and gains all the advantages pertaining to the Full Stop maneuver. No core overload happens, and the propulsion system can still suffer damage – continue to mark it off on the corresponding track.

At each round, starting with the following one, the ship may roll a reliability test for the propulsion system (TN 10). When the test succeeds, the propulsion system goes back online.

Shuttlecraft Operations

Launching And Retrieving Craft

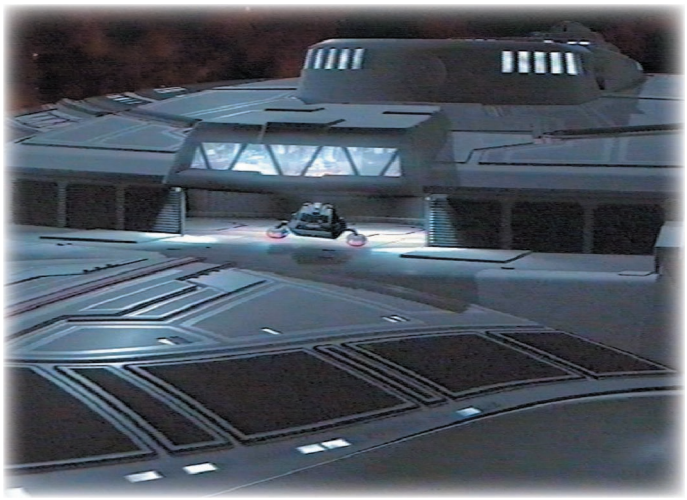
Launching and retrieving shuttlecraft is pretty straightforward. Shuttlebays are protected with light forcefields that allow the passing of spacecraft, yet retain the atmosphere safely within the dock. Of course, in case of an emergency, shuttlebays can be depressurized, and isolated with airtight bulkheads.

To launch or retrieve shuttlecraft (or fighters), the mother ship must stabilize its attitude, going relatively stable for some seconds. One craft per bay can be launched in replacement to a classical maneuver; this counts as a command maneuver, so any previous maneuvers giving bonuses might be lost.

Launching (or retrieving) craft requires a ship to lower its shields for the whole round.

It's however possible, albeit risky, to open only a small window in the shields to allow the passage of small craft. Doing so requires a System Operations (Shields) test at TN 15. In case of a failure, no craft cannot leave or reach the ship. No matter what happens, the acting ship loses -5 protection until the following round.

Departing from a ship's shuttlebay follows the rules of the Take Off maneuver (see p.50). Going back in means following the classical



approach maneuvers (closing with the mother ship until being at Point Blank (1) range). However, if the mother ship is moving, the shuttle has to establish Match Speed before being allowed to board. This then requires the use of a Land maneuver by the shuttle (see p.48).

Emergency Docking Operations

Sometimes, heavily damaged shuttlecraft cannot board mother ships correctly. In this case, emergency forcefields can be put in place, in order to try and slow the incoming craft.

Setting up these emergency forcefields requires a System Ops (Operations) test at TN 15. This is a full-round action.

If the shuttle fails its Land maneuver while the emergency forcefields are in place, the damage suffered is halved.

Transporter Operations

Deflecting Transporter Beams

It's possible, but quite difficult, to deviate a transporter beam in order to have it rematerialize elsewhere than the intended location. Doing so requires knowing precisely when to act; that implies having inside knowledge, or detecting the beam just as it is emitted, and acting within the round.

This requires a System Operation (Tractor Beam) test at TN 20. A complete failure or worse means the tractor beam emitters suffer damage; they burn out.

Turning A Replicator Into A Transporter

Replicators and transporters are based on the same technology – using a molecular imager and an Heisenberg compensator, they disassemble and reassemble matter.

A skilled technician can try to turn a replicator into a transporter by re-aligning the energy-conversion matrix. This only applies for the transporting of objects that can fit in the replicator of course.

Doing so requires a System Operation (Transporters) test at TN 15. Failure means the object transported will be destroyed.

Transporting Through Shields

The normal operation of shields prevent any transporter beam from going through. Trying to beam through an active shield means having a way to circumvent this limitation.

Knowing the enemy shields' modulation is a way – it then requires a System Operation (Transporters) at TN 15 to reconfigure the transporter system. This can also be attempted so as to beam through cloaks, provided the crew knows or accessed the cloak frequency.

Many maneuvers force shields to drop – during this time, crew members can beam over enemy ships without problems.

Some circumstances may drop shield partially, opening shield windows – like when a ship is launching or retrieving craft, or when a dimple is punched through the shields (see the Shield Dimple maneuver p.52). Transporting people in the short time the window opens requires a System Operation (Transporter) at TN 15.

Transporter beams may finally be carried aboard enemy ships using radion beams; tachyon bursts are another way to disrupt the shield modulation, allowing for a transporter beam to pass through. As this uses the navigational deflector, only starships may attempt this trick. In the same round, first an Systems Engineering (Navigational Deflector) roll at TN 20 is needed to configure the system (a Complete Failure or worse burns out the deflector). Then a System Operation (Transporters) at TN 15 is required just after that.

Mis-rematerialization

When trying to use transporters in ways that are out of the ordinary (site-to-site transport, transporting through shields...), there is a great risk involved for the subjects.

A Complete Failure or worse at any System Operation (Transporters) means the subjects fail to transport, and drop instantly to Near Death health status as they incorrectly rematerialize (as for a failed intraship beaming, see *Narrator's Guide* p.108).

Masking Transporter Use

Transporters, being an intricate process, generate a vast power output that doesn't go easily unnoticed on sensors and tricorders. However, it's possible to force the computer system to hide transporter use. This is done through a classic Computer Use (Invasion) test. Any



attempt to find out what really happened would require an opposed test, implying Computer Use (Invasion) as well.

Communications Systems

Information is all. In a conflict, or even in a war, having information before the other side is one of the keys to victory. For this reason, communications systems can be vital aboard a ship. That's the duty of the communications, or operations officer.

Secured Channels

Some matters are too grave to be discussed freely on the opened channels of subspace radio, even if all channels are secured to some degree. Secured channels offer more privacy; the communications are encrypted using the latest and strongest algorithms known. Such channels must be decrypted with the appropriate code (usually the personal code of the person to whom the message is destined).

Secured channels are broken down following their level of priority (Table 2.5). They increase the TN of any Computer Use (Invasion) tests rolled to decrypt the communication.

Priority One: As the name indicates, these communications are top priority. They are usually reserved to dire emergencies or top secret data such as ship specifications.

Priority Two: These communications carry sensible data that must not fall into the wrong hands, such as fleet movements and positions.

Priority Three: These messages carry sensible information that should be protected in some way – such as regular mission orders or personnel files.

TABLE 2.5: SECURED CHANNELS

Priority	Invasion TN Modifiers
One	+15
Two	+10
Three	+5

Interference

A ship can generate energy fields mimicking ion storms in order to interfere with another's sensors and communication systems. Doing so requires inflicting one point of damage to any system, then an Systems Engineering (Navigational Deflector) test. The TN of this test is equal to 15 + the level of the ion storm effects generated, to a maximum of 8 (*Narrator's Guide* p.231). Only the penalties to communications and sensors are applied. The effects last for 10 minutes (15 for a Superior Success, 20 for an Extraordinary Success), and act on every ship from Point Blank (1) to Medium (3) range – friends and foes alike.

If the Systems Engineering roll is a Complete Failure or worse, the navigational deflector burns out. In any case, the damage point is still spent.

Sensor Operations

Warp Signatures

Ships going to warp leave a unique trail in subspace that can be tracked and identified, called a warp signature. This is relatively easy to find, although it fades over time: a warp signature can be detected with a System Operation (Sensors) test. The TN of this test equals 5 + 3 for every two hours after the passage of the ship.

Detecting Cloaked Ships Alone

When sensors aren't powerful enough to penetrate enemy cloaks, some tricks are available to crew trying to locate ships.

Antiproton beam and tachyon pulses can sometimes destabilize cloak modulations, allowing ships to see them for a short while. Generating this kind of energy needs a navigational deflector, hence limiting the trick to starships. Antiproton beams work up to Medium (3) range, while tachyon pulses work up to Extended + 1 (6) range. They must be generated in the supposed general direction of the enemy ship;





hence, they can be fired only if the presence of a ship is suspected, and will reveal only one ship at a time.

Generating the emission requires an Systems Engineering (Navigational Deflector) at TN 15. If the result is a complete failure or worse, the navigational deflector burns out.

If successful, the cloaked ship appears on the sensors; the cloak can be remodulated immediately by its operator (provided he still can perform actions) with a System Operation (Cloaking Device) at TN 10. In case of a success, the ship vanishes immediately to sensors; no precise fix on its position can be obtained – it merely showed there was a ship present. In the case the cloak operator fails, remodulating the cloak can be attempted once per round afterwards, but giving as much time to the other ship to pinpoint the cloaked ship's location.

Cloaked Ships Betraying Themselves

Cloaks are not perfect – there is an ongoing technological war between cloak and sensors developers. Cloaks do their best to mask the energy signature of the ship they protect, but there are some ways in which a careless ship might betray itself.

The first phenomenon can appear at warp speeds. When pushed, the engines of a ship leave a warp signature like any other's. If a cloaked ship goes higher than warp 6, it leaves a signature.

Another blunder, much more straight-forward, is simply when the ship passes through some material that may deposit itself on the hull, such as magnesite ore. If this happens, the effects of the cloak are nullified.

Finally, a special detection net can be put in place – fifteen or more ships must place themselves as the meshes of a network, then fire continuous tachyon beams. This tachyon detection grid allows the member ships to detect immediately any ship passing through the net, with a System Operation (Sensors) at TN 5.

Flying Blind

If the craft's sensor systems are knocked out, the vessel is blind. This involves a -8 penalty to all maneuvers.

Shield Operations

Several "tricks" can be attempted to reinforce failing shields. However, these are unconventional uses of the craft's system, and because of their difficulty, they should only be used in emergency situations.

Regenerating Lost Shield Strength

Shields are bound to lose strength in battle; it's necessary to reestablish this strength afterwards.

To do so, the shields must be lowered. Then the rules labeled "Reinforcing Shields" p.106 of the *Narrator's Guide* apply; however, since the operation is done in no hurry, no power transfer is required, but each test takes fifteen minutes.

Warp Power Through Shields

A ship can attempt to route the subspace bubble generated by its warp drive to reinforce the shield bubble. Doing so requires, of course, the presence of a warp drive aboard.

To route warp power to the shield bubble, the engineer must inflict an intentional damage point to the propulsion system. The shield system must still be online. Then an Systems Engineering (Shields) test at TN 20 is required; add the propulsion system reliability modifier to the roll. If the test succeeds, 2 points of shield strength are restored for a Marginal Success, 3 for a Complete Success, 4 for a Superior Success and 5 for an Extraordinary Success.

If the test fails, the propulsion system still takes damage, and the shield system takes one point of damage as well.

Only a starship can attempt this trick.

Deflectors Feedback Loop

By establishing a resonance feedback between the navigational deflector emitter and the shield grids, the ship can try to enhance its shield strength. Only ships can attempt this.

Establishing the resonance requires an extended Systems Engineering (Shields) test at TN 50 (interval: one round). If the roll succeeds, the shields current strength and protection are doubled. The loop must be maintained each round with an Systems Engineering (Shields) test at TN 15.

If at any time, one of these rolls fail, that means the energy increase was more than the system could tolerate; the navigational deflector is burned out, and check all remaining shields damage track, taking them offline.

Tachyon Pulse And Antiprotons

This trick is not very widely known; it takes advantage of the special nature of subspace near the shield bubble.

It implies remodulating the shield to emit a beta-tachyon pulse; then antiprotons are emitted into the shield bubble. This technique multiplies the current shield strength and threshold by ten.

To execute it, a successful Systems Engineering (Shields) must be executed (TN 25), counting as a full round action. The test must be conducted for each round the engineer wishes to maintain the

overload. If such a test fails, shield strength and threshold is reduced to 0, and mark off all remaining damage tracks of the shield system.

Sirillium

Sirillium is a type of gas found in some nebulae. The energetic properties of the gas allow a temporary boost of the shield generators.

Doing so requires to a nebula containing sirillium gas nearby (Point Blank (1) range).

Feeding the sirillium into the shields requires an Systems Engineering (Shields) test, TN 10. If the roll succeeds, one point of damage to the shield system is restored for 1D6 rounds.

Boosting Shield Threshold

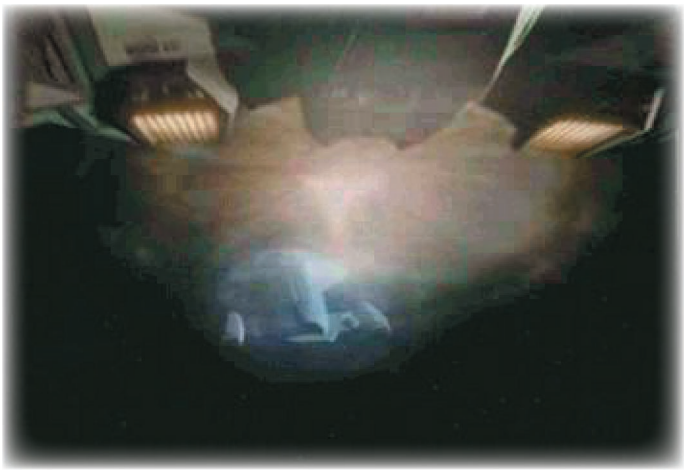
A shield's lost threshold can be restored, following the rules described as "Reinforcing Shields", *Narrator's Guide* p.106. The power transfer and the test are the same – but, prior to attempting the boost, the engineer must decide if he wants to reinforce lost shield strength or threshold.

If the subsequent Systems Engineering (Shields) test scores a Superior Success or better, one point of threshold is added to the shield.

Masking Shield Harmonics

Most sensor systems determine a spacecraft type by comparing its shield harmonics to a database of known signatures. Therefore, it's possible, by modifying shield harmonics, to pass for another vessel. It only works for as long as the shields are up, and it's more difficult to try to pass for a specific ship than for a generic ship of a class. The ship must also have had access to the precise specifications of the shield harmonics it's trying to forge.

Trying to behave like a generic ship (or station), such as a Galaxy-class starship, requires an extended Systems Engineering (Shields) at TN



35 (interval one round). This also lowers the shield protection by two units.

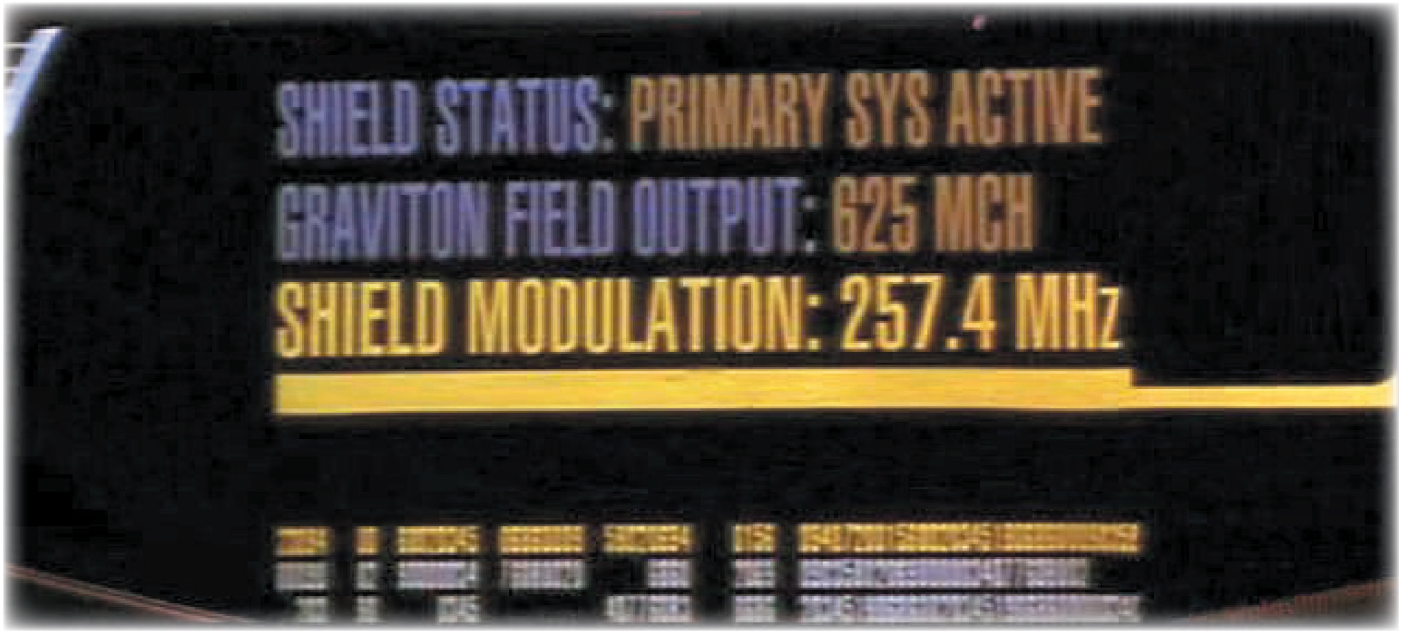
Trying to pass for a specific ship (such as the USS Enterprise) requires the same test, but the TN here is 50, and the shield protection is lowered by five units.

Spacecraft scanning the masking ship must achieve an Extraordinary Success to see the deception.

Collapsing Enemy Shields

Other than regular attacks, there are many ways to try and collapse the shields of an enemy; they are often used in desperate situations, or require a minimum of planning.

If personnel has access to the enemy's shield system, it's possible to plant there a phase inverter. This requires someone near the system and an Systems Engineering (Shields) test at TN 10. If successful, the shields will collapse and will not activate again for as long as the device is in place. Once removed, the shields are back to their former strength.



Tactical Operations

These unconventional operations are as much "tricks" developed by seasoned officers who found ways to improve, albeit temporarily, the efficiency of their weapons.

Pulse Phaser Advantages

Pulse phasers have an excellent penetration a Point Blank (1) range, but the energy disspates much quicker than regular phasers, making them less efficient at a distance. However, their ability to fire in salves can make them deadly.

Whenever a tactical officer fires pulse phasers, he can choose to fire a short spread. Intentionally lowering the weapon's penetration by -1, he thus gains +3 to the skill test made for attacking. Or, he can decide to concentrate fire in a short salvo: he then takes a -3 penalty to his skill test to increase the weapon's penetration by +1. All these modifications can be decided as free actions, and are calculated when the maneuver takes place — they last only for the said maneuver, however. They can be taken again after that of course.

All these bonuses do stack with other maneuver's particularities, such as Spread or Multifire.

Reinforcing Beams

Just like shields can be reinforced, it's possible to increase the penetration of beam weapons for a short time.

To do so, apply one block of damage to any system. Then roll an Systems Engineering (Weapon Systems) at TN 20 minus the weapon's system reliability modifier.

If the test is a success, the ship gains the Enhanced System (Beam Weapon) edge for 10 minutes (15 minutes for a Superior Success and 20 for an Extraordinary Success), or until the weapon system suffers damage.

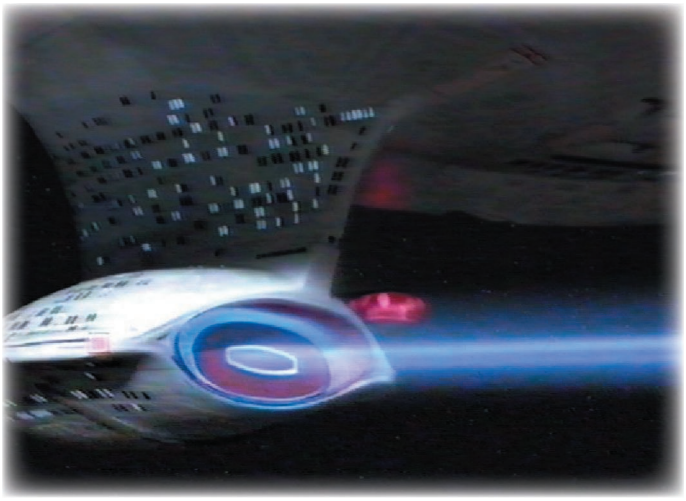
In case of a failure, the damage point is still spent.



Navigational Deflector As Phaser

If the weapons systems of a ship are knocked offline, a daring commander may try to emit one last beam by channeling energy through the navigational deflector. This only works if the ship is equipped with at last one beam weapon and a functional navigational deflector, of course.

Doing so requires an Systems Engineering (Weapon Systems or Navigational Deflector) at TN 15. The deflector is then charged; it can be fired as a normal beam weapon, only one time, with a penalty of -3 to attack rolls and using the beam weapon penetration reduced by one for all range increments. Once the deflector has been fired, it is burned out.



Boosting Emitters

This trick only works with beam weapons. The goal is to reroute power from all emitters to only one of them, thus increasing its power. For example, the phaser energy could be released as a compressed pulse wave, mimicking pulse phasers.

To do so, apply one block of damage to any system. Then roll an Systems Engineering (Weapon Systems) at TN 15 minus the weapon's system reliability modifier.

If the test is a success, the penetration of one range category receives -1, while another receives +1. This lasts for 10 minutes (the process can be terminated before as a a free action), or until the weapons systems suffers damage.

If the test fails, the damage point inflicted remains.

Example: Ltn. Torres tries to increase the penetration of the USS Voyager's phaser arrays (6/5/5/0/0). The roll is a success; she decides to reconfigure the phasers to penetration 7/5/4/0/0.

Beam Jacketing

It's also possible to extend the range of classical beam weapons (this is incompatible with pulsed weapons). To do so, the beam is focused inside another one acting as carrier wave, therefore reducing energy dispersion.

To do so, apply one block of damage to any system, as per the "Transferring Power" rules, *Narrator's Guide* p.99. Then roll an Systems Engineering (Weapon Systems) at TN 10 minus the weapon's system reliability modifier.

If the test is a success, the last positive penetration damage is swapped with the zero following it (the trick cannot be applied if the weapon's range already reaches Extended range). This lasts until the process is terminated (as a free action), or until the weapons systems suffers damage.

Example: Mr. LaForge tries to jacket the Enterprise-D's phaser beams (penetration 6/6/6/0/0). The roll is a success; the new penetration is therefore 6/6/0/6/0.



Phasers As Lighting

Beam weapons, with their highly focused energy, also give off light that can be used in dark environments.

Reducing the penetration value of beam weapons to zero (*Starships* p.20) also allows the beams to bounce on reflective surfaces.

Systems Compatibility

Salvaged – or stolen – pieces of technology need sometimes be installed on spacecraft hailing from other species. That is not necessarily difficult, if both species have a relatively similar technology.

Installing a foreign piece of technology aboard a starship requires an extended Systems Engineering with an interval of one hour; the TN's are listed in Table 2.6. Relevant specialties apply.

A reliability test has to be done every 6 hours to make sure the system doesn't fail (consider it to have C reliability). If it fails, it has to be installed all over again.

Older (or very modern) versions of systems can also be installed on spacecraft – the TN increases depending on the time difference separating the system's era of origin and the craft's. See Table 2.7.

TABLE 2.6: TECHNOLOGY COMPATIBILITY TN'S (SPECIES)

	Borg	Cardassians	Federation	Ferengi	Klingons	Romulans
Borg	–					
Cardassians	100	–				
Federation	100	75	–			
Ferengi	100	75	125	–		
Klingons	100	75	75	125	–	
Romulans	100	75	100	125	100	–

TABLE 2.7: TECHNOLOGY COMPATIBILITY TN'S (TIME)

Time Difference Rel. To Ship	TN Modifier
Every –100 Years Before That	+75
–300 Years	+50
–200 Years	+35
–100 Years	+20
–50 Years	+10
0	0
+50 Years	+10
+100 Years	+25
+200 Years	+50
+300 Years	+80
Every +100 Years Beyond That	+120

Spacecraft Upgrades

Over time starships and stations are improved, their systems replaced, upgraded. Spacecraft can even be completely remolded during refits, changing their architecture and, sometimes, role.

Upgrades

Ships can be upgraded with the allocation of advancement picks (see *Starships* p.33). However, apart from buying additional space or maneuver modifiers (which comes as the vessel hones itself), this process also takes time.

Adding a new system, edge or removing a flaw takes a whole week during which the ship has to be immobilized.

If the work can be done at a station, it takes one day less; and the number of days is further shortened by the modifier of any present engineering facilities. For example, a Class 3 facility (+3) would put the downtime at 3 days (7 days minus 3 + 1).

Refits

Refits are lengthy processes during which the whole spacecraft architecture is thought over again from scratch, like for the Constitution or Excelsior classes, which underwent considerable upgrades during their production cycle.

To refit a ship, remove all systems and flaws and use the basic space allocation for its Size – only the maneuver modifiers and edges remain, at no cost. The main interest of a refit is that the ship (or base) can see its Size increase by one unit. Then the basic space for the new Size is used; structure can be bought with space, as if the ship was entirely new. Then, add all systems, spending the right amount of space. If the Size increase allows for an additional maneuver modifier, add it if the classification allows.

A refit takes 6 months at least, and do not require any expense of advancement picks from the players. This is something decided by the Narrator, when the ship class needs to be wholly upgraded. Advancement picks spent to install new systems and space are not refunded.

CHASES

Ships often try to chase one another. Chases rarely happen at sublight speeds, because tractor beams can be locked on targets, preventing them from escaping easily.

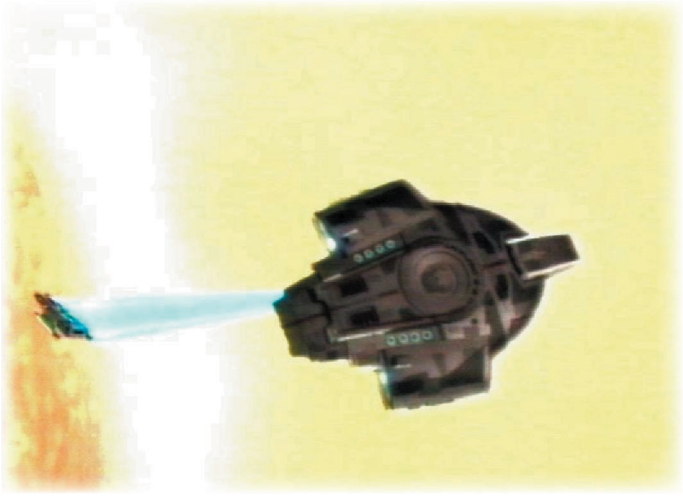
Sublight Speeds

Tractor Beam Locks

The rules for tractor beams can be found p.139 of the *Narrator's Guide*. One tractor beam allows a ship to tow a ship up to the active ship's Size-1; if it desires to tow bigger ships, it will have to lock other beams on the target – each additional beam increases the towable Size by one. Of course, the craft's geometry must not prevent this.

Establishing a lock requires the use of a Tractor Lock maneuver (see p.55). Reasonable captains, when locked by tractor beams, will allow their ships to be boarded. Some other, however, are desperate to escape and are willing to do anything. A locked tractor beam can be disrupted with a feedback pulse, a plasma surge, an optronic pulse, a particle beam or a polaron beam along the tractor beam. Doing so requires inflicting one damage point to the operations system then a successful System Operations (Operations) test, with a TN of 25. This can be only attempted once. The officer can sacrifice its navigational deflector to lower the TN of this test to 15.

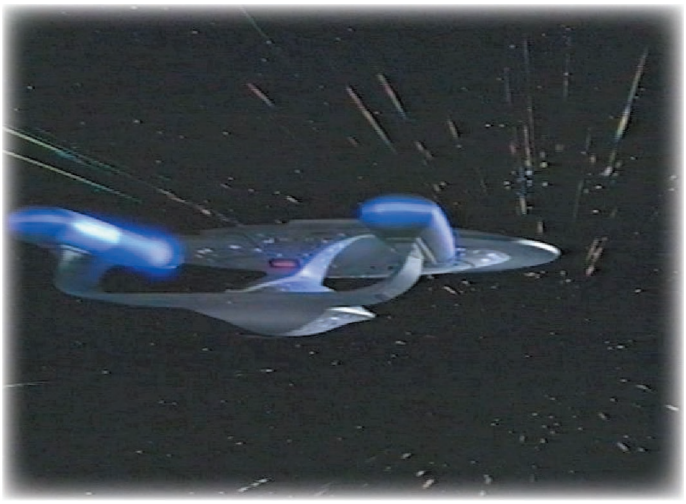
Escaping a tractor beam can also be achieved through talented piloting. The two ships take an Opposed Test; the trapped one has to attempt a Helm maneuver, and the attacker's operations system must take a reliability test, with a +2 bonus for each beam additional locked after the first. If the Helm maneuver is a Superior Success or better, the locked ship manages to escape.



Escaping

If combat is engaged and no ship managed to get close enough to establish a tractor beam lock, a ship may wish to try to escape to warp.

Before being able to engage its FTL drive, the acting ship has to leave the battlefield. That either requires to reach Extended + 1 (6) range versus all ships targeting the acting ship or, much simpler, to succeed at a Disengage maneuver so as to leave the battlefield. A ship can however be followed at warp speeds – the chase continues.



Warp Speeds

Ranges

As with normal combat, range increments (from Point Blank (1) to Extended (5)) apply in warp combat.

The initial range separating ships is established depending on the time at which they went to warp. The distance separating both ships is equal to the number of rounds separating the moment they went to warp, plus one.

Example: The IKS B'moth chases a Jem'Hadar attack ship. The Klingons go to warp three rounds after the Jem'Hadar in order to pursue them: they are at Long (4) range.

Warp Pursuits

When at warp (or in quantum slipstream, at transwarp...), a ship can try to outdistance its pursuer, while the chasing ship may try to reach its target.

To do so, both helm officers roll an opposed test under System Operations (Flight Control), and each add the warp factor at which they are traveling (rounding down). This doesn't count as a maneuver.

If the pursuer achieves a Complete Success, the range is decreased by 1; by 2 for a Superior Success and by 3 for an Extraordinary Success – it goes the other way round if the chased ship wins.

If the chased ship manages to reach Extended + 1 (6) range, it escapes and is lost.

No classical Helm maneuver may be used while at warp.

Warp Combat

Warp combat can only take place at Point Blank (1) range (use the first penetration value). All Tactical maneuvers may be achieved then; however, only one might be executed per round. Since torpedoes are equipped with micro-warp drives, they can be fired a FTL speeds; as beam weapons travel slower than the speed of light, they may

not be fired unless ACB jacketed (see *Starships*, p.27). No command maneuver can be used at warp.

Stopping A Ship At Warp

Stopping a starship at warp speeds implies the use of a tractor beam. This is a very risky maneuver, because of the tremendous gravimetric stresses suffered by both ships.

First the acting ship must have caught up with the ship it pursues. Then, it must establish its tractor beam lock (at warp speeds, the pursued ship must be willing to be locked on; otherwise the lock cannot be established), then it slows down at impulse with a System Operation (Flight Control) test (TN 20). If this fails, the attempt fails and both ships suffer 5D6 + 10 damage. In the case of a Disastrous Failure, both ships are destroyed, ripped apart by the gravimetric shear.

TABLE 2.8: COLLISION DAMAGE

Type	Damage
Minor Collision	One quarter of the other ship's current structure + remaining shield strength
Major Collision	Half the other ship's current structure + remaining shield strength
Full Collision	The other ship's current structure + remaining shield strength

TABLE 2.9: SECONDARY SYSTEMS DAMAGE

Roll (2D6)	System
3	Escape Pods
4	Medical Facilities
5	Starship: Navigational Deflector* / Station: Orbital Correctors and Sublight Systems
6	Autodestruct System
7	Starship: Separation System / Station: Engineering Facilities
8	Personnel Transportation (Turbolifts...)
9	All Docking Facilities (Shuttlebays, Docking Ports and Pylons / Berths)
10	Recreational Facilities
11	Cargo Holds and Replicators
12	Transporters
13	Tractor Beams
14	Science Systems
15	Inertial Dampening Fields* and Shield Modulators**
16	Communications Systems
17	Internal Security Systems (Brig, internal and emergency forcefields...)
18	Fire Suppression System

* See p.47 for effects at warp speeds.

** Prevents any modification in shield modulation.

Warp In And Attack

When an officer desires to have an element of surprise, a technique often used is to warp in just above the target. To do so, the flight control officer must calculate precisely the emergence point; he must succeed at a Space Sciences (Astrogation) roll with a TN of 20. Additionally, for this technique to work, the target must not be aware of the attacker's presence.

If the roll is successful, the acting ship drops out of warp at Point Blank range and gains automatically the combat's initiative.

If failed, the acting ship drops out of warp at random range (roll 1D6, 1 being Short (2) range and 6 being Extended + 1 (6)); the attacked ship gains initiative.

Wormhole Travel

Pursuits and combat in wormholes happen a lot like in normal space. Follow the rules for sublight speeds combat and chases; however, because of the tightness of wormhole space, only Tier 1 helm maneuvers, and no command ones, may be used while in a wormhole.

DAMAGE

Collisions

Collisions may occur – either as accidents or as intentional moves (as per the Ramming Speed (H) maneuver, *Narrator's Guide* p.119). Collisions might be very serious and often lead to catastrophic consequences – they are to be avoided whenever possible.

There are three types of collision severity:

Minor Collision: Both ships either brush each other as high speeds, or hit one another fully but at minimal speeds.

Major Collision: Both ships hit one another at medium speeds, but with different vectors, hence allowing each ship to escape the worst.

Full Collision: One (or possibly both) of the ships sets a collision course with the other, fully intending to ram it and do the maximum damage (like the Ramming Speed (H) maneuver).

When a collision happens, both ships suffer damage based on the other's remaining structure and shield strength – see Table 2.8.

Secondary Systems

As system damage goes, not only the critical systems are hit – secondary systems are too, and sometimes, these provide crucial functionality that can be direly needed at specific times.

If the Narrator wishes to add more detail to the damage received by ships, he can, at the same time and every tume a critical system is hit, roll 3D6 on Table 2.9 to determine what secondary systems fail completely – they cannot be used until repaired.

These can be repaired individually using the normal rules. Power can also be transferred to them using the classical rules. However, when one point of damage is repaired on a critical system, the engineer can choose to restore freely a secondary system as well.

If the roll indicates a system that is not present on board, roll again.

Reactor Overloads

The main reactor of the ship, or starbase (the warp core for Federation ships, the quantum singularity for Romulan ships...) is a delicate system, that, if destabilized in battle, may explode, resulting in the total destruction of the spacecraft. These rules develop the ones found in *Starships* ("Core Breach", p.34).

Each time the propulsion (or power, for a starbase) system suffers battle damage (and battle damage only), roll 2D6 and add the reliability modifier (*Starships* Table 1.4, p.9) of the corresponding remaining blocks. The TN for this test is 10. If failed, the reactor overloads (on a Federation starship, the warp core breaches). Roll 1D6 on Table 2.10 to determine the severity of the breach.

Depending on the situation and their judgment, the Crew have four solutions at their disposal to prevent the destruction of the craft: eject the reactor, shut it down, separate the ship (if possible) and leave the part with the reactor behind, or attempt to contain the overload.

Minor Overload: The integrity of the reactor is not harmed, but a secondary system fails, flooding Engineering and adjacent sections with harmful radiations and gases: all characters in Engineering suffer 6D6 damage – or casualties can occur (see "Casualties", p.47).

Major Overload: The main reactor is destabilized (for example, a warp core micro-fracture occurs). The Crew has 2D6 rounds to contain the situation, otherwise the reactor automatically passes into Critical Overload status. The test needed to contain the overload is the same as the one used for containing a core breach.

If the system suffers another critical hit before the situation is contained, a critical overload happens automatically, and all benefit from previous Engineering tests is lost.

Critical Overload: The main reactor fails catastrophically; for example, on a Starfleet vessel, the warp core breaches. Consult *Starships* p.34 to see how the breach can be contained.

If the system suffers another critical hit before the overload is resolved, the ship (or station) explodes automatically, killing everyone on board.

Ejecting The Main Reactor

As a last-ditch measure, it may be necessary to eject the reactor so as to prevent the effects of its explosion.

If the propulsion system is still on-line, this requires no skill test; it is an computer-controlled automated maneuver (otherwise a test is required, see *Starships* p.34). The vocal order that activates the ejection is a free action. When the reactor has been ejected, minimal power is available (with the same effects as "Main Reactor Shutdown", see below).

It's also possible to retrieve the reactor if necessary, using the tractor beams. Putting it back in place requires an extended Systems Engineering (Power Systems) test (TN 45) with a one-hour interval. Then, it must be restarted (see "Restarting The Main Reactor", below).

TABLE 2.10: MAIN REACTOR OVERLOADS

Roll (1D6)	Effect
1-2-3	Minor overload
4-5	Major overload
6	Critical overload (Core breach)



Main Reactor Shutdown

For safety reasons, to prevent an overloading or just for maintenance, the main reactor may need to be shut down. All systems then function at minimal condition until power is restored; only life support, minimal computer power, and half impulse speed are available.

This requires an extended Systems Engineering (Power Systems) skill test (TN 30), with a base interval of one round.

Restarting The Main Reactor

Restarting the main reactor is much more complicated than shutting it down. The reaction taking place must be properly reinitiated and controlled, until it reaches its full capacity.

Restarting the main reactor requires an extended Systems Engineering (Power Systems) test (TN 45) with a base interval of half an hour.

Structural Damage

Hull Breaches

If damage does reduce ship capabilities, the first ship component to suffer from it is, of course, the hull. As ships receive damage, hull breaches can occur.

These can be a major problem because what's inside the ship can be sucked into space – atmosphere, but also supplies, hardware, and, unfortunately, people.

On modern ships, emergency forcefields kick in automatically, and form a barrier on the breach, isolating the inside of the ship from the vacuum of space. If these fail (for example, if the internal security secondary systems are out), airtight sections close automatically in order to separate the depressurized section from the rest of the ship. More primitive spacecraft only have these sections.

Each time the ship suffers damage, a breach can occur: see how much the ship has received in one blow, and compare it to Table 2.11.

Microscopic Breaches: These cannot be seen to the naked eye, yet, if no containment measure (forcefields or airtight sections) is taken, the atmosphere will slowly leak into space.

Small Breach: A breach this size is roughly one meter in diameter; atmosphere, cargo and people will be projected into space if no safety measure is present.

Hull Breach: The effects are the same as for small breaches, but the breach, several meters wide, spans some sections or decks.

Damaged Ships And FTL Travel

Heavily damaged ships often lose structural integrity. While this is not a real problem at sublight speeds, it can become critical when trying to attain warp speeds: the structural integrity field can collapse very quickly due to gravimetric shear.

If a ship attempts any kind of FTL travel while having lost than more than half its structure, it sustains as much structural damage than the warp factor it travels at, per hour.

Navigational deflectors are another critical component that prevent terrible damage from happening to ships traveling at warp: they deviate minute interstellar matter that could cause serious harm if it hit the ship at warp speeds.

Ships attempting warp travel with no navigational deflector (for example, if it burned out while using a Pentis Maneuver) sustain as much structural damage than the warp factor it travels at per hour. This stacks with damage caused by a weak structural integrity field.

If the inertial dampening fields are down, no warp travel might be attempted – the crew would be killed by the acceleration forces.

Casualties

Unfortunately, as the combat unfolds and ships suffer damage, some crew members may be wounded, or even not survive the fight.

The rules presented here help keep track of shipboard casualties. Please note this only applies to NPCs – PCs should always be treated with full respect to the game mechanics: they should be granted dodge rolls, and damage should be precisely counted.

Since these rules also rely heavily of statistics, they should only be applied to capital ships with a personnel of 30 or 40 people at least. In the case of smaller ships, it's better to handle damage on a case-per-case basis.

In terms of gameplay, the medical officer's player should keep track of casualties.

Determining casualties

Each time the vessel sustains damage, casualties are likely to occur. In order to simplify game mechanics, the detailed health levels are not used. Personnel is qualified as either "Wounded" or "Healthy".

TABLE 2.11: HULL BREACHES

Damage Sustained	Breach Type
Less than half Size (round up)	Microscopic breaches
Equal to half Size (round up), to Size	Small breach
Equal or more than Size	Hull breach

TABLE 2.12: CREW CASUALTIES

Damage Sustained	Casualties
System critical	10% total crew, divided as 90% wounded, 10% deaths
Small breach	5% total crew, divided as 70% wounded, 30% deaths*
Hull breach	10% total crew, divided as 50% wounded, 50% deaths*
Minor reactor overload	10% total crew, all wounded

* Provided emergency forcefields are in place; if not, 100% of the casualties are deaths.

All percentages are rounded down.

TABLE 2.13: REDUCED CREW PENALTIES

Remaining Crew On Duty	Test Penalty
100% – 80%	0
80% – 60%	-2
60% – 40%	-5
40% – 20%	-9
Less than 20%	-15

Wounded personnel need medical care, as their lives are in danger. And sometimes, crew members are killed as soon as the attack is sustained, as often happens in the case of hull breaches.

Casualties occur upon several events: when a system is critically hit, when a hull breach occurs or when the main reactor overloads, as per Table 2.12.

Reduced Crew Shipboard Operations

As the crew members are wounded, fewer valid personnel remain on duty. That may hamper normal ship operations, asthe tasks to be done remain the same, yet there are less personnel available.

All tests done aboard the ship that require cooperation between the crew therefore suffer penalties, as per Table 2.13. Obviously, these penalties do not apply to tasks requiring only one person, such as firing a weapon or piloting the ship.

Healing Casualties

It is the medical team's work to undo what terrible damage the weapons may have caused. This may be a lengthy, difficult task, sometimes made of terrible choices – this is the grim reality of the battlefield.

When it comes to healing casualties, time is the essence. Each round, the medical team heals a number of people equal to half the result of a Medicine (Traumatology) Combined Test. Among the treated people, two thirds are stabilized but must remain in sickbay; one third is fit to return to duty. Among the other people, who were not treated, 20% (rounded down) die.



The Rules Of Engagement

Space combat is much more complicated than it may seem: with the experience of commanders come many refined and secret tactics that can mean the difference between life and death.

This chapter expands the combat system, describing many new maneuvers, and total novelties such as maneuver patterns or fleet and combat. The particularities of starbases and vehicles fighting are detailed as well.

This rules are complementary to the CODA base set. They add a greater degree of realism to tactical operations while remaining simple and coherent with the other books of the *Star Trek RPG* line.

New Maneuvers

Extended Spacecraft Operations provides new maneuvers, presented using the format introduced in the *Narrator's Guide* (p.116 and following). These maneuvers (Tables 3.1 and 3.2) are generally designed to be performed by starships, although stations can attempt some of them as well – the specific aspects of station combat are explained further on.

Clarifications On Previous Maneuvers

Effect And Duration

The *Narrator's Guide* stipulates that the Z-Axis maneuver (p.120) bonuses can be applied only if the maneuver following Z-Axis is a Helm one. However, it should be noted that this maneuver does not necessarily have to happen in the same round; if a ship finishes its round by performing Z-Axis and that its next round opening maneuver is a Helm maneuver, the Z-Axis bonuses apply.

All maneuver write-ups should be considered in the same way – for instance, the bonuses given by Swoop can be applied to a maneuver happening in the round following Swoop, for as long as Swoop is the previous round's last maneuver and the opening of the following round is a tactical maneuver.

As for maneuvers giving bonuses to the acting ship for an unspecified length of time (such as Come About), it is assumed that the bonuses last until the ship's next round of action.

Playing Command Maneuvers

Some players feel that having the commander make a single Tactics test for the resolution of Command maneuvers does not reflect reality. Indeed, while the commanding officer has to coordinate the individual actions of his crew, individual crew members still have to perform the duties thay have been assigned – and perform them correctly.

If the Narrator likes, he can have individual crew members roll tests according to the maneuver that is being attempted, after the commanding officer succeeded at his test. Depending on the level of success, each crew member can receive bonus for their actions. On the other hand, if the commanding officer fails, the maneuver cannot be attempted at all.

This slows down the game, but involves all players and follows more closely the actions of each. This makes command maneuvers more difficult to perform as well, as any test failure will tend to have the maneuver fail.

Tier One Maneuvers

Land (Helm)

This maneuver allows ships with atmospheric capability to land on planets, starbases' landing pads, asteroids…

Prerequisites: Ship in Low Atmosphere; planet of class any other than J or T OR ship at Point Blank (1) range with its mother ship, Match Speed (H) if mother ship is moving.

Duration: Instant

TN: 5 + 2 x Size + eventual modifiers due to conditions

Effect: To have a character perform this maneuver, the Narrator might want to add some

TABLE 3.1: MANEUVERS BY TYPE

Helm Maneuvers

Name	Tier	TN
Dodge	2	20
Evasion	2	10 + 3 / attacker
Head On Approach	2	Protection + 10
Intercede	2	15
Land	1	5 + 2 x Size
Maximum Coverage	1	Protection
Shallow-Z	1	10
Swoop	2	15
Take Cover	2	15
Take Off	1	5

Tactical Maneuvers

Name	Tier	TN
Chain Collision	2	Sum of Protections + 10
Concentrate Fire	2	Protection
Exploit Weakness	2	Protection + 10
Feint	2	Protection + 5
Fire En Passant	2	Protection + 5
Lock On System	2	Protection + 10
Random Fire	2	Protection + 15
Shield Dimple	2	Protection + 10
Target Secondary System	2	Protection + 15
"Watch And Learn"	2	Sum of Protections + 5

Command Maneuvers

Name	Tier	TN
Antimatter Pod Detonation	3	Protection + 10
Combine Fire	3	Protection + 2 / ally
Forge Readings	3	15
Photonic Pulse	3	20
Plasma Field	3	25
Reassess Battlefield	3	N/A
Shield Disruption	3	Protection + 15
Shield Repulsing	3	Protection - Size + 5
Solar Flare	3	25
Thruster Knockout	3	Protection - Size + 10
Tractor Disruption	3	20
Tractor Dodge	3	20
Tractor Hold	3	Protection + 5
Tractor Lock	3	Protection + 10
Verteron Pulse	3	Protection + 20

TABLE 3.2: MANEUVERS BY TIER

Tier One

Name	Type
Land	Helm (H)
Maximum Coverage	Helm (H)
Shallow-Z	Helm (H)
Take Off	Helm (H)

Tier Two

Name	Type
Chain Collision	Tactical (T)
Concentrate Fire	Tactical (T)
Dodge	Helm (H)
Evasion	Helm (H)
Exploit Weakness	Tactical (T)
Feint	Tactical (T)
Fire En Passant	Tactical (T)
Head On Approach	Helm (H)
Intercede	Helm (H)
Lock On System	Tactical (T)
Random Fire	Tactical (T)
Shield Dimple	Tactical (T)
Swoop	Helm (H)
Take Cover	Helm (H)
Target Secondary System	Tactical (T)
"Watch And Learn"	Tactical (T)

Tier Three

Name	Type
Antimatter Pod Detonation	Command (C)
Combine Fire	Command (C)
Forge Readings	Command (C)
Photonic Pulse	Command (C)
Plasma Field	Command (C)
Reassess Battlefield	Command (C)
Shield Disruption	Command (C)
Shield Repulsing	Command (C)
Solar Flare	Command (C)
Thruster Knockout	Command (C)
Tractor Disruption	Command (C)
Tractor Dodge	Command (C)
Tractor Hold	Command (C)
Tractor Lock	Command (C)
Verteron Pulse	Command (C)

penalties due to the conditions, such as visibility or the stability of the landing ground.

If the maneuver is successful, the ship manages to land. In the case of a Failure, the approach maneuver fails and the Helm officer has to try again; in the case of Complete Failure, the ship crashes more than it lands, and suffers damage equal to its Size. In the case of a Dramatic Failure, the ship does crash and suffers damage equal to double its Size.

Crash damage is halved if the shuttle tries to land in a shuttlebay with emergency forcefields raised.

The ship gains then all effects relative to landing.

Maximum Coverage (Helm)

The ship orients itself toward its Primary Target so as to maximize the impact of its weapons arrays.





Prerequisites: None

Duration: Instant

TN: Target's protection

Effect: If the maneuver is successful, the overall penetration of the ship's next tactical maneuver is increased by 1 in the case of a Complete Success, by 2 for a Superior Success, and by 3 for an Extraordinary Success.

If the acting ship does not perform a tactical maneuver just after Maximum Coverage, then the effects are lost.

Shallow-Z (Helm)

This maneuver is a variant of Z-Axis, easier to perform but with lesser advantages. The ship either dives or climbs following a shallow vector, taking advantage of the third dimension of space to orient itself.

Prerequisites: None

Duration: Instant

TN: 10

Effect: If the maneuver is successful, the acting ship gains +2 to its next maneuver, if it is a Helm or Tactical maneuver. If a Command maneuver is executed after Shallow-Z, the effects are lost.

Take Off (Helm)

This maneuver allows ships with atmospheric capability to take off from their landing point.

Prerequisites: Landed ship

Duration: Instant

TN: 5

Effect: If the maneuver is successful, the ship manages to take off. The ship loses all effects relative to landing.

In the case of a Dramatic Failure, the ship takes off momentarily then crashes back again, suffering damage equal to its Size.

Tier Two Maneuvers

Chain Collision (Tactical)

The ship fires at its target, hoping to send it on a collision course with one of its allies, or at least, hoping that good-sized hull fragments will collide with the other ship.

Prerequisites: Lock On (T), both targets in the same range

Duration: Instant

TN: Target's protection + other ship's protection + 10

Effect: If the maneuver is a Complete Success, both ships suffer damage as per a minor collision. In the case of a Superior Success, a major collision happens, and for an Extraordinary Success, a full collision occurs.

Concentrate Fire (Tactical)

The ship fires one weapon system as a concentrated volley in an attempt to increase the damage in one point, but at the sacrifice of pinpoint accuracy.

Prerequisites: Cannot be used after Evasive Attack (C), Fast Attack (C)

Duration: Instant

TN: Target's protection

Effect: When applying this maneuver, choose one weapon system, such as phasers, disruptors or photon torpedoes. For each missile launcher or beam bank available of the given weapon, the tactical officer can choose to apply a -3 penalty to the skill test made to attack, for a bonus of +1 to the weapon's penetration.

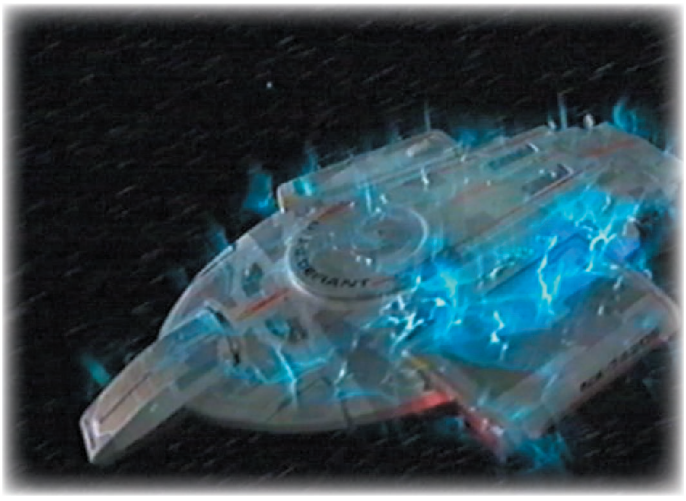
Dodge (Helm)

The acting ship chooses a vector, begins its movement, but before completing it, changes direction completely in a dodging feint versus one ship.

Prerequisites: Cannot be used after Full Stop (H)

Duration: Instant

TN: 20





Effect: Choose a ship. If the maneuver succeeds, the acting ship gains +8 Protection against the chosen ship; if it fails, it loses -8 Protection against it.

Evasion (Helm)

The ship performs a series of sharp turns and dodges to shake off attackers.

Prerequisites: None

Duration: Instant

TN: 10 + 3 per attacker

Effect: For each attacker the ship wants to shake off, the helmsman adds +3 to the TN of his System Ops (Helm) skill test.

The ships dodged lose Lock On. Those that didn't have Lock On add +5 to the TN of their tactical skill tests to attack the ship the next time they act.

This maneuver is similar to Minimal Aspect, Come About and Hard About in that it allows the break of attacker's lock. However, there is no modification to the range (as in Hard About), and it works against a number of attackers, unlike Hard About and Come About.

It is harder to perform that Minimal Aspect, that also works against a number of attackers, but it makes the ship harder to attack as well.

Exploit Weakness (Tactical)

The acting ship looks for a minute flaw in its primary target's defensive systems, from a momentary weakness in the shields to a fluctuation in the power grid.

Prerequisites: Lock On (T), a succeeded sensor test analyzing the ship's status, which is used only to look for the weakness

Duration: Instant

TN: Target's protection+10

Effect: Before using this maneuver, the acting ship must have successfully analyzed its target's status (see *Narrator's Guide* p.102). The weakness is used as a "piece of information" given about the target vessel – i.e., a Complete Success allows the sensors officer to find about the weakness and nothing else, a Superior Success gives away the weakness and another piece of information, and so on.

Then, the ship can use the maneuver: the ship fires one of its weapon systems at the target, just like the Fire maneuver. However, for the duration of the maneuver, the threshold of the ship's defensive systems is reduced by 1 in the case of a Complete Success made on the attack roll, by 2 for a Superior Success and 3 for an Extraordinary Success.

As an additional effect, it's possible to try to beam personnel aboard the enemy ship by exploiting the weakness, if the maneuver is a success. This requires a System Operations (Transporters) test (TN 20). In the case of a Failure, the beam-out fails and may be attempted only at the next succeeded execution of the maneuver. For a Disastrous Failure, all characters transported suffer a mis-rematerialization (p.38). A number of personnel up to the number of personnel transporters may be transported in this manner.

A new sensor test analyzing the spacecraft's status (with the TN increasing accordingly) must be rolled for each new execution of this maneuver – the defensive array weakness is always erased by the ship's attack, as power is redistributed to sustain the impact, making a new scan necessary to find another "blind spot".

Feint (Tactical)

The acting ship behaves as if it was attacking its target in a particular manner, but changes its attack vector at the last moment, creating an effect of surprise and increasing the impact of its weapons fire.

Prerequisites: Used by ships only; cannot be used after Evasive Attack (C), Fast Attack (C), or Z-Axis (H)

Duration: Instant

TN: Target's protection + 5

Effect: When applying this maneuver, choose a weapons array such as torpedoes or phasers. The acting ship may choose to lower its protection by increments of -3 to increase the chosen weapon penetration by increments of +1. The weapon penetration may not be increased in this fashion by more than +3.

Fire En Passant (Helm)

The acting ship takes the opportunity to fire on a ship at range, that is not its primary target, as it passes near.

Prerequisites: Targeted ship at Medium range (3) or closer

Duration: Instant

TN: Targeted ship's protection + 5

Effect: Make an attack roll on a ship that is not the primary target, and that is at range Medium (3) or closer. Apply one weapon penetration normally, as per the Fire maneuver.

Head On Approach (Helm)

The acting ship approaches its primary target straight-on, then moves out of its way at the last moment in order to pass behind. This is a risky strategy since both ships pass very near one another.

Prerequisites: Cannot be used after Immelmann Turn (C)

Duration: Instant

TN: Target's protection + 10

Effect: If the maneuver is successful, the acting ship finds itself at Point Blank (1) range of its target, and gains +5 to tactical maneuvers against its primary target until next round. If it fails, both ships suffer Full Collision damage.

Intercede (Helm)

The acting ship tries to interpose itself between an attacked ship and its attacker, in order to protect it by drawing enemy fire.

Prerequisites: Cannot be used after Evasive Attack (C), Full Attack (C); object to protect of equal Size of smaller than the acting ship

Duration: Until broken, or the attacker changes range

TN: 15

Effect: If this maneuver is a success, the acting ship loses -5 Protection against all ships; one ship attacking the protected object cannot fire beam weapons at its target and suffers +3 to the TN when firing warheads. The attacker also cannot reduce the range separating it from its primary target for as long as the maneuver lasts. These effects remain as long as the range between the attacker and acting ship doesn't change, or when the acting ship decides to break the intercession.

In any case, the attacking ship can freely choose to abandon its primary target and choose the ship that interposed itself as new primary target.

Lock On System (Tactical)

The tactical officer locks weapons onto an opposing ship system (weapons, life support...) in the hopes of greatly damaging it during its next attack. If the attack penetrates the shields, damage is applied directly to the said system. Only beam weapons can be used to perform this maneuver.

Prerequisites: Lock On (T)

Duration: Instant

TN: Target's protection + 10

Effect: Choose a system targeted by this maneuver. For the next tactical maneuver performed by the acting ship against its primary target, the damage is applied directly to the chosen system (instead of general structural damage). For every 3 points of structural damage suffered by the vessel, the system targeted takes 1 point of damage.

If the acting ship does not perform a Tactical maneuver just after Lock On System, the effects are lost.

Random Fire (Tactical)

Where one doesn't know where the target is, for example if the ship is blind or the enemy cloaked, a desperate way to fight is to shoot wildly in all directions in a hope to hit something.

Prerequisites: None

Duration: Instant

TN: Protection + 15

Effect: As this maneuver implies shooting blind, if the ship's sensors are offline, the usual -8 penalty is not applied for this maneuver. Only beam weapons may be used for Random Fire.

If this maneuver succeeds, the acting ship actually hits the target. However, since the weapon has been fired in short pulses, it lacks real power. Only a third (rounded down) of the penetration damage is applied. On a Complete Failure or worse, the ship hits an ally.

Shield Dimple (Tactical)

This technique implies firing a beam weapon at the opponent's shields to weaken them in one point, then firing immediately a warhead, hoping the shield will let is pass and that it will detonate directly against the enemy hull.

Prerequisites: Beam and warhead weapons; Medium range (3) or closer.

Duration: Instant

TN: Target's protection + 10

Effect: When attempting this maneuver, choose a beam weapon and a warhead weapon to be used. If the maneuver is a success, apply directly the warhead penetration to the enemy's structure, ignoring shields. People can be transported aboard the enemy ship in the short time the window opens (see "Transporting Through Shields", p.38).

Swoop (Helm)

Like Z-Axis, the acting ship takes advantage of the third dimension of space, but the objective here is to gain a better aim: the acting ship swoops on its target, hoping to fire more easily.

Prerequisites: Cannot be used after Full Stop (H), Z-Axis (H) or Immelmann Turn (C)

Duration: Instant

TN: 15

Effect: If the maneuver is a success, the acting ship gains +3 to its next tactical maneuver. This maneuver must take place just after Swoop, otherwise the effects are lost.



Take Cover (Helm)

The acting ship tries to hide behind a large object and relatively static, such as a large asteroid, a planet or a starbase, in order to suffer less from enemy fire.

Prerequisites: Cannot be used after Evasive Attack (C), Full Attack (C); object to hide behind at Point Blank (1) range, bigger than the ship and no bigger than a planet

Duration: Until broken, or the range with the cover changes

TN: 15

Effect: If this maneuver is a success, one attacker cannot fire beam weapons at the acting ship and suffers +3 to the TN when firing warheads. This attacker also cannot reduce the range with the acting ship. These penalties are canceled as soon as the range between the attacker and the cover change.

If the result is a Dramatic Failure or worse, the acting ship is considered to have entered the phenomena, with no penalties to the attacker. If this is irrelevant (i.e., the ship attempted to hide behind an asteroid) then a Major Collision occurs. In any case, the chosen attacker can freely choose to abandon its primary target and choose the object that served as cover as new primary target.

Target Secondary System (Tactical)

The tactical officer chooses a specific secondary system on the attacked ship – fire suppression, escape pods... and fires on it in an attempt to disable it.

Prerequisites: Lock On (T)

Duration: Instant

TN: Target's protection + 15

Effect: Choose a secondary system targeted by the maneuver and make an attack roll. If it succeeds and the attack inflicts at least 3 points of structural damage, the chosen system goes offline until repaired.

"Watch And Learn" (Tactical)

The tactical officer fires a warhead in the vicinity of enemy ships, then uses a beam weapon to detonate it, sending an EM shockwave to disrupt systems.

Prerequisites: All targets in the same range increment; acting ship or station equipped with a warhead launcher and a beam weapon.

Duration: Instant

TN: 5 + sum of the targets' protections

Effect: If the maneuver is successful, all targets suffer the penetration ratio of the warhead plus the beam weapon used. For every 3 points of damage suffered by the vessels, the operations system takes 1 point of damage.

Tier Three Maneuvers

Antimatter Pod Detonation (Command)

A desperate starship equipped by antimatter pods and offline weapon systems can try to eject a pod and detonate it, like a torpedo.

Prerequisites: Lock On (T); Point Blank (1) or Short (2) range

Duration: Instant

TN: Target's protection + 10

Effect: If the maneuver succeeds, the pod does 5 damage to the enemy. If the pod was detonated at Point Blank (1) range, the acting ship suffers 2 damage (splash damage).

Combine Fire (Command)

Several starships combine their fire on their primary target, under the lead of the acting ship, in an attempt to penetrate the shields more efficiently.

Prerequisites: Lock On (T)

Duration: Instant

TN: Target's protection + 3 per ship combining fire

Effect: The TN of this maneuver is the target's protection + 3 for each ship the commanding officer wants to rally. If successful, the acting ship gets an immediate additional tactical maneuver to attack the primary target. It gets a penetration bonus for this maneuver, equal to +1 per rallied ship. In the case of an Extraordinary Success, the acting ship gets +1.5 overall penetration per rallied ship (rounded down).

Forge Readings (Command)

Using the navigational deflector as an emitter for a certain type of energy, a ship can try to fool its enemies' sensors. It can try to create an



echo of itself, or a shadow of its warp signature, for example, creating the illusion that there are two ships instead of one.

Prerequisites: Starship with a functional navigational deflector

Duration: Until revealed (see Effect)

TN: 15

Effect: If the maneuver succeeds, the ship's engineer must take an Systems Engineering (Navigational Deflector) test at TN 20 to create the illusion (he must still have available actions to perform). If the test succeeds, roll 1D6 for each enemy ship intending to take the acting ship as primary target. On an odd result, the acting ship is indeed taken as primary target; on an even result, the image is taken. If the test is a Complete Failure or worse, the navigational deflector burns out.

The illusion lasts for a certain time, determined by the test result of the maneuver roll: one round for a Complete Success, two for a Superior Success and three for an Extraordinary Success.

However, if any enemy ship succeeds at a Tactical maneuver against the illusion, the trick is revealed and all effects lost. Enemy ships having taken the image as primary target may choose freely another primary target at the beginning of the following round.

This maneuver can only be used once in combat.

Photonic Pulse (Command)

Focusing an intense emission of photons in its main deflector dish, a ship can release a high-energy pulse that can blind enemy sensors.

Prerequisites: Point Blank (1) or Short (2) range; starship with a functional navigational deflector

Duration: One to three rounds (see Effect)

TN: 20

Effect: If the maneuver succeeds, the ship's engineer must take an Systems Engineering (Navigational Deflector) test at TN 25 to charge the deflector (he must still have available actions to perform). If the test succeeds, the primary target's sensors are knocked offline for a certain time, determined by the test result of the maneuver roll: one round for a Complete Success, two for a Superior Success and three for an Extraordinary Success.

If the Engineering test is a Complete Failure or worse, the acting ship suffers the effects of the pulse for two rounds, and the navigational deflector burns out.

Plasma Field (Command)

A ship can attempt to channel warp plasma through its navigational deflector, emitting it as a coherent energy beam to try to knock the enemy propulsion systems out of commission.

Prerequisites: Point Blank (1) or Short (2) range; starship equipped with a warp system and a navigational deflector

Duration: Instant

TN: 25

Effect: If the maneuver succeeds, the ship's engineer must take an Systems Engineering (Navigational Deflector) test at TN 15 to focus the beam (he must still have available actions to perform). If the test succeeds, the primary target's propulsion system suffers damage equal to half the acting ship's shield system reliability modifier (round up).

If the Engineering test is a Complete Failure or worse, the acting ship suffers the effect of the plasma field, and the navigational deflector is burned out.

Reassess Battlefield (Command)

The commanding officer takes some time to reassess the tactical situation of the battlefield, hoping to see a way to gain an advantage.

Ignore this maneuver if you use the rule of rolling initiative at the beginning of each round.

Prerequisites: None

Duration: Until initiative changes again

TN: Not applicable

Effect: The acting ship makes a new initiative roll (reduced by -5 to account for the combat stress), and keeps this new score as if it was the one rolled at the beginning of combat. The new acting order takes place at the following round and onwards.

Shield Disruption (Command)

The ship reconfigures its navigational deflector to emit a beam of antiprotons, or an interferometric pulse, at very short range against its target. This may disrupt the enemy shields.

Prerequisites: Starship only; functional navigational deflector; Point Blank (1) range

Duration : Instant

TN : Target's protection + 15

Effect: If the maneuver is successful, have the ship's engineer roll an Systems Engineering (Shields) at TN 15 – he must still be able to perform individual actions. If this succeeds, the tactical officer may perform a Fire maneuver for free – but no damage is applied, instead, if the Fire maneuver succeeds, the target's shield strength is reduced to zero.

If the Engineering test results in a Complete Failure or worse, the navigational deflector burns out.

Shield Repulsing (Command)

The acting ships reverses the polarity of its shields, then brushes its primary target's so as to push it through space, sending it tumbling out of the way. The acting ship may also manage to "bounce" on its target's shields, increasing the distance separating both ships.

Prerequisites: Used by ships on ships only, Point Blank (1) range, cannot be used after Full Stop (H), shield grid or similar system installed aboard the acting ship, must be used immediately after a succeeded System Operation (Shields) test

Duration: For the next round

TN: Target's protection - Size + 5

Effect: Immediately before using this maneuver, the acting ship must roll a successful Starship Operations (Shields) (TN 13) to reverse its shields' polarity. Then, if the maneuver succeeds, the target loses -1 to all Helm maneuvers for the next round, and the range between the ships is increased by 1 in the case of a Superior Success and by 2 for an Extraordinary Success.

In case of a Complete Failure, the two ships suffer damage as per a Minor Collision; for an Dramatic Failure, a Major Collision happens.

Solar Flare (Command)

A ship can attempt to generate a solar flare by firing an electromagnetic pulse into the corona. This is a very dangerous maneuver to perform – but very efficient.

Prerequisites: Acting ship in the star's Low Atmosphere

Duration: Instant

TN: 25

Effect: If the maneuver succeeds, a massive solar flare is generated, obliterating everything on its path (300 million kilometers in a straight line), from ship to station. If it results in a Dramatic Failure, the acting ship itself is obliterated as well...

Thruster Knockout (Command)

The acting ship brushes its primary target's shields in an attempt to knock out its thrusters, therefore hampering its normal helm operations.

Prerequisites: Used by ships on ships only, ship and target equipped with shields, Lock On (T), Match Speed (H)

Duration: Until helm penalties reach 0

TN: Target's protection - Size + 10

Effect: If the maneuver succeeds, the target loses -1 to all Helm maneuvers for the next round in the case of a Complete success, -2 for a Superior success and -3 for an Extraordinary success. These penalties are reduced by 1 on the following round until they are again equal to 0. Thruster Knockout can not be attempted again for as long as the target suffers helm modifiers due to a previous Thruster Knockout maneuver.

Example: The USS Defiant tries to knock out a Dominion attack ship's thrusters. The roll is a Superior Success; the Dominion ship will suffer -2 to all is helm maneuvers on the following round, then -1 on the round after that. The Defiant will be able to attempt a Thruster Knockout maneuver again on the third round.

Tractor Disruption (Command)

The ship or station modulates its tractor beam emitters against its primary target so as to create an energy surge in its systems, hoping to disrupt them.

Prerequisites: Functional tractor beams, Lock On (T), Point Blank (1) range, enemy status successfully analyzed

Duration: Instant

TN: 20

Effect: This maneuver may only be attempted if the acting ship has already analyzed its primary target's status (*Narrator's Guide* p.102), explicitly searching for the right tractor beam modulation.

If the maneuver if successful, the acting ship must then succeed at an Systems Engineering (Tractor Beam), the TN being the target's protection + 5. If this test is successful, the target suffers two critical hits to its propulsion system if it is a starship, or to its power system in the case of a station. If this test is a Complete Failure or worse, the tractor beams are destroyed.

Tractor Dodge (Command)

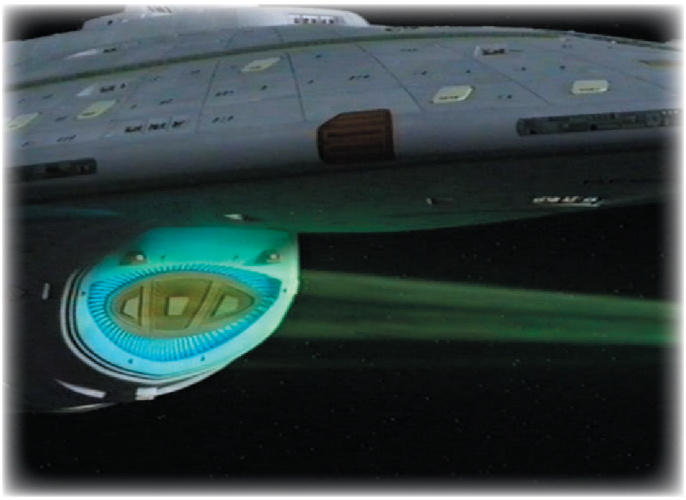
The ship or base tries to use its tractor beams in a desperate attempt to deflect enemy weapons' fire.

Prerequisites: Functional tractor beams, Lock On (T)

Duration: Until next round

TN: 20

Effect: If the maneuver if successful, the acting ship gains +5 protection against its primary target.



Tractor Hold (Command)

The ship or base tries to disrupt its primary target's moves by locking a tractor beam on it.

Prerequisites: Lock On (T), target at Point Blank (1) or Short (2) range, towable with the available tractor beams

Duration: Instant

TN: Target's protection + 5

Effect: Before executing this maneuver, choose how much protection points you will lose. If the maneuver succeeds, for each -3 points of protection lost, the target loses -1 to all maneuvers. It cannot lose more than -3 in this fashion.

Against Klingon ships, this maneuver have them lose -10 to tactical maneuvers instead of the classical -1, because their targeting systems are vulnerable to coherent graviton emissions.

Tractor Lock (Command)

The ship or base tries to hold its primary target in place, to prevent it from escaping.

Prerequisites: Lock On (T), target at Point Blank (1) range, towable with the available tractor beams

Duration: Until broken

TN: Target's protection + 10

Effect: If the maneuver is a success, the acting ship or base becomes completely immobile and therefore gains automatically the effects of Full Stop (H). However, it cannot attack the ship it holds in its tractor beam because of its closeness. The locked ship cannot go to warp.

The targeted ship suffers a penalty equal to the acting ship's size to all helm maneuvers. Tractor lock lasts until broken by the acting ship, or if the targeted ship manages to escape the lock, either by overloading the generators – inflict one damage point to the operations system then roll a successful System Operations (Operations) test, TN 25, that can be lowered to 15 through the sacrifice of the navigational deflector; this can be only attempted once – or through talented piloting – pull off a Superior Success or better during an Opposed Test pitting the acting ship attempting a Helm maneuver, and a reliability test for the opponent's operations system. See "Escaping", p.44 for more details.

Verteron Pulse (Command)

A ship can attempt to emit a verteron pulse through its navigational deflector. These particles interfere with subspace, knocking out vital ship systems.

Prerequisites: Point Blank (1) range; starship equipped with a navigational deflector

Duration: Instant

TN: Targer's protection + 20

Effect: If the maneuver succeeds, the ship's engineer must take an Systems Engineering (Navigational Deflector) test at TN 20 to focus the verteron pulse (he must still have available actions to perform). If the test succeeds, the enemy ship's shield, propulsion and sensor systems are knocked out for a certain time. The time is determined by the test result of the maneuver roll: one round for a Complete Success, two for a Superior Success and three for an Extraordinary Success.

If this test is a Complete Failure or worse, the acting ship suffers the effect of the pulse, and the navigational deflector is burned out.

Maneuver Patterns

Maneuvers are organized in patterns. These patterns represent series of elementary maneuvers executed following a sequence that have proven themselves over time. These sequences are mostly comprised of two maneuvers for a round; some are comprised of three, requiring experienced officers to perform, since they must be able to execute more than the classical two maneuvers per round. Namely, that means flight control officers having Combat Piloting or tactical officers with Combat Tactician (see p.66).

Only ships can use maneuver patterns.

Executing Maneuver Patterns

At the beginning of a round, instead of declaring a series of maneuvers, the commanding officer may declare a maneuver pattern. To do so, he or she rolls under Tactics with a TN of 15 — this counts as a free action. Failing the Tactics test does not prevent the ship from executing the maneuver pattern — it may, however, prove more difficult to do.

If the Tactics roll is a Complete Success, officers performing the maneuver receive +1 to all their System Operations rolls to do so. In the case of a Superior Success, they receive +2; and +3 for an Extraordinary Success. They get -1 if the Tactics roll is a Complete Failure, -2 for a Dramatic Failure and -3 for a Disastrous Failure.

Attack Patterns

Attack patterns try to position the ship so as to maximize the damage caused, to gain a tactical advantage, or to attack with caution, trying to minimize the exposition of the ship.

Attack patterns are found in Table 3.6.

Defensive Patterns

Defensive patterns allow an attacked ship to escape, dodge, or position itself in a more favorable position for an assault. Sometimes defensive maneuvers accomplish all that.

Defensive maneuvers are listed in Table 3.7.

TABLE 3.6: ATTACK PATTERNS

Name	Description
Alpha	Close, Fire
Beta	Scorpion Evasive, Multifire, Open
Beta-2	Hard About, Fire
Beta-3	Hard About, Multifire
Beta-4	Minimal Aspect, Swoop, Fire
Delta	Maximum Coverage, Fire
Delta-2	Swoop, Fire
Delta-3	Swoop, Multiweapon
Delta-4	Mutliweapon, Close, Multiweapon
Delta-5	Shallow-Z, Fire
Kappa 0-1-0	Maximum Coverage, Swoop, Fire
Kappa 0-2-0	Full Attack, Open
Omega	Minimal Aspect, Evasive Attack
Omega-2	Maximum Coverage, Multifire
Omega-3	Evasive Attack, Evasion
Omega-4	Close, Multiweapon
Sierra	Swoop, Exploit Weakness
Sierra-2	Come About, Feint
Sierra-3	Minimal Aspect, Multifire
Sierra-4	Swoop, Feint
Theta	Full Attack, Full Attack

TABLE 3.7: DEFENSIVE PATTERNS

Name	Description
Alpha	Come About, Shallow-Z
Alpha-2	Z-Axis, Minimal Aspect
Beta	Shallow-Z, Z-Axis
Beta 1-4-0 single	Come About, Hard About
Beta 1-4-0 dual	Minimal Aspect, Evasion
Beta-2	Shallow-Z, Hard About
Beta-3	Come About, Open
Beta-4	Z-Axis, Hard About, Shallow-Z
Beta 9-3	Z-Axis, Evasion
Delta	Close, Minimal Aspect
Delta-2	Z-Axis, Swoop
Delta-3	Hard About, Open
Delta-4	Hard About, Shallow-Z
Delta-5	Hard About, Z-Axis
Gamma	Shallow-Z, Open, Hard About
Gamma-2	Come About, Z-Axis
Gamma-3	Shallow-Z, Open, Z-Axis
Gamma-4	Hard About, Z-Axis, Open
Gamma-5	Z-Axis, Dodge
Lambda-1	Minimal Aspect, Minimal Aspect
Lambda-2	Minimal Aspect, Z-Axis
Omega	Evasion, Evasion
Omega-1	Come About, Z-Axis, Hard About
Omega-2	Come About, Open, Come About
Omega-3	Dodge, Open
Omega-4	Hard About, Immelmann Turn
Omega-6	Dodge, Z-Axis
Theta	Come About, Z-Axis, Close
Theta-1	Come About, Z-Axis, Hard About
Theta-2	Dodge, Z-Axis
Theta-3	Come About, Shallow-Z, Dodge

Customizing Maneuver Patterns

When it comes to maneuver patterns, seasoned officers have preferences and habits. Some have studied, and used with success specific maneuver patterns so much that they develop their own variants of them.

Players can buy maneuver patterns as specialties for their characters, using the advancement rules. A maneuver pattern is a specialty of Tactics, and therefore the character receives the bonuses when rolling maneuver patterns.

Stations In Combat

Combat for stations happens just like for starships: initiative is rolled, bases choose primary targets situated at a given range, and maneuvers take place. Of course, there are some differences due to the static position of bases.

Station Shields

Stations have stronger shields – they use a different shield track than starships, that can be found on Table 1.19 (p.18). The shield strength is reduced as per the normal rules.

Orbital Decay

Orbital decay (see p.32) can happen in two circumstances:

- When the shield track indicates so;
- Each time the station suffers 5 points of structural damage (at the same time a system receives critical damage), the station gains one point of orbital decay: that is, at 5 point of structural damage, then 10, 15 and so on.

Station Systems Damage

Just like starships, hull damage (or lost shield strength) implies the performance of systems is reduced. When a critical system is hit, roll 2D6 on Table 3.8 to determine which one.

Station Situation

As starbases are static, or in orbit, they are much easier to hit. Therefore, all static stations, or those in orbit, gain the Full Stop (H) bonuses (see *Narrator's Guide*, p.117), unless they decide to use Helm maneuvers. In this case, the Full Stop effects are lost until the station decides to take another Full Stop maneuver – orbit, if applicable, must still be reestablished, though.

Station Targets And Maneuvers

Since stations are static they cannot execute some maneuvers. Especially, all Tier 2 Helm maneuvers cannot be executed by stations. Some Tier 1 Helm maneuvers can be attempted, and only if the station is equipped with a sublight drive; but due to the difficulty of moving an important facility, a station can execute only one such maneuver every other round.

A summary of all maneuvers forbidden to starbases can be found in Table 3.9. Maneuvers resolved to stations are found below.

TABLE 3.8: STARBASE SYSTEM DAMAGE

Heavy And Outposts Classifications	
Roll	System
2	Life Support
3	Shields
4-5	Power
6-7	Operations
8-9	Weapons
10-11	Sensors
12	All Systems
Specialized And Spacedocks	
Roll	System
2	Life Support
3	Shields
4	Power
5-6	Operations
7-8	Weapons
9-10	Sensors
11	All Systems
12	All Systems x 2
All Other Station Classifications	
Roll	System
2	Life Support
3-4	Shields
5-6	Weapons
7-8	Operations
9	Sensors
10	Power
11	Power & Operations
12	All Systems

TABLE 3.9: MANEUVERS FORBIDDEN TO STARBASES

Tier One	
Full Stop	Helm (H)
Land	Helm (H)
Take Off	Helm (H)
Tier Two	
(All)	Helm (H)
Cloaked Attack	Tactical (T)
Feint	Tactical (T)
Tier Three	
Cochrane Deceleration	Command (C)
Evasive Attack	Command (C)
Fast Attack	Command (C)
Forge Readings	Command (C)
Full Attack	Command (C)
Immelmann Turn	Command (C)
Pentis Maneuver	Command (C)
Photonic Pulse	Command (C)
Picard Maneuver	Command (C)
Riker Maneuver	Command (C)
Shield Disruption	Command (C)
Shield Repulsing	Command (C)
Slingshot Effect	Command (C)
Thruster Knockout	Command (C)
Verteron Pulse	Command (C)

Tier One Maneuvers

Reacquire Target (Tactical)

Following a tactical threat reassessment, the station commander decides to change targets and report its offensive elsewhere.

Prerequisites: None

Duration: Until targets change

TN: None.

Effect: To execute this maneuver, no roll is required; it succeeds automatically. The base can choose a new primary target (two if it is equipped with a multi-vector targeting system).

Tier Two Maneuvers

Cross-Fire (Tactical)

The tactical officer attempts to take its primary target under the crossed fire of several of its weapon systems.

Prerequisites: Two different weapon systems installed, primary target smaller than the station, at Point Blank (1) or Short (2) range

Duration: Instant.

TN: Target's protection + 5

Effect: When applying this maneuver, choose two weapon systems such as torpedoes and phasers. If the maneuver succeeds, apply both weapon penetrations at the targeted ship.

Tier Three Maneuvers

Fire At Will (Command)

The station unleashes all its destructive power on all passing ships, trying to hit them all in a hail of weapons' fire.

Prerequisites: Targets at Point Blank (1) or Short (2) range, Lock On (T)

Duration: Instant

TN: 25

Effect: If successful, this maneuver allows the tactical officer to execute any two tactical maneuvers (provided he still can perform actions) that do not count against the base's maneuver allowance. These two cannot be Fire At Will, and their TN's are increased by +5.

Inertial Transfer (Command)

As a ship passes closes to the station's shields, these are re-modulated in an attempt to siphon some of the ship's inertia and communicate it to the base's orbital correctors.

Prerequisites: Target at Point Blank (1) range, shield system installed

Duration: Instant

TN: Target's protection + 5

Effect: If the maneuver is a Complete Success, the targeted ship suffers -1 to Helm maneuvers and the starbases loses -1 orbital decay. For a Superior Success, the targeted ship suffers -2 to Helm maneuvers and the starbase loses -2 orbital decay, and -3/-3 for an Extraordinary Success.



FLEET COMBAT

The ship combat system is perfect for simulating small engagements, pitting some ships against one another. However, for describing large scale battles such as the ones that happened in the Dominion War, the systems enters too much in detail for the Narrator to keep track separately of all ships and maneuvers. It's better to move to a bigger scale: the rules described here intend to provide a way to handle massive battles, in a hope to keep the rhythm fluid, and interesting for the players.

Starships or stations might compose wings. These are groups of craft varying in number and type, that share a similar role or goal in the battle. One could say they act a "super-starships" in that they act as one following generic maneuver patterns, like individual ships.

The Unit Template

Units (or wings) all share common characteristics defining them, that carry some similarities to the starship template. Wings can be made up of different types of ships or stations; they remaining close to one another in combat, working as a functional unit. Thus, wings must be made up of craft remaining at Point Blank (1) range from one another. That implies that ships constituting a wing with a station must remain at Point Blank (1) range of it – and thus, not moving around the battlefield (unless the wing divides itself; see below).

The characteristics of a unit are:

Size: This defines the overall number, and resilience, of the unit. To calculate it, sum up all the unit's structures. If the wing's Size reaches 0, the wing is completely destroyed. Subtract 1 for each battle-scarred ship.

Offense: As the name indicates, this represents the offensive power of the unit. To calculate it, first take each ship separately and do the average (rounded down) of all weapons penetration damage, separately for each range increment. Then sum up this number for all the ships of the wing. The offense value is increased by 1 for each ship or station equipped with a multivector assault mode, rotary weapon systems or a multivector targeting system.

Protection: Average all the shield protections of the unit. Add 1 for each ship equipped with ablative armor or with an enhanced

TABLE 3.10: UNIT STRENGTH TRACK

Strength	Effect (If Any)
10	Full wing strength
9	-1 Movement
8	-1 to Tactical modifier
7	-1 to all penetration ranges
6	-1 to Command modifier
5	-1 Protection
4	-1 to Helm modifier
3	-2 Protection
2	-1 to all penetration ranges
1	-2 Movement
0	Unit down, too crippled to fight

shield grid. Subtract 1 for each station that has the weak shield grid flaw.

Movement: In fleet combat, the quickness at which wings move can be a determining element. To calculate the movement score of a wing, find the lowest sublight speed among the fleet. Multiply this per 10, and round down. Stations always have a movement of 0.

Strength: This track reflects the wing's global status; if the wing if made up of undamaged ships, the wing strength equals 10. When the status are equal to 0, the remaining ships are too crippled to fight; the wing cannot fight anymore, even if it has Size points remaining. As the strength of the unit decreases, its status are changed following Table 3.10.

Wing Commander: Choose one ship in the unit – this one will be the leading ship of the unit. Write down the Tactics skill value of the commanding officer of the ship. Have maybe some other ships ready to take that place should the wing commander go down.

Maneuver Modifiers: Average all the maneuver modifiers of the wing to determine the wing's modifiers (rounded down). These are used each time the wing acts as one; when a ship acts individually, use its own maneuver modifiers instead.

Wing Combat

Wings are situated relatively to one another through range increments; they are the same as for classical starship combat.

Fleet combat is divided in rounds, just like regular combat. The same way, wings act using maneuvers or maneuver patterns: the same sequence of initiative, of maneuver choosing and declaring is applied. Wings also have primary targets, mirroring the starship combat system.

However, there are some differences due to the scale used.

Wings use maneuvers, just like ships: some of the regular



TABLE 3.11: WING MANEUVERS

Tier One

Name	Type
Close*	Helm (H)
Come About*	Helm (H)
Fire	Tactical (T)
Full Stop	Helm (H)
Maximum Coverage*	Tactical (T)
Minimal Aspect*	Helm (H)
Open*	Helm (H)
Reacquire Target	Tactical (T)
Shallow-Z	Helm (H)
Spread	Tactical (T)

Tier Two

Name	Type
Cross-Fire	Tactical (T)
Disengage**	Tactical (T)
Fire En Passant*	Tactical (T)
Head-On Approach*	Helm (H)
Hard About*	Helm (H)
Feint	Tactical (T)
Intercede*	Tactical (T)
Match Speed	Helm (H)
Multifire	Tactical (T)
Multiweapon	Tactical (T)
Ramming Speed***	Helm (H)
Random Fire	Tactical (T)
Scorpion Evasive*	Helm (H)
Swoop*	Helm (H)
Z-Axis*	Helm (H)

Tier Three

Name	Type
Combine Fire	Command (C)
Evasive Attack*	Command (C)
Fast Attack*	Command (C)
Full Attack	Command (C)
Immelmann Turn	Command (C)
Reassess Battlefield	Command (C)

* Add the wing's Movement score to the roll.

** All wings targeting the active wing may immediately perform a free Fire maneuver.

*** Damage suffered is the remaining unit's Size + Protection + Status

TABLE 3.12: MANEUVER PATTERNS FORBIDDEN TO WINGS

Attack Patterns

Name	Description
Omega-3	Evasive Attack, Evasion
Sierra	Swoop, Exploit Weakness

Defensive Patterns

Name	Description
Beta 9-3	Z-Axis, Evasion
Gamma-5	Z-Axis, Dodge
Omega	Evasion, Evasion
Omega-3	Dodge, Open
Omega-6	Dodge, Z-Axis
Theta-2	Dodge, Z-Axis

starship maneuvers can be used (Table 3.11). Replace "acting ship or station" per "acting wing" and "Target's protection" per "Target wing's protection". For the specific differences, see below.

Maneuver patterns can also be used – only those which employ maneuvers that can be performed by wings. For example, the Sierra attack pattern, which uses the exploit weakness maneuver, cannot be used. Table 3.12 lists the maneuver patterns forbidden to wings.

The individual maneuvers are rolled by the commanding officer of the wing commander: make a Tactics test, matching the TN of the maneuver, and add the corresponding wing's maneuver modifier (Helm, Tactical, Command).



Specific Wing Maneuvers

Movement-Critical Maneuvers: When rolling these maneuvers, add the Movement score of the wing to the test.

Disengage: When performing a Disengage maneuver, all wings that target the acting wing can immediately perform a free Fire maneuver – it's dangerous to turn your back on your enemy.

Ramming Speed: There is a slight modification to this maneuver: when performed, each wing suffers the other's remaining Size, plus Protection, plus Strength.

Wing Damage

When a wing inflicts damage upon another, subtract the offense value of the corresponding range to the unit's size.

Each time a wing achieves a superior success or better during a Tactical maneuver, the target loses -1 strength. It loses -2 strength in the case of an extraordinary success.

At the end of each round, roll 2D6 and add the remaining wing strength; check the roll on Table 3.11 to see the fate of the wing commander. If the wing commander is put out of combat, the wing loses -1 strength as morale suffers; another ship has to take its place.

You might also use Table 3.11 in order to announce to the players the fate of a given ship that is of an interest to them.

PCs As Wing Members

Obviously, it is clear that the most important and glamorous role in a wing is that of wing commander. Players commanding wings

TABLE 3.11: INDIVIDUAL SHIP'S FATE

Roll (2D6 + Strength)	Result
3-5	***Tragedy:*** **The ship is totally destroyed without having been able to inflict serious damage. Only escape pods might possibly be salvaged.**
6-9	***Disabled:*** **The ship suffered heavy damage during the battle; it is too crippled to continue fighting and leaves the unit, stopping where it is. Four systems out of six are offline, the remaining two are down to reliability A. Shields are down. Remaining structure: 1D3.**
10-12	***Defeat:*** **The ship didn't fare well in battle: it mostly suffered serious damage without being able to return heavy fire. The ship loses a third of its structure and 7 shield strength; one system is offline; two others suffer a critical hit.**
13-15	***Standoff:*** **The ship managed to pull its own during the round, without tipping the balance one way or another. It loses 8 structure, 3 shield strength, its systems suffer two random critical hits.**
16-19	***Victory:*** **The ship managed to pull off a minor victory over the course of combat. It loses 2 shield strength, 5 structure, one system suffers a critical hit. The ship gains +1 starship renown.**
20-22	***Extraordinary Victory:*** **The ship achieved a superior offensive while suffering minimal damage. It loses 3 structure and gains +2 starship renown.**

can have a great time – although they are in a situation of prominent danger.

The players' ship should always perform the maneuvers ordered by the wing commander separately.

If they are wing commander, have the commanding officer roll the maneuvers for the whole wing as usual; rolling the whole wing maneuvers of the round counts as one action. Then, have the individual players manning the stations roll the maneuvers for their own ship as with usual starship combat. To do so, take the opposing wing's protection as individual TN for the individual ship maneuvers. However, do not apply the damage – it's already accounted for in the general wing penetration.

Have the players roll their maneuvers separately as well if they are wing members.

At the end of the round, have them roll on Table 3.11 to determine the fate of their own ship. However, the players can have a decisive influence on the combat and on their own fate – they're the stars of the show, after all. For each maneuver they performed individually, check the test result. Subtract -3 to the roll determining their fate for each Disastrous Failure they achieved in the round. Subtract -2 for each Complete Failure, and -1 for each Failure. On the other hand, add +1 for each Complete Success, +2 for each Superior Success, +3 for each Extraordinary Success.

Leaving Or Joining A Wing

Disabled ships (as rolled on Table 3.11) have to leave their wing. They are of no more use to it. They remain static, at least until the end of combat. Individual ships can also leave a wing willingly, in order to retreat, join another wing, launch a rescue mission…

Ships (or a subset of ships) leaving or joining wings must do so at the end of a round (in the case of disabled ships, just after the fate has been determined). This counts as a free action.

When ships leave or join wings, recalculate the corresponding values based on the remaining ships.

If functional ships leave a wing, divide the lost points of unit strength as you wish between the two subsets. Do not do so if the ships leaving the unit are forced to do so, such as if they are disabled or destroyed (such ships have a strength of zero).



Wing-Specific Maneuvers

These maneuvers can only be used by wings.

Flank (Helm)

The wing intends to encircle its enemy, in order to hamper its movement and increase the offensive pressure.

Prerequisites: Point Blank (1) range; not after Full Stop (H)

Duration: Until next round

TN: 20 - acting wing's movement

Effect: If the maneuver succeeds, the acting wing gains +1 to its Point Blank range penetration value; the targeted wing loses -2 movement (minimum 0).

Harass (Tactical)

The wing uses a harassment tactic, attacking relentlessly its enemy then retreating, in order to weaken it.

Prerequisites: Not after Full Stop (H)

Duration: Instant

TN: Target's protection - acting wing's movement + 10

Effect: The acting wing loses -2 movement and -5 protection until next round. Damage applied to the enemy is equal to half the offense rating of the wing. However, if the maneuver is a Complete

Success, the targeted wing's strength is reduced by 1; by 2 for a superior success, by 3 for an extraordinary success.

Scatter (Helm)

In order to prevent important damage, the wing scatters, to the detriment of coordination and mobility. This is the wing version of the Evasion maneuver (p.51).

PREREQUISITES: Not after Full Stop (H)

DURATION: Until next round

TN: 10

EFFECT: If the maneuver is a Complete Success, the wing gains +1 protection until next round; if it is a Superior Success, it gains +3 protection; for an Extraordinary Success, it gains +5 protection.

In any case, it loses -2 movement (minimum 0) until next round.

VEHICLE COMBAT

Although vehicles are simulated using the starships rules, combat mainly takes on the rules of personnel combat (see *Narrator's Guide*, p.87).

Damage applied at the starship scale is applied the same way to vehicles.

Action Rounds

As with personnel combat, vehicle combat is divided in action rounds; the vehicle can perform actions depending on its crew skills.

Speed

However, contrary to personnel, vehicles can move at a wide variety of speeds. This allows for a greater maneuverability. However, for combat, speeds must be adjusted; a hovercraft speeding at 15,000 kph cannot fight a battalion of foot soldiers.

A vehicle on the move establishes its cruising speed following the speed factors available to it (as determined by Table 1.30, p.23). The pilot must subtract the speed factor at which the vehicle is going to his piloting rolls: a fast-moving craft is difficult to handle.

Initiative

Vehicles roll initiative differently than personnel. The person steering the vehicle must take a piloting test according to the skill used (modified with bonuses and penalties): however do not subtract the speed factor to this roll but add it – this is the only time such a calculation is made.



As with personnel combat, surprise can apply. Personnel can even surprise a vehicle, if they manage to avoid detection and if the craft passes within range.

Actions

When it's the turn of the vehicle to act, it can perform several actions depending on its crew's decisions.

Typically, a vehicle can only perform two actions per round, like ground personnel. It's possible to take additional combat actions if needed, however each vehicle action suffers a cumulative -5 penalty, even if the character performing it still has individual actions to spare. If the character is also performing actions beyond his normal round allowance, then the individual penalties and vehicle penalties do stack.

Table 3.11 presents the most common actions a vehicle can do in a round, with the action cost and the corresponding sample tests. Of course, use this table only as a guideline; vehicles can perform other actions as needed – the Narrator stipulates what test must be undertaken.

AIM: When a vehicle aims at a target, it positions itself so as to ease the gunner's job. It takes one action, does not require a roll, and adds a +2 bonus to the character manning the weapons' roll. The vehicle must fire just after having aimed, otherwise the bonuses are lost.

ATTACKING: The vehicle fires its weapons at one target. The character in charge of the tactical station takes the corresponding test, System Operation (Tactical), which requires one action. If the attack

TABLE 3.11: VEHICLE COMBAT TESTS

ACTION	ACTION COST	TEST TYPE	COMMON MODIFIERS
Aim	1	None	+2
Attacking	1	System Operation (Tactical)	Ranged combat
Charge	2	Vehicle piloting test	Depending on conditions
Delay	0	None	None
Evade	1	Vehicle piloting test	Depending on conditions
Dodge	1	Vehicle piloting test	Ranged combat
Lock On	1	System Operation (Tactical)	Ranged combat

results in a hit, damage is applied. As with Starships, the TN for hitting a vehicle is equal to the enemy's Protection.

Charge: Using its speed and maneuverability, the vehicle charges its target. This can be devastating on personnel, as these are ran over; it can be effective on other machines and vehicles as well. Charging gives an advantage to the acting vehicle's dodging actions (+2 to dodge rolls against all enemies), and hampers the target's movement (-2 to the target's piloting rolls).

If a person or a group of persons is targeted, all the people failing their dodge rolls suffer damage equal to the vehicle size times its speed factor times 10.

Delay: Instead of acting in the initiative order, a vehicle can delay its actions until it sees how other vehicles act. Similar to the delay action in personnel combat (*Narrator's Guide*, p.87), the vehicle can act later in the round when it desires, however if two vehicles wish to act at the same time, they must take an Opposed vehicle piloting Test. The winner acts first.

Dodge: The basic maneuver of evading enemy fire. The mechanic is the same as personnel dodging (*Narrator's Guide*, p.87): if the attacker fails to hit the vehicle, no piloting test is needed.

Evade: This action allows to nullify the target locking of a single enemy vehicle. The acting vehicle must perform an Opposed Test against the crew member manning the enemy's tactical systems (he must still have available individual actions to perform in order to keep the lock). If the test is successful, the enemy vehicle loses Lock On.

The enemy can also decide not to maintain the lock, or may not have individual actions to spare; in this case the Evade action is automatically successful, and no actions are spent on the enemy side.

Lock On: Using the advanced targeting systems onboard the vehicle, the gunner locks on one target so as to hit it more easily. In order to perform Lock On, the vehicle must have tactical systems with D reliability or better. Only one target can be locked on at the same time (abandoning a lock is a free action). If the lock is successful, the gunner gets +5 to all attack tests against this target.

MIXING THE COMBAT SCALES

On some rare situations, personnel might find themselves in a position to attack a starship with their hand phasers, or stations might try to fight atmospheric vehicles in low orbit. These rules allow the porting of one combat scale to the next.

Damage Scales

Crew wanting to attack ships, stations or vehicles using hand weapons may find themselves surprised – the damage scale is completely different for personnel and spacecraft combat. Hand phasers, albeit very powerful, can only hope to scratch a starship or vehicle hull – even more if it is protected by shields.

If a precise correlation between damage scales is needed, take the energy weapon setting, divide by 10 (rounding down): this is the damage applied on the spacecraft scale. The shields' strength is only reduced (by one point) if the attacking character manages an Extraordinary Success. The TN for hitting a ship is equal to its Protection. The Narrator will forbid any firing upon ships if the conditions renders the action impossible – for instance, it's hopeless to fire an hand phaser on a starship travelling at warp...!

Needless to say, direct fire from any ship or vehicle weapon results in the instant death of a character. The TN for hitting somebody with vehicle or starship weapons is equal to the dodge roll of the target (if it still can dodge, otherwise the vehicle hits automatically).

Vehicles can fire their weapons at people to the full extent of their ranges, but starships and stations, due to the different ranges used and the difficulty of locking on someone precise with weapons that big, can only fire at persons situated at Point Blank (1) range. Of course, that does not prevent from shooting at bigger targets situated further, and whose destruction might be harmful to personnel, like vehicles or buildings.

The damage scale for stations, starships and vehicles is the same. The exception is vehicles with the Scale Shift flaw: they are instantly destroyed by starships, stations and vehicles without the flaw. Against those, they only apply 1/50th of their penetration value (once the flaw is taken into account).



The Order Of Action

No matter what, starships and stations are the best craft existing: designed as platforms able to perform the widest range of tactical operations possible, they outmaneuver all other types of craft. In a fight involving starships and/or starbases and other types of craft, the stations and starships always act first (resolve the initiative between them normally).

Vehicles and personnel can however act simultaneously. However, as vehicles are more maneuverable and have better reactions times than personnel, they gain a +5 bonus when rolling their initiative. That does not mean vehicles will always act first when engaged in a combat with personnel, but they are more likely to.



The Way Of The Craft

Being a starship officer is the most glamourous position in the galaxy. The opportunity to discover strange new worlds fills many people's dreams.

Starship officers spend years travelling from star to star on the decks of stations or ships. With the dangers and training comes many a refined skill: these are the tools of the trade, the way of the (space)craft.

This chapter details with new advancement possibilities for starship officers.

Additional Professional Abilities

Starship Officer

Tier 1 Professional Abilities

- EVA Natural: On a starship or starbase, everyone has to go out in space at one time or another; training help adapting oneself to EVA operations. When donning an EVA suit, the character does not suffer from the usual -2 penalty to physical tests.
- Secure The Deal: Starship officers, visiting many worlds and sometimes having to buy components and repair parts in the far reaches of space, often develop a knack for bargaining thanks to their knowledge of the universe. When conducting a Negotiate (Bargain) test, the character receives an affinity bonus equal to half his levels in the Specific World skill.

Tier 2 Professional Abilities

- Universal Wisdom: Starship officers travel much and meet many cultures and strange people. These experiences make them harder to fool than most. The character gains +2 Savvy. Prerequisite: Secure The Deal.

Command Officer

Tier 1 Professional Abilities

- Get Off My Ship: Sometimes they just don't listen, don't they? The character gains +4 for all Influence (Intimidate) tests.
- Skeletal Crew: The officer is a master of logistics and knows exactly how to dispatch his crew and resources. When a starship or station has to operate with a reduced crew, calculate the penalties as if the crew was 30% bigger.

Tier 2 Professional Abilities

- Battlefield Intuition: A well-seasoned officer is the central axis around which the whole ship revolves; by timing his actions right, he can create a synergy between all the members of his crew. When declaring a maneuver pattern, the officer gains +2 to his roll. Prerequisite: Fighting Captain.
- Think Like Clausewitz: The officer is a passionate of strategy, keeps an extensive library about the subject and spends much time playing strategic simulations and games. When performing a Command maneuver, the character receives +2 to his roll. Prerequisite: Tactics 6+.

Tier 3 Professional Abilities

- Wing Synergy: Some command officers are able to synchronize perfectly a ship

wing's actions through intuition and experience. When the officer commands the ship that is wing commander, the wing can perform an additional maneuver per round. Prerequisite: Battlefield Intuition.

Flight Control Officer

Tier 1 Professional Abilities

- Celestial Mechanic: The knowledge of celestial mechanics, of the moves of planetoids transcends science and becomes a second nature. When correcting an orbit, add +3 to the roll.
- Atmospheric Surfer: The officer is used to catching atmospheric currents in order to level a starship entry. When a ship is about to crash, the starting orbital decay in High Atmosphere is equal to 0 instead of 5.

Tier 2 Professional Abilities

- High Speed Piloting: Some officers just love speed and try to attain the highest ones possible. In combat situations, the vehicle can go 3 speed factors faster than what the combat would have allowed – provided the engines can sustain that speed. Prerequisite: Atmospheric Craft or Operate Vehicle 6+.
- Pilot With Your Eyes Closed: The officer has an uncanny ability to fly, trustung more his feelings than the sensor readings. When flying blind, the character gets only -4 to his piloting rolls instead of -8. Prerequisite: Hot Hands or System Operation (Flight Control) 6+.

Tier 3 Professional Abilities

- Fighter On Wheels: The officer has proven excellent reaction times when piloting a vehicle in combat situations. It can perform an additional piloting action per round with no penalties (the officer must still have individual actions to spare). Prerequisite: High Speed Piloting.

Engineer

Tier 1 Professional Abilities

- Do Your Best: The character works efficiently and knows how to use all help available, especially hardware. When the character takes advantage of the engineering facilities present aboard stations, all Engineering rolls receive +4.
- Resourceful: The character has a good sense of organization, and especially of engineering resources available onboard a facility.



When the character leads an intervention on a starship docked at a docking port, engineering facilities bonuses apply.

Tier 2 Professional Abilities

- Optimized Repairs: The officer dispatches his repair crews and uses his time efficiently. When repairing a critical system, two secondary systems are repaired along instead of one. Prerequisite: Systems Engineering 6+ or Resourceful.
- Power Manager: The character has an excellent feeling of power flows and networks in a ship or station, allowing him to redistribute resources efficiently. When transferring power, the officer adds +4 to the corresponding roll. Prerequisite: Do Your Best.

Tier 3 Professional Abilities

- Calibrator: The officer knows every property of every elemental particle, and how to emit just the right quantity without burning the equipment away. Add +4 to all Engineering (Navigational Deflector) rolls. Prerequisite: Systems Engineering (Navigational Deflector) 8+ or Power Manager.

Operations Officer

Tier 1 Professional Abilities

- Power Manager: As the engineer Tier 2 professional ability.
- Programmer: Operations officers often have to opitmize and write programs for the systems. The character receives +4 for all Computer Use (Programming) tests.

Tier 2 Professional Abilities

- Celestial Mechanic: As the Tier 1 fight control officer professional ability. Prerequisite: System Operation (Flight Control) 6+.

- System Intuition: A trained operations officer knows intuitively how to use systems to their maximum efficiency. When rolling a System Operation (Mission Ops) test, the character rolls 3D6 and keeps the highest two (the rule for double 6's still applies). Prerequisite: System Operation (Mission Ops) 6+ or Level-Headed.

Tier 3 Professional Abilities

- System Prioritizing: The officer can quickly divert power but also personnel or resources to vital systems in times of battle. Once per round, at the cost of an action, he can subtract -1 to a maneuver modifier to add +1 to another one. No more than one point at a time can be transferred in this manner. Prerequisite: System Intuition.

Security Officer

Tier 1 Professional Abilities

- Gun Mender: Onboard a ship or station, the weapon systems are at the core of the tactical officer's job. Security officers so learn to repair and modify these systems. Add +4 to all Systems Engineering (Weapons) the officer makes.

- Improved Initiative: The character has worked on his reflexes and vigilance to avoid being surprised. He gains +3 Initiative.

Tier 2 Professional Abilities

- Aim True: Tactical officers are adept at firing ships of stations weapons at the right angle, just where necessary. When executing tactical maneuvers, the character rolls an additional die and keeps the best two for his result. The rule of double 6's still applies. Prerequisite: Gun Mender or Tactics 6+.

- Get Off My Ship: As the Tier 1 command officer professional ability. Prerequisite: Influence (Intimidate) 6+.

Tier 3 Professional Abilities

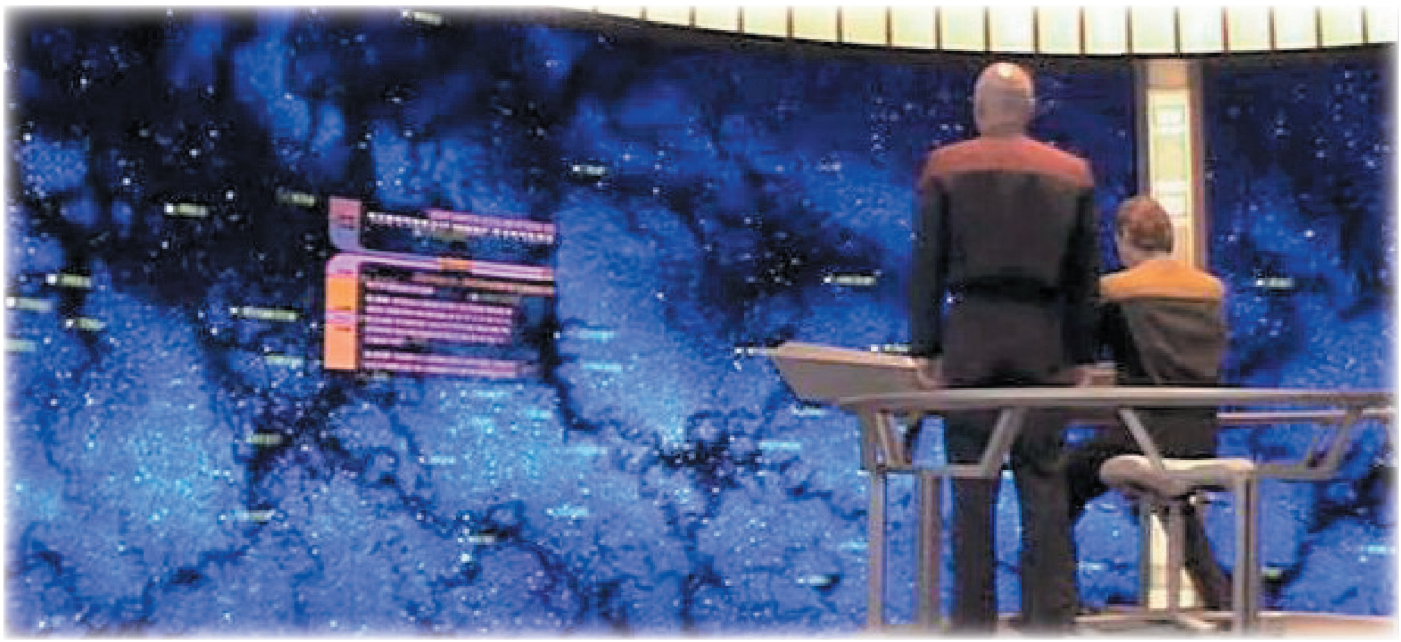
- Combat Tactician: Security officers train in various combat simulations, honing their reflexes and learning to make the best out of their computer systems. When manning the tactical systems, the officer can execute an additional tactical maneuver per round without suffering any additional action penalties. Prerequisite: Aim True

Counselor

Tier 1 Professional Abilities

- Body Language: People often betray their own emotions by their attitudes, postures, and way of speaking. When conducting an Inquire (Interview) test, the character gains an affinity bonus equal to half his Observe levels.

- Secrets Of The Heart: Unconsciously, the knowledge counselors have of the mind and heart give them an advantage when it comes to romantic relationships. The character adds +4 to all his Influence (Charm) tests.



Tier 2 Professional Abilities

- We're Among Friends: The character radiates an aura of friendliness that transcends cultural differences. When rolling an Inquire (Interview) test, ignore all social test penalties. Prerequisite: Secrets Of The Heart.

- No Fool: Counselors are especially trained to detect lies and perceive hidden meanings in other's words. When rolling a Savvy reaction test, the character rolls an additional die (3D6), keeping the highest two. The rule for double 6's still applies. Prerequisite: Body Language or Savvy 3+.

Tier 3 Professional Abilities

- I See What You're Thinking: The character has developed an uncanny way of sensing what other people are thinking, something that could almost border on psionics. During an Inquire (Interview) test, the character can roll a Medicine (Psychology) test mimicking all the effects of Psionics (Telepathy). The character gets a -5 on this Medicine roll however. Only one such test can be taken for each thirty minutes of interview. Prerequisite: We're Among Friends.

Medical Officer

Tier 1 Professional Abilities

- Emergency Room: Meticulous medical officers often engage in training scenarios in order to face the worst combat situations possible. That allows them to quickly organize medical facilities in order to prioritize treatments. When treating mass casualties, half of the people treated is fit to return to duty (instead of a third) and half must remain in sickbay (instead of two thirds).

- Exoanatomy: As physiologies and characteristics vary widely from species to species, medical officers document themselves on alien medicine in order to perform their jobs at peak efficiency. Choose a species: the officer receives +4 to his Medicine (Chosen Species' Medicine) rolls. This ability can be taken multiple times for multiple species (Klingon, Romulan, Talaxian...).

Tier 2 Professional Abilities

- Nerves Of Steel: When lives are at stake, medical officers cannot allow themselves to be distracted. When performing medical tests, the officer never suffers from academic test penalties like noise, stress due to time constraints etc. Prerequisite: Willpower 3+.

- Stay With Us: Medical officers don't want to let the people placed under their care to die without a fight: they are ready to do everything in their power, and then more, to save them. When treating mass casualties, 10% of the people who were not treated die, instead of 20%. Prerequisite: Emergency Room or Medicine (Traumatology) 6+.

Tier 3 Professional Abilities

- Medical Team Coordination: The medical officer evaluates quickly the members of his team and knows best how to use them. When treating mass casualties in Combined Tests, the officer receives double bonuses from characters working alongside him. Prerequisite: Nerves Of Steel or Medicine (Traumatology) 8+.

Science Officer

Tier 1 Professional Abilities

- Psychology Of The Masses: A sociologist's work differs from a psychologist's in the sheer number of individuals, however some behaviours can be found at both scales. When rolling a Social Sciences test, the character gains an affinity bonus equal to half his Medicine (Psychology) level, rounded up.

- Thinking Hard: The science officers are often so much absorbed into the complex problems they study that they almost forget totally about the outside world. When working on long Science skill tests, they receive +4 to Stamina tests when rolling Fatigue.

Tier 2 Professional Abilities

- Programmer: As the operations officer Tier 1 professional ability.

- Starship Aficionado: Some officers are just passionate about starships and stations: they collect blueprints, specifications, and learn to recognize systems at first glance. When analyzing a ship's status (as per the *Narrator's Guide*, p.102), add +4 to the test roll. Prerequisite: Working Model.

Tier 3 Professional Abilities

- Scientific Breakthrough: Just like with medicine, science is developed through the sharing of information and ground-breaking discoveries; and being aboard a starship or station is a wonderul opportunity to do reseach. When rolling an Extraordinary Success during any Science skill test, the officer gains +1 Renown at the end of the episode. This can be used only once per game session. Prerequisite: Science Tech.

CREW PROFILES

The repartition of personnel aboard starships and starbases is optimized: you want to have as much people as needed, working at

peak efficiency. Resources aboard spacecraft are not extensible, even with the advent of the replicator; nobody should stay idle.

The guidelines provided here allow you to determine roughly the way crews (not counting passengers) are organized aboard starships and stations, following the usual branches and subdivisions (Tables 4.1 and 4.2). These are very rough estimates; moreover, different missions, ships or situations may require different crew profiles. Therefore, feel free to adjust all these tables widely in order to suit the concept of the ship or station you're building: these tables are only rough guidelines. For instance, "0%" does not mean the position will never be found on the given starship or station type; just that they are very rare, but one may encounter them occasionnally. The same goes for generic percentages: do not calculate all figures down to the decimal point, just use the information provided as ideas to build your crew.

Different species have different ways of organizing their crews; for instance, Klingons will have more developed tactical branches than scientific ones. Adjust the percentages given for Starfleet vessels with Table 4.3.

TABLE 4.1: STARSHIP CREW BREAKDOWNS

	Command			*Operations*			*Science*	
Ship Type	Command	Flight Ctrl.	Engineering	Operations	Security	Counseling	Medical	Science
Warships								
Battleship	10%	5%	15%	25%	35%	0%	10%	0%
Dreadnought	10%	5%	15%	20%	40%	0%	10%	0%
Fast Attack	10%	5%	20%	30%	35%	0%	5%	0%
Fighter	30%	30%	5%	5%	30%	0%	0%	0%
Explorers								
Explorer	15%	10%	10%	25%	10%	5%	10%	15%
Heavy	15%	10%	10%	15%	15%	5%	10%	20%
Light	15%	10%	15%	20%	15%	0%	10%	15%
Cruisers								
Cruiser	10%	10%	10%	20%	20%	5%	10%	15%
Battle Cruiser	10%	10%	15%	15%	25%	0%	10%	15%
Exploratory Cruiser	10%	10%	15%	25%	10%	5%	10%	15%
Heavy Cruiser	10%	10%	10%	25%	15%	5%	10%	15%
Light Cruiser	10%	10%	20%	20%	15%	0%	10%	15%
Destroyers								
Destroyer	10%	5%	20%	25%	30%	0%	10%	0%
Heavy Destroyer	10%	5%	20%	10%	35%	0%	10%	0%
Escorts								
Escort	10%	5%	20%	30%	25%	0%	10%	5%
Destroyer Escort	10%	5%	20%	25%	30%	0%	10%	0%
Heavy Escort	10%	10%	25%	30%	25%	0%	10%	5%
Light Escort	10%	5%	25%	25%	25%	0%	10%	0%
Frigates								
Frigate	5%	5%	20%	30%	10%	5%	10%	15%
Fast Frigate	5%	10%	20%	30%	10%	0%	10%	15%
Heavy Frigate	10%	10%	20%	20%	15%	5%	10%	10%
Scouts								
Scout	5%	10%	30%	35%	5%	0%	5%	20%
Fast/Far Scout	5%	15%	30%	30%	5%	0%	5%	20%
Heavy	10%	10%	15%	20%	10%	0%	10%	25%
Specialized								
Courier	10%	15%	30%	40%	0%	0%	5%	0%
Medical	5%	5%	15%	15%	5%	15%	30%	10%
Surveyor	5%	10%	25%	35%	0%	0%	5%	20%
Deep Space Surveyor	5%	10%	25%	30%	0%	0%	10%	20%
Research / Laboratory	5%	5%	15%	15%	5%	5%	10%	40%
Support / Auxiliary								
Cargo Carrier	10%	20%	35%	30%	0%	0%	5%	0%
Runabout	10%	20%	20%	20%	5%	0%	5%	20%
Shuttlecraft	15%	25%	5%	25%	5%	0%	5%	20%
Tanker	10%	20%	35%	30%	0%	0%	5%	0%
Tender	10%	10%	45%	30%	0%	0%	5%	0%
Transport	10%	20%	35%	30%	0%	0%	5%	0%
Transport, Armored	10%	20%	30%	30%	5%	0%	5%	0%
Tug	10%	10%	40%	35%	0%	0%	5%	0%

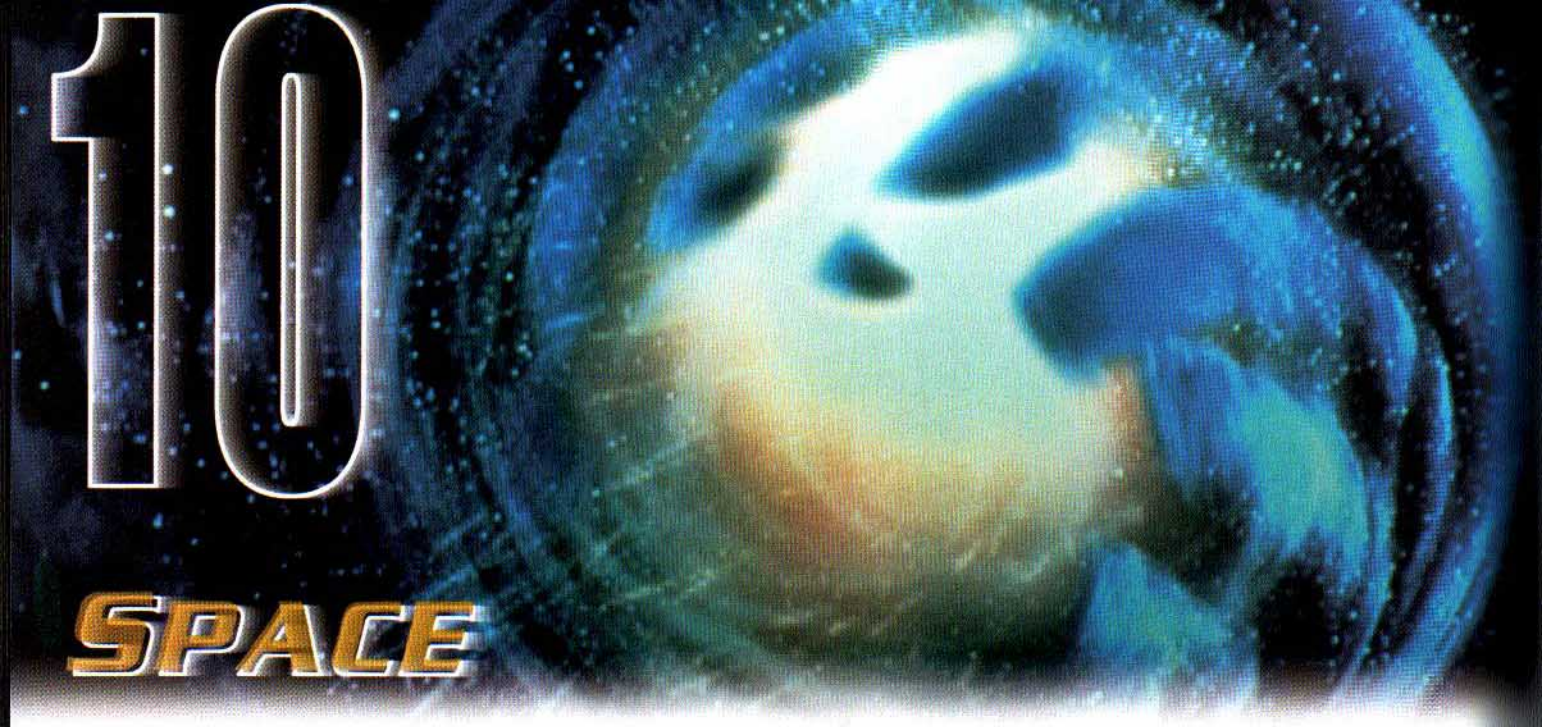
TABLE 4.2: STARBASE CREW BREAKDOWNS

	Command		Operations			Science	
Ship Type		Engineering	Operations	Security	Counseling	Medical	Science
Space Stations / Starbases							
Light	15%	20%	30%	10%	5%	10%	10%
Medium	15%	20%	25%	15%	5%	10%	10%
Heavy	15%	20%	20%	15%	10%	10%	10%
Tactical Facilities							
Tactical Platform	35%	10%	15%	35%	0%	5%	0%
Light Defense Station	10%	20%	30%	35%	0%	5%	0%
Medium Defense Station	10%	20%	25%	35%	0%	10%	0%
Heavy Defense Station	10%	15%	25%	40%	0%	10%	0%
Outposts							
Light	10%	20%	30%	10%	5%	10%	15%
Medium	10%	20%	25%	15%	5%	10%	15%
Heavy	15%	20%	20%	15%	10%	10%	10%
Specialized							
Administrative Center	45%	15%	20%	5%	5%	10%	0%
Communications Station	15%	35%	40%	0%	5%	5%	0%
Factory	10%	40%	30%	0%	5%	15%	0%
Medical	10%	15%	15%	5%	15%	30%	10%
Observatory	10%	20%	30%	0%	5%	10%	25%
Recreation	25%	20%	20%	20%	5%	10%	0%
Research / Laboratory	10%	15%	15%	5%	5%	10%	40%
Hub	15%	35%	40%	0%	5%	5%	0%
Spacedocks							
Light	10%	50%	35%	0%	0%	5%	0%
Medium	10%	50%	30%	0%	0%	10%	0%
Heavy	10%	45%	30%	5%	0%	10%	0%

TABLE 4.3: ALIEN CREW BREAKDOWNS

	Command			*Operations*			*Science*	
Group	Command	Flight Control	Engineering	Operations	Security	Counseling	Medical	Science
Andorian	-	-	-	-5%	+5%	-	-	-
Borg	-5%	-	-	+10%	-	None	-5%	-
Cardassian	+5%	-	-	-	+5%	-10%	-	-
Dominion	+10%	-	-5%	-5%	+10%	-10%	-	-
Kazon / Trabe	+5%	-5%	+5%	-	+5%	None	-5%	-5%
Klingon	+5%	-	-	-	+10%	None	-15%	-
Orion	+5%	-	-	-	+5%	-10%	-	-
Romulan	+5%	-	-	-5%	+5%	-5%	-	-
Vulcan	-	-	-5%	-	-	-	-	+5%





10 SPACE

The vast reaches of the unknown hold adventure, risk, riches, friends, opportunities, wars, and hope. Planets, starships, frontier stations—all of them float in a vast immensity of space, a veritable sea of fables. This chapter will help you chart that sea for your own series, and provide guidelines and methods for creating your own strange new worlds.

THE GALAXY

The Milky Way Galaxy (just "the Galaxy" for short) contains 100 billion stars, including Earth's sun, Sol. It resembles a disk approximately 100,000 light-years across and 6,000 light-years thick at its center. Although the UFP includes over 150 member systems and thousands of colonies, starbases, outposts, and similar facilities, "Federation space" covers barely three percent of the Galaxy. Even adding in the Klingons, Romulans, and Cardassians doesn't appreciably increase the amount of known space. Within Federation space, Starfleet has yet to explore thousands of systems, and their tens of thousands of planets, despite centuries of Human starflight.

OTHER GALAXIES

The Milky Way is nothing special, galactically speaking—it's just one of millions of similar galaxies. It would take thousands of years to reach other galaxies even at warp 9, so explorers from the UFP (or comparable civilizations) have yet to visit even our closest galactic neighbor, the Andromeda Galaxy. (The two Magellanic Clouds and the Sagittarius Dwarf Galaxy, all small satellite galaxies, are mere centuries of travel away.) Even advanced species, like the Kelvans of Andromeda, cannot cross such distances easily. More advanced technologies such as the transwarp drive, quantum slipstream drive, or coaxial warp drive, however, may eventually bring other galaxies within Starfleet's reach.

GALACTIC FEATURES

The Galaxy is not an undifferentiated mass of stars, but contains many different features and regions. Each has its own challenges, opportunities, and dangers for interstellar explorers, colonists, and scientists.

The Spiral Arms

Like other space objects, the Galaxy rotates, creating "spiral arms" thousands of light-years long and thick; each arm contains thousands of stars. The three primary arms are named Orion, Sagittarius, and Perseus. Sol, and thus Earth, lies at the "coreward" edge of the Orion Arm, about 40,000 light-years away from the galactic core. The Sagittarius Arm (and some smaller arms) occupies space between the Orion Arm and the core. In the opposite direction, "rimward," the Perseus Arm dominates space.

The spiral arms shine brightly due to the large number of young, bright stars they contain. The darker regions between the arms are not empty, but contain mainly older, and thus dimmer, stars. The interior regions of the arms, where stars form, include so many nebulae, ion storms, novae, and the like that they can prove hazardous to space travelers. On the other hand, those regions also tend to contain heavy elements, rare minerals, and other valuable substances. A starship passing through such a region might encounter prospectors, miners, and the rogues who prey on them—or the secret shipyard of some would-be interstellar conqueror.

The Core

A spherical region approximately 20,000 light-years across burns, stiff with energy, at the heart of the Galaxy. Young, hot-burning giant stars crowd into the Core, some only light-minutes apart. In the center of this hellish mass lurks a huge black hole. The Core is a very dangerous region, with incredibly intense radiation levels (see "Radiation," page 225). The stars here are all short-lived types, often with enormous fluctuations in brightness, further disrupting navigation (+10 TN to all System Operation (Flight Control) or System Operation (Navigation) tests; +5 TN to all Space Science (Astrogation) tests). Ion storms, plasma jets, and particle showers occur frequently. Even subspace can wrinkle under the intense star-forming stresses here (all System Operation (Communications) tests are at a minimum TN 15).

No carbon-based life-form can survive long in the Core region without protection. Starships venturing into the heart of the Galaxy need specialized refits, and must maintain their shields at maximum levels to protect against the radiation. If any life exists in the Core, it must be very alien—energy beings, or creatures capable of thriving in a constant shower of hard radiation.

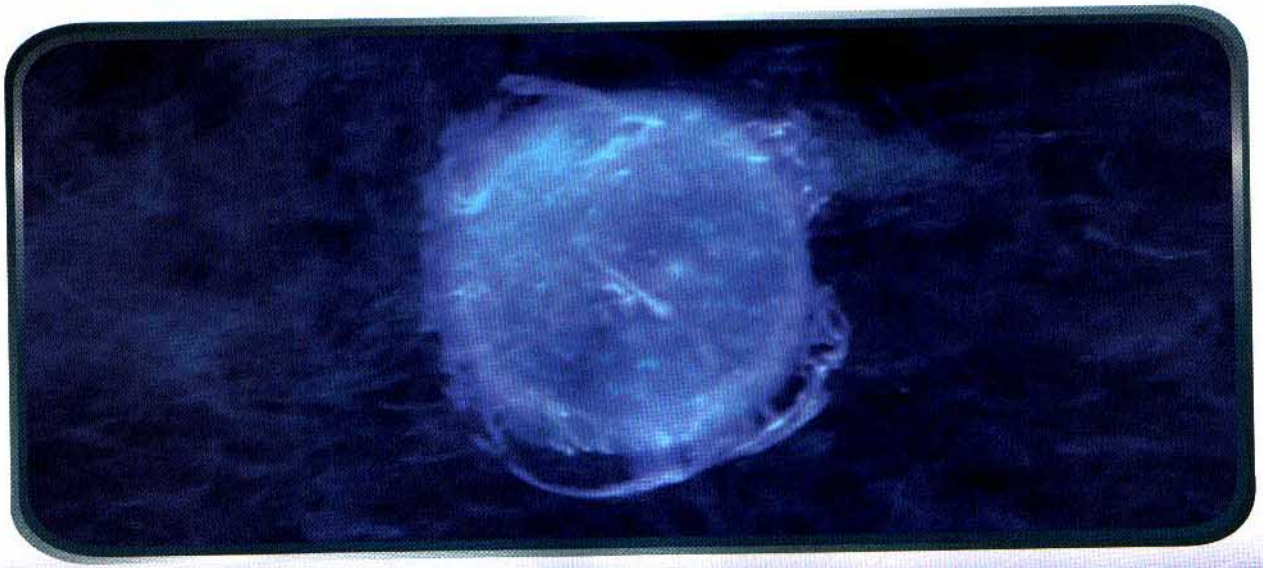
The Barriers

Around the heart of the Core, and at the edge of the Galaxy, the magnetic energy fields compress curved space into powerful energy barriers. The Barriers are zones of radiation almost material in intensity; few ships could even survive a passage through them. Much of the Barriers may consist of chaotic space (see page 162), and the high radiation levels can create any effect imaginable (see "Radiation," page 225).

The exploratory starship *S.S. Valiant*, launched through a temporary wormhole in 2064 by the European Hegemony, was the first Earth vessel to penetrate the Barrier. The *Valiant's* captain heroically destroyed his ship after the energies of the Barrier increased the psionic abilities of some crewmembers so enormously that they threatened the security of the entire Galaxy. The *U.S.S. Enterprise*, NCC-1701, encountered a similar phenomenon in 2265 while searching for traces of the *Valiant*. In 2268 the *Enterprise* again passed through the Barrier when hijacked by the Kelvans, but this time encountered no psionic phenomena. The Kelvan shielding and other modifications may have preserved the *Enterprise*, or the unpredictable conditions at the Barrier may have simply not created any psychic surge. Evidently, the Milky Way has an especially powerful or concentrated energy barrier, since it crippled the ship of the Kelvan expedition from Andromeda. This suggests their own galaxy does not have a barrier, or has a weaker one.

The Quadrant System

The inhabitants of the Alpha and Beta quadrants divide and subdivide space into quadrants, sectors, and eventually systems. Every body in the Galaxy has (in theory) a unique set of coordinates rigidly defined from the "Galactic Prime Meridian" running from Sol to the Galactic Core. (Of course, some other civiliza-



tions have their own "meridians," though most Alpha and Beta Quadrant species use Starfleet's coordinate system due to its quality and efficiency.) Although starships must chart courses from those coordinates, general directions have two dimensions. "Coreward" is the direction toward the Galactic Core; "rimward" is the direction of the Galactic Rim and the Energy Barrier. Transversely, "spinward" is the direction of galactic spin; "antispinward" is the direction against galactic spin.

Starfleet and others divide the Galaxy into four enormous *quadrants*, labeled Alpha, Beta, Gamma, and Delta. Each quadrant covers about eight billion cubic light-years. The border between Alpha and Beta Quadrants lies on the axis running from Sol to the center of the Galaxy; the other two Quadrants lie on the other side of a line perpendicular to this axis at the Galactic Core. The Alpha Quadrant is to the spinward of Beta Quadrant.

Alpha Quadrant: Contains the Cardassian Union, the Gorn Empire, the Tholian Assembly, the Breen, Ferenginar, and Bajor. The Federation expanded deep into the Alpha Quadrant in the 24th century, ranging from thickly populated core worlds like Earth, Andoria, and Betazed to the frontier Badlands abutting on Cardassian space.

Beta Quadrant: Includes the Klingon Empire, Romulan Star Empire, the Nausicaans, the Taurhai Unity (on the Romulans' antispinward flank), and the antispinward portion of Federation space bordering the Romulan Neutral Zone and Klingon space. Rigel, Betelgeuse, and other major systems lie in the Beta Quadrant. This quadrant may be the most thickly settled and well-charted in the Galaxy, but even in the late 24th century it holds millions of stars that Starfleet has never visited.

Gamma Quadrant: Enormous clouds of interstellar dust screen it from Federation observatories, and the immense distance of even its closest stars (over 40,000 light years) from Federation space rendered it a complete mystery until the discovery in 2369 of the Bajoran Wormhole, which runs from Bajor in the Alpha Quadrant to the Idran system deep in the Gamma Quadrant. The Gamma Quadrant is home to the Dominion and no doubt hundreds of other cultures and species.

Delta Quadrant: It holds the central systems of the Borg Collective, but the quadrant itself remained almost completely mysterious until a powerful entity known as the Caretaker abducted the *U.S.S. Voyager* in 2371, stranding it there 70,000 light-years from Federation space. *Voyager's* seven-year odyssey, during which it encountered the Talaxians and Ocampans, as well as,several other major powers such as the Haakonians and Kazon, greatly expanded Federation knowledge of the Delta Quadrant.



Interstellar Phenomena

In addition to galactic-scale phenomena such as the spiral arms, the Core, and the Barriers, many dangers and scientific opportunities appear in the vast empty spaces among the stars. In general, such phenomena occur most commonly in regions of denser star populations, but exploratory vessels have found enough exceptions to this rule to fill a library computer complex. The universe remains a wondrous place, and the "laws of astrophysics" 20th-century humanity postulated without ever leaving their planet proved mutable indeed.

This section describes these phenomena, as far as Starfleet understands them, and gives some indications about their distribution and frequency. For their effects on passing (or investigating) ships, see *Chapter 13: Hazards*.

Black Holes

As they age, stars that mass more than 20 times Earth's sun can collapse past the neutron star stage and become a black hole (also known as a "singularity" or "black star"). Black holes generate gravity one hundred billion times that of Earth—so strong that even light cannot escape them. The radiation, dust, and gas attracted by a black hole forms an accretion disk around the hole, and as they fall into the hole, powerful gravity waves and X-rays radiate out from the hole. These emissions can endanger nearby objects, including starships and even entire worlds.

Moving into a black hole's gravity field causes immense gravimetric shear damage (see *Hazards*, page 231) and presents a risk of time dilation, or time compression. Flying at the wrong tangent into the black hole's gravity field can result in a relativistic one-way trip up to a billion years into the future—or, if the black hole is spinning, into the past! Starfleet archaeologists occasionally detect frighteningly ancient relics spinning in orbits around black holes, preserved by this time-dilation effect. Some mathematical theories predict that the precise center of a black hole is a "white hole" into another universe; this other universe may be the home dimension of the life-form encountered by the *U.S.S. Enterprise*-D in 2369 that uses quantum singularities as

DARK MATTER

Hydrogen and other interstellar dust with no ambient or radiant energy remains dark. Such "dark matter" may comprise as much as 90 percent of the universe, and any given type of dark matter may vary as much as (or even more than) normal matter does. Without radiant energy—light, radio waves, or subspace emissions—Crews cannot study such matter at a distance; probes or ships must take physical samples for analysis. With 90 percent of the universe to study, this can take some time. Hence, even in the 24th century, the exact properties and potentials of dark matter remain mysterious—and open to your use for episode hooks or twists.

nests for its young. The Romulans power some of their ships, including the feared *D'deridex*-class Warbird, with minute black holes known as artificial quantum singularities; thanks to the elaborate and multiply redundant safety interlocks built into these drives, very few have accidentally created true black holes, even when the ships were destroyed by energy sources like phasers.

Clusters

A cluster arises when several stars get close enough to each other to remain mutually gravitationally influenced. Clusters range from enormous clumps containing thousands of stars (like the Pleiades) to tight knots of ten or twelve stars joined in a web of ionized gas, solar matter, light metals, and plasma. Typically, all the stars in a cluster are of approximately the same age, but some unusual exceptions to this rule do exist.

Planets in various states of formation, intense gravitational fluctuations (page 173) and anomalies (such as those in the Black Cluster, which destroyed the *S.S. Vico* in 2368), and high levels of radiation (page 225) make clusters interesting for astrophysicists—and ships' navigators. Since clusters often serve as stellar nurseries, they can host protostars, T Tauri stars, and any number of other anomalous or inchoate bodies. With veritable clouds of planetesimals, thick screens of masking radiation, and the chance of serious damage to unprepared pursuers, clusters make ideal locations for pirate bases or secret starbases near enemy space.



Cosmic Strings

Resembling a black hole that is one proton in diameter in width but many light-years long, cosmic strings (also called superstrings) pose significant dangers to starships. Although they emit energy on characteristic subspace frequencies, cosmic strings can catch space vessels within their gravitational pull before a ship detects them. Once trapped, a ship may find itself unable to break free before actual contact with the string slices it apart.

The exact nature and formation of cosmic strings remains a mystery. Some scientists speculate that ancient civilizations used them as construction tools to build Dyson spheres and re-arrange solar systems, or as weapons (since a string could easily cut through ships, planets, and even stars). Others believe that cosmic strings constitute the majority of the Galaxy's dark matter.

Ion Storms

Stars, nebulae, and other energetic bodies occasionally emit streams of electrically-charged dust and gas particles, called ion storms. Ion Storms can pose a danger to ships or planets. Ion storms (page 231), and thaycontinuously accelerate until they disburse. A given storm usually extends across only a few thousand kilometers, trailing perhaps a million kilometers in length. Even worse, they are difficult to detect, regardless of size. Starfleet rates ion storms in levels from 1 to 10 (occasionally higher), depending on their intensity. Ion storms can wreak havoc with the navigation and control systems of starships, or even kill unprotected crew in scientific pods or shuttlecraft. Very intense ion storms (level 6 and stronger), such as that around the planet Halka in 2267, can interfere with transporters or even alter the local field density between parallel universes!

Lazarus Stars

While most supernovae lead to the creation of new protostars, a few supergiant stars somehow survive these massive explosions, then collapse again to cause another supernova. Known as Lazarus stars, these stars are surrounded by miniature nebulae consisting of nested shells of ionized gases. Any planets or asteroids able to survive the repeated stellar explosions possess rich amounts of radioactives, heavy metals, and exotic substances (like dilithium), making the potential hazards of such systems worth braving for daring miners (especially during times of shortage or need, such as the Dominion War). The Kavis Alpha neutron star, studied by Dr. Paul Stubbs with the help of the *U.S.S. Enterprise*-D in 2366, explodes every 196 years, making it one of the most regular and powerful Lazarus stars known.



Nebulae

Clouds of interstellar gas and dust, nebulae range in size from relatively small planetary nebulae (usually under one cubic light-year, blown out by a supernova) to immense interstellar nebulae stretching across whole sectors. Some interstellar nebulae first began as planetary nebulae; others are protostars, or even entire stellar nurseries, that failed to form. In general, planetary nebulae are thicker and more energetic than interstellar nebulae. Starfleet assigns nebulae alphabetic classes: Class-J nebulae are high in dark matter (see sidebar) and ionized gas, Class-T nebulae emit high levels of radiation, the Class-C "Mutara class" blanks all visual and tactical sensors and interferes with shields. Starfleet's science teams also use numerical nebulae classes running from Class 1 through Class 17. These numbers do not correspond directly with the nebula's energy level or thickness, as these vary in individual nebulae and over time, but with their basic structure and composition. In many Class 11 and Class 17 nebulae, phaser fire (or directed positron beams) can ignite active gases such as sirillium with effects similar to a small, localized plasma storm (see page 232).

In such particularly thick or energetic nebulae, combat can become tense and deadly, even reduced to a duel of naked-eye torpedo targeting and sheer piloting instinct. Malfunctioning weapons systems (or the strange effects of nebula radiation on the ship's personnel) may force the Crew to improvise tactics, replacement equipment, or both. A Crew needs both skill and luck to survive such an encounter.

Neutron Stars

Stars with masses over one and a half times that of Earth's sun do not remain white dwarfs after they age. The star's gravity pulls the white dwarf's stellar material inward, collapsing it into neutronium, a hyperdense form of matter that not even Starfleet technology can manipulate. Neutron stars, since they are dark and gravitically powerful, can pose serious navigational hazards.

Plasma Fields and Storms

In subspatially or temporally unstable sectors, the interstellar hydrogen often accretes into dangerous plasma disruptions, discharging across light-years in showers of fiery energy. In some sectors (such as the Cardassian border Badlands) the plasma disruptions create a continuous plasma field which becomes a grave hazard to navigation. Sometimes a plasma field moves through space, creating a "plasma storm." Like ion storms, Starfleet rates plasma storms on a scale from 1 to 10 based on their intensity.

Protostars

A protostar is a cloud of gas and dust in the process of collapsing into a star and planets. Protostar clouds are fairly thin, so ships can move through them at up to warp 1 without danger. Close to the developing star the nebula becomes much denser; there, ships cannot travel at more than half maximum impulse speed (.5 c) because the dense gas can literally melt the hull at high speeds. Protostars also emit powerful waves of magnetoscopic radiation, which interferes with sensors, navigation, and communications systems. In addition, showers of meteoroids commonly occur within protostar clouds, and some protostars host photonic life forms.

Pulsars

Most neutron stars become pulsars, spinning rapidly in periods from approximately one millisecond to almost five seconds. As it spins, a pulsar emits powerful energy pulses (anything from radio waves, to X-rays, to visible light). The pulses occur at regular intervals, though these intervals slowly increase as the pulsar ages. Thanks to these pulses, pulsars often serve as "navigational beacons" for spacefaring species. Starfleet rates pulsars at power levels from 1 through 10.

Rogue Planets

Although ships rarely encounter planets in interstellar space, such rogue planets do occasionally appear. They are usually either wrenched from their home star system by some cosmic catastrophe such as a passing black hole or a supernova explosion, or they are constructed planets such as Yonada or Gothos, sent on their mysterious journey by a builder race or some immensely powerful being. Depending on the builders' technological capacity, such a world might support life in its hollow interior, or somehow maintain an atmosphere and energy source in deep space. Without such support, a terrestrial planet knocked away from a star will rapidly become Class-F or G (see "Planetary Classifications," page 171). A large enough rogue Class-J world *just might* be able to generate enough heat internally to support life on a Class-M moon around it—a truly amazing chance that would divert any passing ship with an ounce of scientific curiosity.

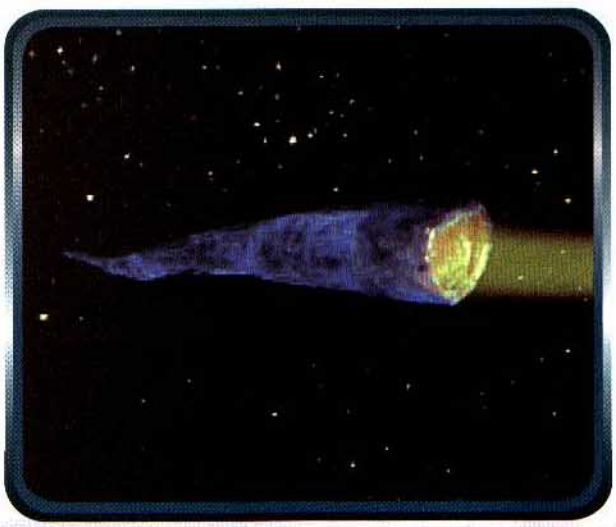
Shockwaves and Nucleonic Wavefronts

Imploding or exploding stars or planets create immense ripples of force called shockwaves. These propagate from the source, and occasionally carry or create ion storms, plasma storms, and other energetic effects as they move. Supernova shockwaves can eventually travel tens of light-years before fading out. Nucleonic energy sources (some pulsars, alien artifacts, and explosive subspace anomalies) create wavefronts high in nucleonic energy that closely resemble conventional shockwaves in their effects. Nucleonic wavefronts may also interfere with ships' systems (including warp cores, shields, and sensors) and even the mental state of unshielded crew members. High levels of nucleonic energy can create dangerous mutations in organic matter.

Spaceborne Life

One rare but especially dangerous hazard to starships, and even to some planetbound colonies, is an encounter with space-dwelling (or interstellar-migratory) life-forms. Starfleet and other exploratory services have encountered several such organisms, including the giant amoeba creature that destroyed the *U.S.S. Intrepid* in 2268, the non-corporeal entity which destroyed a Klingon ship at Beta XII-A in 2269, and the Crystalline Entity that devastated Omicron Theta. Some spaceborne life travels in flocks, such as the neural parasites which destroyed Beta Portolan and attacked the Earth colony on Deneva. The autonomous planet-smashing device known as the "Doomsday Machine" could also be considered a form of spaceborne life. Not all spaceborne life is malevolent; the distortion ring being of the Delta Quadrant, although dangerous, seeks only to spread knowledge and communicate, and the Beta Renner gaseous creature was merely lonely.

The chief danger of space-dwelling organisms is their sheer power. The exigencies of space travel mean that most such organisms possess as much power as a starship, and often have extremely potent attacks and defenses. The less intelligent ones, such as the space amoeba, behave in a fairly predictable way, but an intelligent space creature can prove every bit as dangerous as a hostile starship. See *Chapter 11: Aliens* and *Chapter 12: Creatures* for advice on creating, and utilizing, such life-forms in episodes.



Subspace Anomalies

Subspace is a spatial continuum completely tangent to normal space, but with widely divergent physical laws. Warp engines and subspace radio, crucial elements of interstellar travel, depend on subspace, but can also distort it under the wrong conditions. As befits a continuum built on discontinuous geometries, subspace displays a wide variety of recorded anomalies and other problems which can interfere with a ship's systems, damage it, allow hostile subspace life-forms access to it, and the like. Given the wide variety of possible effects, subspace is the ultimate plot device for the Narrator; you can attribute virtually any problem to some form of subspace interference, and make that interference as strong or as weak as needed.

Some of the recorded types of subspace anomalies include the following:

Subspace compression: This has the same effect on a ship as powerful gravimetric shear (see page 173 in *Chapter 13: Hazards*).

Subspace corridor: This "groove in subspace" can draw in warp-driven ships and move them at speeds of up to 40 light-years per minute.

Subspace eddy: Also known as an "astral eddy," a subspace eddy occurs at an interfold between space and subspace, such as near a black hole or a powerful emitter of subspace radiation. Once sufficient stress is built up, a subspace eddy discharges its energies in a plasma storm (see page 160).

Subspace field distortions: Warp drives create these as ships travel, which can serve as a means of tracking ships through interstellar space at warp speed. These field distortions can also interact with chaotic space (see sidebar) or with any other subspace phenomenon to produce further subspace anomalies.

Subspace interphase pockets: These resemble (and may lead to) chaotic space and sometimes arise where chaotic space intersects with subspace. In a pocket, subspace intrudes into normal space, possibly allowing subspace life-forms or other phenomena to enter normal space.

Subspace rifts: Also called "subspace ruptures," these "tears" in subspace have a gravity-like effect that pulls starships and objects to and into them, to be destroyed by the intense pressure they exert. (Use the gravimetric shear rules on page 173 of *Chapter 13: Hazards* to simulate the effect of a subspace rift.)

Subspace shockwaves: These resemble normal shockwaves, but occur in subspace. They disrupt or (if strong enough) damage ship systems depending on subspace (particularly subspace radio). Their effects on physical objects—planets or ships themselves, for example—are much weaker.

Subspace turbulence: This phenomenon, common around black holes and other disruptive anomalies, can hamper or even prevent a starship from generating a stable warp field (and thus from attaining warp speed). Starfleet has banned research into Omega particles because they can create subspace turbulence.

Subspace vacuoles: Also called "subspace funnels," these resemble wormholes in many respects.

CHAOTIC SPACE

Chaotic space is Starfleet's term for certain areas of space where the ordinary rules of physics do not apply. Starfleet scientists speculate that the areas of interphasic space lying on the edges of some Tholian territories, the "fluidic space" gateways in the Delta Quadrant where Species 8472 roams, and any number of subspace and temporal anomalies may be examples of chaotic space.

Although the causes of this phenomenon remain unknown, the effects do not, and have given starship captains cause to avoid known regions of chaotic space scrupulously. First, due to the breaking of the laws of physics, most starship equipment (especially navigational equipment) does not function correctly, or at full efficiency, in chaotic space. Complex mathematical calculations (TN 25 or higher) are necessary to plot even the simplest exit course; only Medusans, Kelvans, Bynars, and a few other outside species can navigate chaotic space normally. Additionally, the altering of physical laws creates gravimetric shear that can damage starships. Other effects may also arise. In short, you can use chaotic space to generate whatever sort of interference or difficulty you need to drive your episode.

T Tauri Stars

Normal, or "main-sequence," stars experience a T Tauri stage at an early point during their stellar evolution. In this stage, a star loses much of its light metals (including solar lithium), which it emits in an enormous "T Tauri wind" that blows billions of kilometers into space. This wind is highly energetic and can interfere with many ship's systems, and even with organic life nearby. Almost all T Tauri stars are too young to have planets, but exceptions do exist. For example, in 2367, while exploring the Ngame Nebula, the U.S.S. *Enterprise*-D discovered a T Tauri star with a Class-M planet!

Variable Stars

Although most stars have constant (in humanoid terms) brightness, rotation, and other characteristics, some, known as variable stars, alter one or more of their characteristics over relatively short time periods (as little as days or even minutes). For example, Cepheid variables build up stellar energy and release it in nova-like explosions, and flare stars project enormous solar flares; either phenomenon could harm an orbiting ship (for more information, see "Malfunctions," page 108) or destroy a nearby planet. A ship that knew a variable star's periodicity could potentially set a stellar ambush for an enemy, striking while the solar flares buffeted the target's shields and communications.



Wormholes

A wormhole consists of a "tunnel" through subspace that connects two points in normal space-time. They can join points tens of thousands of light-years apart, thus allowing virtually instantaneous travel to otherwise inaccessible regions. Most of them are unstable and fluctuate wildly, possibly destroying or stranding ships passing through them. For example, the Barzan Wormhole has one end that whips between the Gamma and Delta Quadrants with little predictability or warning, while its other end has moved erratically around the Alpha Quadrant planet of the same name with occasional periods of anchorage. The largest and most stable wormhole known is the Bajor Wormhole in the Bajor System. It spans 70,000 light-years between Bajor and the Idran system in the Gamma Quadrant.

Warp engines can destabilize a wormhole, and a sufficiently unbalanced warp engine may occasionally create a dangerous micro-wormhole. Highly advanced races may have the ability create wormholes; the long-vanished Iconian civilization may have harnessed wormhole technology to build its fabled network of gateways.

Interstellar Phenomena in the Game

Your characters will likely encounter these interstellar anomalies far more often than their extreme rarity

TABLE 10.1: INTERSTELLAR PHENOMENA

Roll (3d6)	Interstellar Phenomenon
3	Cosmic String
4	Rogue Planet
5-6	Spaceborne Life (generate using the rules in *Chapters 11* and *12*)
7-9	Nebula
10-12	Stellar Phenomenon (roll 2d on Table 10.1A)
13-14	Roll one die; Ion Storm (1-3) or Plasma Field (4-6)
15	Subspace Phenomenon (roll 2d on Table 10.1B)
16	Cluster (roll again without modifiers and add an anomaly to your cluster; treat any result of 16 as No Result)
17	Shockwave
18	Roll one die: 1-5 is a subspace phenomenon, a 6 is a stable wormhole
19+	Re-roll without modifiers

Modifiers: –3 for dark regions, +1 for spiral arm edge, +2 for spiral arm interior, +4 for the Core or Barrier

TABLE 10.1A: STELLAR PHENOMENA

Roll (2d6)	Stellar Phenomenon
2	Black Hole
3-4	Protostar
5	T Tauri Star
6-8	Variable Star
9-10	Planetary Nebula
11	Roll one die: Neutron Star (1-3) or Pulsar (4-6)
12	Lazarus Star

For black holes, T Tauri stars, and Lazarus stars, roll a die, adding 2 for black holes. On a 4-6, the phenomenon also creates severe subspace turbulence.

TABLE10.1B: SUBSPACE PHENOMENA

Roll (3d6)	Subspace Phenomenon
3	Corridor
4	Interphase Pocket
5-8	Rift or Rupture
9	Shockwave
10-13	Compression
14-15	Eddy
16-17	Turbulence
18	Vacuole

Modifiers: nearby chaotic space –2 to –4; nearby cluster or supernova +1 nearby black hole +3; Core, re-roll all ones; Barrier, re-roll all sixes.

would indicate; such locales often have rich stores of metals for merchants, peculiar phenomena for scientists, and tactical advantages for starships on missions of war or piracy. Feel free to wrap an episode around any of these without worrying about frequency issues; if the televised series are anything to go by, an exploratory starship on active patrol will encounter such an anomaly about every month or two. You can either select from these interstellar phenomena for specific episode (or system) design purposes, or place them randomly in the Crew's path as they travel the stars. Use them as you wish, and any way you can; neither the rules of the game, nor the laws of astrophysics, should hamper a good story.

For Episode Design

You can insert interstellar phenomena into your episode for a variety of reasons. Some interstellar phenomena are more suitable for some episodes, or for some purposes within episodes, than others.

Scenery: It can help evoke a "science-fictional" feeling of space's vast potential if the story simply passes nearby, or occurs in sight of, some magnificent or unlikely stellar event. Nebulae, protostars, and pulsars make excellent scenery.

Hook: A ship can be assigned to investigate some stellar anomaly as a hook to get the Crew into the proper sector for the episode's action. Depending on the Crew's course (and the Narrator's deviousness), they may never get to the interstellar phenomenon they ostensibly came to chart! Any spacefaring race might assign ships to investigate any of these anomalies; since black holes and cosmic strings are the most dangerous, and wormholes are the most potentially useful, they might be the most likely episode hooks.

Impetus: An interstellar phenomenon might set the story in motion; the classic case is the strange radiation that affects the Crew, or the bizarre phenomenon that flings the Crew's ship into some unknown dimension or distant sector. Black holes, shockwaves, subspace anomalies, and wormholes can hurl ships into adventure; ion and plasma storms, as well as some nebulae, T Tauri stars, or variable stars might emit story-inducing radiation. Chaotic space or dark matter might do either.



Complication: The dangerous or interesting effects of the interstellar anomaly can simply complicate an existing episode plot. Many excellent episodes involve two threats or opportunities, occuring simultaneously; interstellar phenomena can easily provide one of the two story lines if need be. Many of these phenomena can potentially weaken a starship, which can add tension to other crisis plotlines or to space combat; others can simply emit some debilitating or otherwise inconvenient radiation. Black holes, ion storms, nebulae, and subspace anomalies make excellent "ad hoc" plot complications, as can chaotic space or dark matter.

Prize: Many interstellar phenomena are valuable not only scientifically, but economically or militarily. An episode may revolve around a confrontation over such an anomaly, or some godlike alien species may make rights to the phenomenon the "prize" in some strange contest, examination, or gladiatorial bout. Clusters, cosmic strings, nebulae, and wormholes make excellent prizes; rogue planets, or any interstellar anomaly with an associated Class-M world, could also spark intense rivalry.

Random Placement

You can also place interstellar phenomena randomly along the Crew's path, or "seed" a sector they will spend time in with them. Table 10.1: Interstellar Phenomena gives a rough idea (based approximately equally on astrophysical theory and *Star Trek* experience) of these anomalies' frequency of occurrence or encounter in interstellar exploration. With this, or any table in this chapter, feel free to pick an interesting-sounding result and move on, if you wish. If your pick or the random roll produces a stellar or subspace phenomenon, re-roll on the appropriate sub-table. Many interstellar phenomena are more likely to occur in clusters; roll again to determine if your cluster contains more anomalies.

Sectors

Starfleet subdivides each quadrant into sectors. The standard sector consists of a cube of space approximately 20 light-years on each side, totaling 800 cubic light-years. A sector with particularly important or interesting features, strategic positions or resources, or a homogeneous population or interstellar culture might be of a different size.

A given sector contains, on average, about 30-100 stars, and typically about six to ten of them have Class-M planets. Sectors in or near star clusters, the heart of the spiral arms, or the Galactic Core tend to have many more stars, whereas sectors located in nebulae, gravitationally empty zones ("star deserts"), or between spiral arms often have fewer (or none).

Starfleet identifies the hundreds of thousands of sectors in its records with three- to six-digit numbers. For example, Sol lies in Sector 001. To accomodate data from the early days of space exploration and stellar cartography, Starfleet has retained the old-style numbers for some sectors (thus, some of the ones along the Romulan Neutral Zone are 3-0, 3-1, and so forth). For this reason, Starfleet's stellar maps don't always depict sectors in precise numerical order. Additionally, most inhabited or commonly-traversed sectors also have colloquial names, usually derived from a major star, planet, or species within them; examples include the Argus, Scylla, Kalandra, Gariman, and Bajor Sectors.

Sector Design

For many Narrators, a sector is the ideal setting for a series. Large enough to contain a wide variety of systems, planets, and phenomena (and to be important in the greater scheme of galactic politics), yet small enough that it doesn't require much effort to design or significant amounts of time for the characters to travel through, a sector holds great potential for roleplaying excitement and enjoyable storytelling. (See also the discussion of these and other setting issues in *Chapter 2: Establishing the Series*.) A military series might center on a tense battlefront sector, a merchant series might return to a sector full of good customers or business opportunities, and even an exploration series can potentially find enough action in a single sector for many, many episodes. Designing a sector involves a number of choices; most of them you need to make based on your series structure (see *Chapter 2*).

Before making up your mind on these issues, find out from your players what sort of characters *they* want to play, and what they have in mind for your series. After all, part of your job as Narrator is to keep them entertained and engaged, and usually the best way to do that is to give them what they want. For example, if one of your players wants to play a dis-

graced, exiled Andorian duelist, arrange some worlds or cultures so that he has plenty of opportunities both to engage in single combat and to perform heroic deeds that will eventually redeem him in the eyes of his people. If another player wants lots of starship combat, place the sector in a touchy border region or create several warring species so he has a chance to take his ship into battle. A similar situation works well for a player who wants to engage in diplomacy and intrigue. The more thought you give to these considerations before you start running your game, the more thematic and dramatic unity you can bring to your series.

Location

First and foremost, think about the sector's location. You don't have to pinpoint it on a galactic map, but you should have an idea of its general location, including the approximate travel time to other major locations (Earth, *Qo'no*S, Cardassia, and so forth), and which sectors or systems neighbor your sector. A few sample locations follow:

Deep Space: Your sector is deep in unexplored space, for daring tales of discovery, swashbuckling, and mystery. New alien species, dangerous empires, and unknown phenomena abound here.

Core: Your sector is deep in the core of a great spacefaring power, suitable for episodes of politics, diplomacy, and high intrigue. Unexplored or primitive, quarantined systems might exist even a few dozen light-years from Earth, or even near more militant core worlds, but entire new spacefaring empires are unlikely.

Frontier: Splitting the difference, your sector lies along a frontier or a border. This can enable *Star Trek*: *Deep Space Nine*-style games of multipolar politics and even military conflict. Neighboring species will appear quite often.

Astropolitics

Do one, some, or all of the planets in your sector belong to, or owe allegiance to, a particular galactic power, such as the Federation or Romulan Star Empire? Given that the average sector contains six to ten star systems, it's possible for two or more powers to all have a foothold in a given sector. Don't worry about this; it provides plenty of ideas and inspiration for stories. If you would rather let the dice decide, you can use the Planetary Affiliation Table (Table 10.4, below) to determine your sector politics as well.

Although sector politics typically involves two major galactic powers, such as the Klingons and Cardassians, plenty of other possibilities exist. Many *Star Trek* episodes involve exploration of a new sector, first contact with an as yet unaffiliated species, or "local" political problems such as rebellions and intrasystem warfare (but such "local" problems often have consequences for the entire quadrant). Feel free to create new, and previously unknown, empires (these are especially suitable for Delta and Gamma Quadrant sectors, or coreward sectors of the Alpha and Beta Quadrants) using the rules and guidelines on pages 169. These "empires" may span many sectors or just a few systems. The Breen, Gorn, and Tholians provide good examples of the potential such "pocket empires" have for story creation.

Don't think that your work's finished when you decided who the potential antagonists and allies in your sector are—ask yourself *why* they relate to each other in these ways. What political issues divide them, bring them together, and/or define their relationship? A sector claimed by both the Federation and the Cardassians for strategic reasons features different conflicts (and thus different stories) than one they both want for economic reasons. Then decide what other notable players—other empires, unaffiliated worlds within the sector—think about the conflict. If Aa'resh has allied itself with the Federation, and the Federation is engaged in some dispute with the Cardassians, Aa'resh's longstanding rival/enemy, the nearby planet Beh'traal, may ally itself with the Cardassians to obtain an advantage over the Aa'reshites—or just to annoy them.

Dominant Species and Cultures

The next issue to consider—what species and/or culture dominates the sector—follows in part from the previous two issues, and in part from historical and environmental factors. Most sectors have dominant species matching their astropolitical alignment; Federation sectors have mostly Humans and other Federation species, Romulan sectors are dominated by Romulans, and so on. (In some Klingon, Cardassian, or Romulan sectors, the majority species may be one or many subject peoples.) However, just because a planet's inhabitants are Human, or Human-like (such as the Ligonians, Aldeans, or Eminians) doesn't mean they are from Earth or generally similar to Humans. Think about how the inhabitants got to the sector. They could simply have evolved there, of course, but other possibilities exist. For example, they could be a paral-



TABLE 10.2: UNUSUAL PHENOMENA

Roll (1d6)	Result
1	Strategic installation (Roll again: 1-2, open starbase or space dock of dominant species; 3-4, covert facility of "enemy" species; 5-6, critical communications or scientific equipment important to many cultures)
2	Ancient artifacts (Roll again: 1-4, significant ruins on a planet or planets; 5, spacegoing relic such as a Dyson sphere or generation ship; 6, a cosmic string)
3	Mineral-rich lodes (Roll again: 1-3, an asteroid belt in one system; 4-5, an extraordinarily metal-heavy planet; 6, a Lazarus star). See "Resources", page 175, for some possibilities; this lode is considered Plentiful (1-3) or Very Plentiful (4-6).
4-7	Interstellar anomaly or anomalies (Roll a die for the number of anomalies; on a six, roll another die and add half the result; roll on Table 10.1 to generate random interstellar anomalies if desired)

Modifiers: +1 for Core or Barrier sectors.

TABLE 10.3: NUMBER OF SYSTEMS IN A SECTOR

Roll (1d6)	Type of Sector	Number of Systems
1	Sparse	1d6-2
2-3	Moderate	1d6+2
4-5	Average	1d6+4
6	Dense	2d6+4

lel offshoot culture of some sort, colonists so long separated from Earth that they no longer remember or care about it, transplants placed by some ancient civilization (or Q), or simply *look* Human. Did Earthmen or Klingons colonize this sector, and when? Did larger galactic events drive this sector's development, and if so, how?

You may decide to invent your own alien species and/or culture for the sector. (Species and culture design are covered in *Chapter 11: Aliens*.) Is that species petitioning to join the Federation (or some other power), making trade deals with the Ferengi, or picking a fight with the Romulans? Perhaps different species are doing all three, or factions within a single culture have yet to agree on their mutual future.

Unusual Phenomena

There's more to many sectors than just stars and planets. Your sector may feature all sorts of astronomical phenomena, such as the Badlands, an area of chaotic space, or a strategically valuable area like a nebula or a dilithium-rich asteroid belt. It may also have artificial resources—ancient ruins or artifacts, a Romulan space station or communications beacon, or even a Dyson sphere. (For some ideas, see the "Interstellar Phenomena" section, on pages 158; you can also randomly populate your sector with such anomalies using Tables 10.1 and 10.2) Who knows what surprises an enigmatic species like the Metrons or the Q may have left for inquisitive player characters? In general, a sector will have one or two significant interstellar anomalies in it, although sectors in long-deserted stretches of ancient interstellar empires, or those deep in spiral arms or toward the Core, may have as many as eight or ten significant anomalies! Such a sector will be a major scientific (and potentially military) prize for any spacefaring culture.



Number of Systems

By the time you've thought a bit about the issues discussed above, you should have some idea of how many systems, worlds, and other things you need in your sector, and thus how large it needs to be. Don't feel constrained by averages; while most sectors have six to ten key systems, the Dorias Cluster, among others, has *twenty* systems with life-supporting planets. On the other hand, not every system needs its own species or life-forms; some simply wait, empty, for characters to explore them and encounter their mysteries. In short, do whatever you want to do, whatever helps you create enjoyable stories. To design those star systems and planets, refer to the next sections.

For random generation, roll 1d6 on Table 10.3: Number of Systems in a Sector, then roll the indicated dice on the table. Table 10.3 only generates key (usually populated or otherwise important) systems; for the total number of stars in the sector, multiply the result on this table by the sector's location modifier: Dark regions x2, Spiral arm edge x5, Spiral arm interior x7, Core or cluster x10.

SYSTEMS

After determining the number of systems in your sector, you should move on to design the individual systems (especially if the sector will be the setting for your series). Even if space is the final frontier, it's still pretty empty and boring all by itself. Intelligent beings live in star systems. There, on (and in, and around) the planetary complexes orbiting stars, most of the interesting things in the Galaxy happen.

Quick and Dirty Stellar Evolution

Although this chapter shows you how to build star systems according to the rules of drama or the rules of chance, it never hurts to know how to *really* build them. Knowing the real facts of astrophysics, even in an abbreviated form, can give you the skill to describe the universe to the player of a Vulcan science officer, and the self-confidence to break physical law when and where you must to drive the episode forward.

Interstellar hydrogen absorbs ambient energy, eventually glowing and becoming energetic itself. With enough hydrogen, you can get a plasma field (see page 160); with still more, you can get a protostar (page 160). The new protostar's gravity attracts more hydrogen, and the collapse triggers hydrogen fusion. A star is born. The leftover hydrogen and other matter blown out of the forming star or drawn in by its gravity may form into a disk around the new star; this disk slowly congeals and cools into a ring of planets. If the star is bright enough, and long-lived enough, life can evolve on the planets it has birthed. Most stars move along the "main sequence" beginning as small, bright "dwarf" stars, ballooning into red giants after 10 or so billion years (and unfortunately destroying any planets within the star's newer, larger, radius), and then collapsing into white dwarfs. Particularly massive stars begin as giants or subgiants off the "main sequence," burn rapidly, and then collapse. (Collapsing binary stars, which normally burn at different rates, often collide in vast thermonuclear explosions called novas.) Some collapsed stars remain white dwarfs until they cool off completely as "black dwarf" cinders. Larger collapsed stars continue to contract into neutron stars (page 160). The largest stars collapse still further, releasing the entire energy of the star in a massive supernova explosion (which causes a major shockwave, as on page 233) and then crushing it into a black hole (page 158). The supernova remnants become planetary nebulae (page 160) and then, often, a new protostar.

STELLAR CLASSIFICATION

Astronomers classify stars by three criteria: spectral class; brightness; and size. Except for Type O stars, any star can have planets; however white dwarfs rarely have Class-M planets, since such bodies vaporize when the star balloons into a red giant, or turns nova. Some of this information can modify the tables for generating random system and planetary data, below.

SPECTRAL CLASS

TYPE O: Blue stars. Because they consume their "fuel" rapidly, blue stars burn out after just a few million years, before planets can form around them. Generally found in spiral arms or the Galactic Core, they only exist in supergiant (Ib) and dwarf (V) sizes.

TYPE B: Blue-white stars, such as Rigel and Spica. Even the smallest blue-white stars possess a mass at least 10 times that of Sol.

TYPE A: White stars, such as Altair, Deneb, Sirius A, and Vega. Often, Type A stars have metal-rich gas envelopes, with a greater chance for rich mineral deposits on their planets and moons. Thus, Type A systems often attract prospectors—and pirates.

TYPE F: Yellow-white stars, such as Canopus, Polaris, and Procyon. Because even the smallest Type F stars have a mass twice that of Sol, their Class-M planets orbit twice as far out.

TYPE G: Yellow stars, such as Alpha Centauri A, Capella, Sol, and Tau Ceti. Because Type G stars emit heat, light, and radiation in a balance ideal for humanoid life, explorers eagerly seek them.

TYPE K: Orange stars, such as Aldebaran and Arcturus (both giants) and 40 Eridani A (Vulcan's sun) and Epsilon Indi (both dwarfs). Since Type K stars emit less radiation than Type G stars, humanoids need less radiation protection on their Class-M planets, which for the same reason tend to have thinner atmospheres.

TYPE M: Red stars, such as Antares and Betelgeuse (both supergiants) and Wolf 359 (a much more common red dwarf). Because they burn more slowly than other stars, Type Ms account for more than two-thirds of all stars.

TYPE D: White dwarfs. Although they lack interior luminosity, they still have glowing hydrogen "atmospheres." They are not to be confused with still-burning "dwarf" stars on the main sequence.

BRIGHTNESS

Astronomers rate stellar brightness from 0 (the brightest) to 9 (the dimmest). Because they burn hotter, blue stars normally have greater brightness than red ones, but many exceptions exist. For example, Betelgeuse (a red giant) is more than three times as bright as Spica (a blue dwarf).

SIZE

Ia Large supergiant
Ib Supergiant
II Large giant
III Giant
IV Subgiant
V Dwarf, or Main-sequence star
VI Subdwarf

Sol is a Type G2 V star: a yellow, bright dwarf star on the main sequence. Rigel is a Type B8 Ia star: a blue-white, large supergiant star, dim for a Type B star (but much brighter than Sol).

Star System Design

Begin by deciding what kind of system you want to design; if you can, write down your basic goals for the system or its most important aspects in a sentence. Often, this sentence focuses on the major inhabited planet, leaving the star as scenery. For example, one system design sentence might read: "Vulcan is a core system of the Federation peopled by logical, psionic scientists." Here, the most important aspects include Vulcan's political affiliation and its people. "Coridan is a corrupt frontier system rich in dilithium." This sentence emphasizes Coridan's resources, government, and isolation.

This section allows you to take either of two approaches to star system creation. Whether to present a relatively consistent universe, to rapidly build a setting for an episode (or series) that has unexpectedly veered off course, or to spark your own notions, you can randomly generate your star systems and planets using the tables accompanying each subsection. Alternately, you can select values and other data to hand-craft your stars and planets for an exact match with your intended story. A story of scientific exploration and interstellar danger may require an unusual or dramatic star; an episode of first contact with a primitive race may require careful design of the Class-M planet involved. (And if the primitive race doesn't live on a Class-M planet, you may have to pick your values even more carefully!) You can also mix and match, beginning with random generation, but altering one or two results to ones you like better, or that feel more "right."

SYSTEM PROFILE

Each system description includes the following information.

AFFILIATION: The political status of the system; what great interstellar power (if any) controls or protects it. Example: *Vulcan is a core member of the Federation.*

SYSTEM TYPE: The number of stars (two for a binary system, for example), and their classification (see , page 167), in the system. In multiple star systems, indicate the primary star. Example: *Vulcan is a trinary system, made up of a Type K1 V orange star (Vulcanis, the primary), a Type D VII white dwarf, and a Type M4 V red dwarf.*

PLANETS: The number of planets in the system, and their classes (see page 170). Most systems have only one "main" planet for story purposes, and this profile can note that fact if need be. The profile can indicate only that planet and abstract the others, or include the rest of the worlds' classes and even names. Example: *Vulcan (Class-M) is the second planet of six in the system.* For a planet-based episode, or for important worlds in your series, you may wish to develop a Planetary profile (see page 172) as well.

OTHER OBJECTS: This can include both natural astronomical phenomena (asteroid belts, etc.) and artificial objects such as Starbases. Unless the object or objects are vital to the story, or you intend to develop this system as a detailed setting, you can abstract this where needed, even if (as with a highly technical species) there are probably thousands of orbital stations, monitor or defense satellites, and so on. Example: *Vulcan has two asteroid belts. The Vulcan Space Center, orbiting Vulcanis III, includes a Starfleet-caliber spacedock.*

You may also wish to note the main design sentence you developed for your system, to help keep track of your thoughts, and to avoid getting caught up in potentially interesting, but distracting, minutiae.

Affiliation

What great power controls this star system? Is it a Federation member or colony, an assimilated Borg subject world, a Romulan "protectorate," a proud independent planet, or the center of a hungrily expansionist new power? More than one power might own (or at least claim) a single system. Multiple powers might rule a single system as a peaceful "shared world," as with Nimbus III, or the system might become a bone of contention in interstellar affairs. Even if a power doesn't rule a system outright, it may declare a system under its protection, and resist outsiders' attempts to travel there—Talos IV, Capella

TABLE 10.4: PLANETARY AFFILIATION

Roll (1D6)	Affiliation
1-3	Major power
4	Minor power (Gorn, Breen, Ferengi, or some other species unique to your campaign)
5	Disputed: roll again; on another 5 two or more powers each have a presence here. Roll again to deter mine the disputants: 1-3, two major powers; 4-5, one major and one minor power; 6, two minor powers. Since such systems can be tense flashpoints that drive the story, you should develop the specifics of the dispute.
6-9	Neutral, independent, or undiscovered

Modifiers: +1 for series set in the 23rd century; +1 for a system in a dark region or in the Alpha Quadrant; +2 for a system on the Barrier, or near the Core.

IV, and Organia are all under Federation protection. In one system, multiple Class-M planets might have different affiliations. The possibilities are endless, although in practice most systems have a single affiliation.

You will likely wish to establish the system's affiliation based on the story line of your series, or on the sector design decisions you made above under Astropolitics (page 165) and Dominant Species and Cultures (page 165), and possibly Location (page 165). However, for a wide-ranging exploratory game or to flesh out a sector in a hurry, you can use Table 10.4: Planetary Affiliation to determine system affiliation randomly.

To randomly determine a system's affiliation, roll first on Table 10.4. Note that this roll will not necessarily determine the actual status of the system in question; a Federation-affiliated system might be a member, a colony, a staunch Federation ally such as Bajor, or a quarantined world; a Romulan-affiliated system might be a subject world, a puppet world, a military base, or even an ally. At this level of detail, only you can provide the most accurate and useful answers for your episode. To randomly determine major-power control, presence, or interest for your sector, roll a die on the related quadrant tables (10.4A-10.4D).



TABLE 10.4A: ALPHA QUADRANT AFFILIATION

Roll (1D6)	Major Power
1-3	Federation
4-5	Cardassian Union
6	Neutral or roll on Beta Quadrant table

TABLE 10.4B: BETA QUADRANT AFFILIATION

Roll (1D6)	Major Power
1-2	Federation
3-4	Klingon Empire
5-6	Romulan Empire

TABLE 10.4C: GAMMA QUADRANT AFFILIATION

Roll (1D6)	Major Power
1-5	Dominion
6	Roll again: 1-4, Neutral; 5, Roll again on Alpha Quadrant sub-table; 6, Roll again on Beta Quadrant sub-table

Modifiers: +2 for series set after the end of the Dominion War in 2375.

TABLE 10.4D: DELTA QUADRANT AFFILIATION

Roll (1D6)	Major Power
1	Haakonian Order
2	Kazon Collective
3-4	Neutral
5-6	Borg Collective

System Type

The type (see the "Stellar Classification", page 167) and number of stars in the system make up the system type. Systems with one star are single-star systems; systems with two stars are binary systems; those with three stars are trinary systems. Some combination of binaries and single stars make up the smattering of remaining system types; quaternary systems, for example, with four stars, usually comprise a pair of orbiting binaries. Each star in a multiple system gets a letter, in descending order

of brightness. For example, the red giant Aldebaran A is the primary of the Aldebaran trinary system; Aldebaran B and Aldebaran C are its two dimmer companions.

Close multiples (such as "contact binaries," where the two stars actually touch) don't often have habitable planets, as their orbital mechanics disrupt planetary formation. In distant multiple systems, the stars orbit a mutual center of mass at enough of a distance that planets can form, even Class-M ones. Star systems with highly elliptical orbits can become cataclysmic systems, as the close approach of one partner detonates nova-like explosions in the other. Depending on the distances and masses involved, such explosions may occur thousands, or even millions, of years apart—a whole civilization might emerge between solar flares and die leaving only enigmatic ruins for its successor.

First, determine the type of star system you are designing by rolling 2D6 on Table 10.5: Star Systems. Then, roll once on Sub-table 10.5A for each star in the system, rolling on the further sub-tables as indicated.

Inhabited and Other Planets

In these sections, list the planets orbiting the star in whatever detail necessary. Describe important inhabited planets with a full Planetary profile (see page 176); you can summarize other planets in one line—or, using the planetary classification system, in a letter. Almost all inhabited planets are Class-M planets; with a few terraformed Class-H or L worlds in important or populous systems. Rugged aliens like the Borg, or various non-humanoid species, might be able to inhabit Class-K planets and other worlds Humans would have to terraform, or at least settle with domes and environmental systems. Given such advanced technology, any planet, moon, asteroid, or large comet might harbor pirates, secret military or research installations, or worlds of other possibilities.

Other Objects

This section deals with non-planetary objects that may become important either in play, or in your own mental image of the system. Almost every star system has an asteroid belt and an Oort Cloud. Most technically-advanced systems (such as those affiliated with major spacefaring powers) have at least one or two artificial objects present. Exotic phenomena, as the name indicates, are more rare.

Artificial Objects: A system may have a strategically or commercially important location, even when it lacks planets suitable for colonies. The answer is to construct an artificial habitat—a Federation starbase, Romulan outpost, or Cardassian space station can command a whole sector, protect valuable shipping lanes, or spy on enemy territory. Even in populous systems, immense space-based shipyards and repair facilities such as Utopia Planitia or Spacedock, and orbital

TABLE 10.5: STAR SYSTEMS

Roll (2D6)	System Type
2-3	Trinary
4-7	Single star
8-11	Binary
12	Four or more stars

TABLE 10.5A: STELLAR CLASSIFICATION

Roll (3D6)	Star Size
3-17	V (main sequence dwarf star). Roll on table 10.5B for spectral class.
18	Giant or white dwarf. Roll on table 10.5C for star type.

TABLE 10.5B: MAIN SEQUENCE SPECTRAL CLASS

Roll (2D6)	Spectral Class
2-7	Type M
8	Type K
9	Type G
10	Type F
11	Type A
12	Type B

TABLE 10.5C: GIANT OR WHITE DWARF STAR TYPE

Roll (3D6)	Star Type
3-9	Type A subgiant
10	Type D white dwarf
11	Type F giant
12	Type A giant
13	Type B giant
14	Type O giant
15	Type B supergiant
16-17	Type M red giant
18	Stellar anomaly (roll on sub-table 10.01A, above)



PLANETARY CLASSIFICATION

CLASS-D: Small, rocky planetoids. Examples include Regula in the Mutara Sector (before the Genesis Device test of 2285) and Ceres, a body in the asteroid belt of the Sol system.

CLASS-F: Rocky worlds, similar to Class-D planets but larger. Like Class-D worlds, they lack water and atmosphere; thus, any habitations or structures built on them tend to resemble starships in their ability to support and protect life. Earth's moon Luna, or the planet Mercury in the Sol System, are examples of Class-F planets.

CLASS-G: Class-G planets have low gravity, atmospheres unbreathable by most humanoids, and ices or sludges of water, methane, ammonia, or similar substances. Few Class-G worlds have native life, but some possess liquid water oceans under kilometers of ice where life has evolved. Examples of Class-G worlds include the planet Pluto in the Sol System, and the moon Titan orbiting the planet Saturn in the Sol System.

CLASS-H: Class-H planets are extremely dry, but often inhabitable by humanoids provided that they have a supply of water and use special suits or other technology to provide a personal atmosphere and temperature control. Prior to the beginning of terraforming, the planet Mars in the Sol System was Class-H; Tau Cygna V is also Class-H.

CLASS-J: One of the most common types of worlds, Class-J planets include "Jovian" gas giants (such as Jupiter in the Sol System), subjovian planets (Uranus and Neptune in the Sol System), and superjovians (brown dwarfs that orbit stars but lack the critical mass to ignite stellar fusion, such as Barnard III). Some Class-J planets are so large that they begin to rival small stars in mass! Due to their enormous gravities (able to crush most equipment) and turbulent atmospheres, most Class-J planets are not inhabitable by humanoids.

CLASS-K: Though they have gravity comparable to Earth's, Class-K planets also have temperatures or atmospheres that require most humanoid species to use pressure domes and life support technology to settle on them. Elba II (home of a UFP institution for the criminally insane) and Venus in the Sol System qualify as Class-K; so, according to most reports, does Breen.

CLASS-L: Class-L planets are small, rocky, terrestrial worlds with oxygen-argon atmospheres, and sometimes abnormally high levels of carbon dioxide as well (possibly indicating that they were once terraformed by ancient civilizations, or were formerly Class-M worlds). Due to the lack of nitrogen (which is needed to create proteins and other complex molecules), Class-L worlds almost never have native animal life, though plant life may exist in various forms. Indri VIII is an example of a Class-L world.

CLASS-M: Class-M planets are small, rocky, terrestrial worlds possessing oxygen-nitrogen atmospheres, and thus suitable for ordinary habitation by Humans and most other humanoid species within broad norms of atmosphere, temperature, and gravity. Earth, Andoria, Vulcan, and Cardassia Prime all qualify as Class-M.

CLASS-T: A subclass of Class-J, a gas giant with a major orbital ring system. In the Sol System, only Saturn qualifies as Class-T, although Jupiter, Uranus, and Neptune all possess rings.

CLASS-Y: Also known as "Demon Worlds," Class-Y planets possess high surface temperatures and pressures (sometimes exceeding 500 kelvins), high radiation levels, and often corrosive and deadly atmospheres. A few, astonishingly, harbor incredibly robust and exotic native life forms.

defense platforms (such as those comprising part of the Mars Defense Perimeter defending Earth) serve vital functions. Tachyon grid relays, scientific monitor stations, derelict or lost spacecraft, and similar miscellany can all drive stories and hold adventures. A large derelict or relic of an ancient civilization, such as the Dyson Sphere near the Norpin Colony, could provide the setting for an entire series.

Asteroid Belts: Many systems have asteroid belts composed of small rocky or metallic bodies that never coalesced into a single world. Somewhat rarer are asteroid belts created by planetary collisions or other world-destroying phenomena. Asteroid belts usually occur between the largest Class-J world and the system's primary, closer to the planet than the star because of the two bodies' divergent gravities. Systems

NUMBER AND CLASS OF PLANETS

If you need a habitable (or inhabited) world, just put one in. Otherwise roll 2d6+2 dice to determine the total number of planets. Then roll 2 dice for the class of each planet (see Planetary Classification on page 167 for the meanings of the code letters).

ROLL (2D6)	PLANET CLASS
2	Roll one die. On a 1, the planet is Class-Y, otherwise, it's Class-D
3	Class-D
4-5	Class-F
6	Class-G
7	Class-H
8-9	Class-J or T
10	Class-K
11	Class-L
12	Class-M

with two superjovians may possess asteroid belts between them. Individual asteroids can appear almost anywhere in a system, often crossing the orbits of several planets on their own path around the star. Such rogue asteroids make excellent hiding places for pirates, spies, or even covert military installations!

EXOTIC PHENOMENA: Some systems either contain, or are quite nearby to, interstellar anomalies such as the ones on pages 158-163. Some stellar anomalies even have orbiting planetary systems around them! Other phenomena possibly worth noting include the ones listed under Unusual Phenomena (page 163) in the sector design system.

OORT CLOUDS AND KUIPER BELTS: An Oort cloud made up of trillions of icy comets orbits almost all systems. The thickest portion of the Oort cloud is the Kuiper Belt, at the outer edge of the primary star's grav-

PLANETARY PROFILE

Some "generic" planetary profiles appear on page 177 at the end of this section, to use as examples and as the basis for your own design work.

PLANET NAME: The name you assign to your world.

CLASS: The Starfleet classification of the planet based primarily on its suitability for humanoid life. See "Planetary Classification" on page 167 for more details.

MOONS OR RINGS: Any orbiting natural bodies associated with the planet. If the "planet" itself is the moon of a larger planet (a Class-M world orbiting a hot Class-J planet, for example), note that fact here.

GRAVITY: The gravitational pull of the planet, expressed in G (Earth gravities).

CLIMATE: This entry comprises the atmosphere, temperature, and hydrosphere of the world, which give the resulting climate.

DEMOGRAPHICS: The population, both in numbers and species, of the world. If the planet's affiliation differs from that of its star system (see "Affiliation", page 168), note that here.

CIVILIZATION: This entry comprises the motives, technology, and government of the planet's dominant culture or species. In many cases, this also will be determined by the world's affiliation. See "New Civilizations", page 174, for more details.

RESOURCES: Anything the planet produces that other planets might desire enough to trade (or invade) for.



itational well along the plane of the planetary orbits. Comets may cluster between the component stars of multiple star systems; these reaches may also sport thick asteroid belts as the stars' competing gravities shove space debris into those "free zones." Composed of ice, comets serve as good sources of water for terraforming, generation ships, or hidden shipyards.

PLANETARY DESIGN

Adventures, like explorers, almost always focus on planets when they enter a star system. With over a trillion planets, and trillions more asteroids and moons, in the Galaxy, there's always something going on somewhere.

Like star system design, planetary design should help you decide, or implement, a direction for your episode. The process of design, as well as the result, may inspire you to go off on a tangent and build a story you hadn't even considered.

The random planet generation rules provided here only address Class-M worlds, since the vast majority of planetary adventures take place on such planets. Even more than with stars, always feel free to think of the rolled results on the table as seeds for your own creativity, or as jumping-off points for episode or system design.

PLANET NAME

A planet's official name derives simply from its number out from its sun; Spica IV is the fourth planet out from Spica, for example. (Moons work analogously, using lower-case letters for identification; for example, Spica IV's second moon is Spica IVb.) Many planets also have local names, bestowed by their discoverer or by their residents. Earth, for example, is not only Sol III but also Terra; Vulcan is 40 Eridani A II, Vulcanis II, Vulcan, and Ti-Valka'ain.

CLASS

Starfleet classifies planets into nine categories, each identified with a letter (see page 171). A planet's category depends on its nature and dominant "environment." Almost all life, and hence almost all drama, occurs on Class-M planets. Although far from common, Class-M planets occur frequently enough that spacefaring civilizations need seldom bother with terraforming or similar processes without good reason.

MOONS OR RINGS

Under this heading, describe any moons or rings the planet has. Although most moons are asteroidal in size (Class-D worlds), some worlds have moons up to half their size (reaching Class-F, G, or even H). Larger moons than this serve as one partner in a "binary planet" system, in which two bodies revolve around a mutual center of gravity. Binary planet systems are unstable, and consequently rare. The world might itself be the moon of a larger planet; many Class-J "hot jovians" orbiting within the lifezone of a star have Class-M or L satellites; most other large moons of large planets fall within Class-G or K. Habitable moons circling habitable planets are quite rare, and usually result from ancient terraforming. Moons can be hiding places, mining motherlodes, strategic choke points, or just exciting scenery for worlds in your series.

To determine the number of moons for a Class-M world, roll 1d6–3. To determine each moon's diameter, roll 1d6 and multiply the result by 1,000 kilometers (however, the moon cannot exceed half the planet's size). The largest moons may be Class-H or K, but others are Class-D or F.

TABLE 10.6: GRAVITY

DIAMETER (KM)	GRAVITY
8,000	0.4 G
9,000	0.55 G
10,000	0.7 G
11,000	0.8 G
12,000	0.9 G
13,000	1 G
14,000	1.1 G
15,000	1.2 G
16,000	1.35 G
17,000	1.5 G
18,000	1.65 G
19,000	1.8 G

GRAVITY

When describing a planet's gravity, do so in relation to Earth (Human-normal) gravity, 1 G. Humans can survive any gravity from 0 to 3 G, although long-term Human settlement is unlikely at gravities higher than 1.25 G. This ratio (+/– 25%) applies to other species. Raised in 1.4 G, Vulcans can comfortably settle planets of up to 1.75 G. Gravity also influences atmosphere and hydrospheric thickness, so the gravity of a Class-M planet usually falls between .75 and 1.8 G. Usually, higher-gravity terrestrial planets are either larger in size (such as Vulcan) or contain more metals in their core. Lower-gravity planets the size of Earth or larger have many fewer metals in their core.

To determine a planet's gravity, you first must establish its size. Begin with a base diameter of 13,000 kilometers (km). Then add (1d6 x 1,000 km) to that base. Then subtract (1d6 x 1,000 km). That gives you the planet's diameter. Consult Table 10.6: Gravity to find the planet's surface gravity based on its size. Interpolate gravities for intermediate diameter sizes.

The figures on Table 10.6 assume a planet of standard (Earth-like) density, with an iron core and a rocky mantle. To randomly select the density, roll 2D6 on Sub-table 10.6A Density and multiply by the gravity by the listed modifier. The resulting number gives your final G-value for the world's gravity.

TABLE 10.6A: DENSITY

Roll (2D6)	Density
1-4	Rock-ice, density half Earth's; multiply G by .5
5-6	Silica (metal-poor), density two-thirds Earth's; multiply G by .66
7-11	Earth-like density
12+	Metal-rich, density 1.5 times Earth's; multiply G by 1.5

Modifiers: Type A or B star, +1; Core or spiral arm interior, +1; Type M star, -1

Climate

A world's climate comes from its atmosphere, its hydrosphere, and its temperature, all of which interact in a complex, almost chaotic pattern of mutual influence. Class-M worlds by definition have a breathable oxygen-nitrogen atmosphere. (Class-L worlds have an oxygen-argon atmosphere.) This requires at least 20 percent ocean cover, to provide organic life (to break down carbon dioxide) and liberate free oxygen. (Planets with less than 20% ocean are Class-H worlds.) Note that, as on Cardassia Prime, even water oceans can be toxic to some humanoids depending on the level of pollutants or suspended metal salts; see the *Hazards* chapter for specific poison rules (pages 226-228). Temperature varies by about 40 degrees Centigrade between the tropics and the poles; the median temperature depends on the amount of energy the world receives from its star, and the thickness (and composition) of the atmosphere.

Climate depends upon the basic planetary atmosphere, hydrosphere, and temperature. Atmosphere is initially based on gravity, but many other factors can affect it, including composition, the amount of ionizing radiation the planet receives from its star, planetary age, and so on, as shown on Table 10.7. To represent these random factors, roll a die and apply the result as follows, treating any result of less than 1 as 1. Find the amount of water on the planet by rolling 2D6 on Table 10.7A: Hydrosphere. Finally, determine the planet's mean temperature by rolling 2D6 on Table 10.7B. This die roll gives the basic temperature at the mid-latitudes for the world. The Earth's basic temperature is 12 degrees Centigrade.

Worlds with thick atmospheres can either reflect excess heat into space (cooling the world) or trap excess heat on the planet (creating a greenhouse effect) depending on atmospheric composition. Thinner atmospheres mean tremendous swings in temperature between day and night, which can cause serious windstorms. The greater the hydrospheric percentage, the wetter the climate. In general, cold, wet worlds have ice-choked seas, rugged glacial mountains and broad evergreen (or the equivalent all-season plant) forests. Cold, dry worlds feature frozen steppes, barren, rocky mountains, and vast deserts of icy gravel. Warm, wet worlds get jungles and swamps, while warm, dry worlds sport immense, sandy deserts. Climates vary across a world, of course; the Earth has all of the above features, and even Vulcan has some cool, wet forests.

TABLE 10.7: ATMOSPHERE

Gravity (G)	Die (1D6), Atmosphere
0.2-0.8	1-4, Thin; 5+, Standard
0.81-1.2	1-2, Thin; 3-5, Standard; 6+, Thick
1.21-3	1, Thin; 2-3, Standard; 4+, Thick

Modifiers: Red giant star -2, Type A star +1, Type K star, −1, Class-L world +1

TABLE 10.7A: HYDROSPHERE

Roll (2D6)	Hydrosphere (Surface water %)
2-9	20-90 (multiply roll by 10%)
10-11	99 (an ocean world like Pacifica with only scattered islands)
12+	100 (no dry land at all; there may be polar icecaps)

Modifiers: Thick atmosphere +1, Thin atmosphere −1, Red giant star −1

TABLE 10.7B: TEMPERATURE

Die (2D6)	Temperature (Earth example, average degrees Centigrade)
2	Very Cold (Greenland, -10)
3-4	Cold (South Dakota, 0)
5-6	Cool (Britain, 10)
7-9	Warm (Southern California, 20)
10-11	Hot (Jamaica, 30)
12+	Very Hot (Sahara, 40)

Modifiers: Type F or B star +1, Thick atmosphere +1, Type A star −2

Demographics

In this section of the planetary profile, describe the species and rough population of any sapient life forms. Worlds with long histories of interstellar travel such as Rigel IV, settled by multispecies governments such as the Federation, or with a shorter but exciting history of interspecies warfare, may have a mix of species. Majority species may not be the ruling or dominant species, as with a subject world of the Romulan Empire.

TABLE 10.8: RANDOM POPULATION

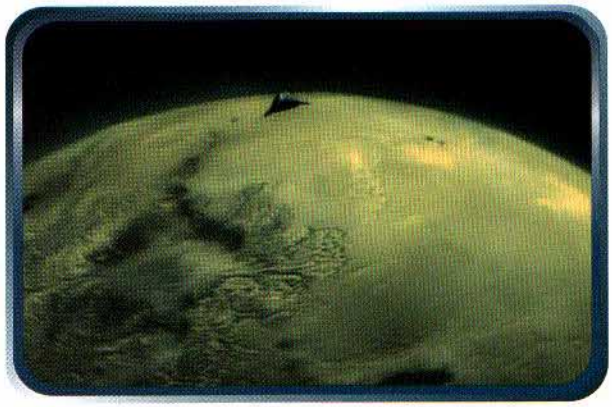
Roll (2d6)	Population (Examples)
2-5	Thousands (new colonies, frontier stations, scientific or military facilities)
6-7	Tens of thousands (self-sustaining colonies, major facilities)
8-9	Hundreds of thousands (major colonies)
10	Millions (primitive or harsh homeworlds, long-standing interstellar settlements)*
11	Hundreds of millions (industrial homeworlds; impossible before TL 2)
12	Billions (Federation-level homeworlds; impossible before TL 5)

Modifiers: Very Cold or Very Hot -1, Metal-rich density -1, Thin atmosphere -1. Treat any result lower than 2 as 2.

*Over this population requires a hydrosphere of at least 50% coverage, and certain minimal Technological Levels (TLs; see page 185).

Use the planet's affiliation, which is usually the same as its star system affiliation, as a guideline. Except for peaceful co-dominiums, worlds almost never formally share affiliation with two or more great powers; roll or decide which party to any dispute actually controls the "facts on the ground." Rebel groups, dissident movements, and opposition government parties may wish to change that result, of course.

In general, a Class-M world can support a population of up to ten billion at Federation-level technology before becoming dangerously overpopulated. In practice, few worlds without indigenous intelligent life reach such populations. Class-H or L worlds can usually only sustain populations of a few hundred million, and even successful Human colonies on Class-M worlds seldom reach this level.



Civilization

This comprises the planet's technology level, cultural attitudes, and form of government, which are covered in *Chapter 11: Aliens*, pages 178-195. Again, affiliation may drive these issues; a Federation colony is likely to have Federation levels of technology, although it may practice a specialized or outlier culture.

Resources

Class-M planets out of the colony stage are self-supporting; importing sufficient food to feed a planet is logistically impossible in all but the most extreme emergencies. Noteworthy exports and imports in interstellar trade mostly consist of medicines or other emergency supplies, expert services (Vulcan scientists, Flaxian assassins), rare and vital minerals such as dilithium or pergium, unique or specialized technology (Breen or Klingon weapons, Betazoid agricultural systems), and luxuries and curiosities such as latinum and Andorian ale. If your planet has such a resource suitable for interstellar trade—or is desperately short of one—note it here.

The following resource types might be present on your world. The entry indicates any requirements or modifiers to the abundance roll, although special or unique materials may appear where the dice would indicate they cannot—even a desert world might produce a rare spice from migrating annelid spores. Determine resource abundance as needed for your

TABLE 10.9: RESOURCES

Roll (2d6)	Abundance
0-6	Scarce or nearly absent; well worth importing
7-8	Rare or more valued here than normal in the Galaxy
9	Common; vital (dilithium) or extremely rare materials are worth exporting at this level*
10-11	Plentiful; surplus for export, if there is a market
12+	Very Plentiful; a mother lode that will draw prospectors, merchants, and potential invaders

*No Cardassian Union world has an abundance rating over 9 for any commodity.



series using Table 10.9: Resources; you may only need to worry about dilithium for a military series, but want to establish levels for tens or dozens of trade goods on every world for a merchant series.

Agricultural: Most likely luxury or experimental crops, although an agricultural world of great abundance might be able to export basic foodstuffs profitably. Some Federation agricultural worlds support just-founded colonies with interstellar exports. **Modifiers:** Standard atmosphere +1, Hydrosphere between 60-80% +1, Cool or Hot +1, Warm +2, population in the billions –1, Metal-rich or rock-ice density –2, TL 6+ +1, Type F or G star +1, Type B star or nearby high-radiation stellar anomaly –1, Core –1.

Antimatter: This fundamental fuel of the Federation economy (and many others) can only be produced by high-tech (TL 7+) societies. It is primarily refined in orbital or deep-space facilities, especially those near particularly energetic stellar objects. **Modifiers:** Barrier +1, Type B star +1, Type K star –2, nearby nebula or plasma field +1, nearby subspace anomaly –2, Nearby Class-J superjovian planet +1, nearby Lazarus star or protostar +2.

Dilithium: This rare crystalline allotrope of lithium powers warp engines, and occurs only sporadically in the Galaxy. It always begins with a –2 modifier on the abundance roll. Dilithium can be mined by quite primitive societies (TL 2 and up) where it is plentiful, and by TL 6 or better societies where it is rare or common. **Modifiers:** Nearby Lazarus star or T Tauri star +2, nearby subspace anomaly –1, Type A star +1, Silica density +1, Very Cold +1.

Industrial Goods: From phasers to machine tools, industrial goods provide good value for the space they consume. To be worth exporting, the goods have to at least be manufactured (if not designed) by a culture at TL 6. For societies without replicators (TL 6 and 7), they remain a vital component of interstellar trade, and replicator technology has not replaced industrial trade even in the Federation. **Modifiers:** Population 1 million or more +1, TL 7-8 +1, asteroid belt +1.

Latinum: The basis of the Ferengi economy, and that of most monetized societies in the Alpha Quadrant. It cannot be replicated, and must be mined. **Modifiers:** Metal-rich density +1, all other densities –2, Type A star +1, spiral arm interior +1.

Medicines: These can vary from rare herbs to isolated radioactive or chemical compounds. Most medicines can be completely synthesized by TL 9. **Modifiers:** Population 1 billion or more +1, TL 6-8 +1.

Metals and Minerals: Duridium, rubidium, pergium, zienite, tritanium, and hundreds of other metals and minerals keep the industrial machinery of the Federation (and its neighbors) going. Gemstones such as kevas, sorax, and trillium are also popular with spacegoing prospectors and sophisticated planet-dwellers alike. **Modifiers:** Type A star +1, Type M star -1, Lazarus star +2, Metal-rich density +2, Silica density -2, Rock-ice density -1, Cluster, nearby supernova, or spiral arm interior +1, Large or multiple asteroid belts +1, Hydrosphere 90+% -2, Hydrosphere 30% or less +1.

Sample Planetary Profiles

These sample profiles can be adapted to serve any of a number of roles in your series if you have to create a world in a hurry.



Spacefaring Core World

Class: M

Moons or Rings: One moon

Gravity: 1 G

Climate: Standard atmosphere, 75% hydrosphere, cool temperature

Demographics: Billions of natives

Civilization: Expansive and open, TL 8, democracy

Resources: Primarily skilled specialists, medicines, and refined antimatter

Notes: This world could be Earth or Betazed; with some adjustment to Civilization (and climate) it could be 24th-century *Qo'no*S (Disciplined oligarchy) or 23rd-century Romulus (Isolated, TL 7, oligarchy).



Frontier Colony

Class: M or L

Moons or Rings: Two moons

Gravity: 0.8 G

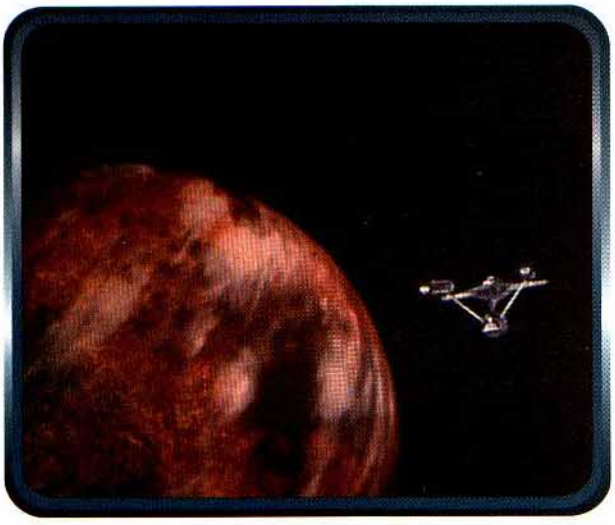
Climate: Thin atmosphere, 55% hydrosphere, warm temperature

Demographics: Thousands of colonists and military personnel

Civilization: Peaceful but expansionist, TL 7, colonial appointee governor

Resources: Mineral resources, some experimental hybrid crops

Notes: This world could be a quintessential "boom town" with a sudden dilithium strike, a forward military base supported by a transportee civilian population (the population is peaceful but the military isn't), or an archaeological dig site on a dangerous border. A dying colony is likely to trade isolation and inflexibility for expansionism.



Strange New World

Class: M

Moons or Rings: Three moons

Gravity: 1 G

Climate: Standard atmosphere, 60% hydrosphere, warm temperature

Demographics: Hundreds of millions of Human-appearing aliens

Civilization: Disciplined, conformist, and inflexible TL 4 society (with a few anomalous disciplines from TL 3 and 6), ruled by a technocratic oligarch

Resources: Rare minerals easily mined with TL 4 technology

Notes: This is the traditional "puzzle world" or "problem planet" of *Star Trek* episodes. The inflexible society refuses to accept the Crew's wishes, or threatens them for violating some custom. If the Prime Directive applies, their (monolithic) culture must be preserved, but Starfleet must get those minerals! (The planet's weather allows revealing costumes for the natives.)



TO SEEK OUT NEW WORLDS...

The very formation of Starfleet, and later the charter of the Federation, paints the idealistic mission of its members: To search the stars for new worlds and new civilizations. Even before any Human starship carried weapons or colonists, the first flights of fancy—starting with Zefram Cochrane's *Phoenix*—were leaps into the unknown, just to see "what's out there." This book is "what's out there."

Countless episodes of *Star Trek* show planet after planet, world after world, and in many cases, they're not so different from ours. Sure, there are gas giants and deserts and icy deathtraps, but there are also jungles and oceans and Eden-like paradises. Every world is a backdrop against which the adventure is set. Whether it's important because it's the source of travail (by being the homeworld of the Founders or the Romulans), or because the environment is a challenge (with poison fruit or firestorms), or because conflict looms over something on the planet (like dilithium crystals or ancient relics), an entire world lies at your fingertips for just one thing: To give you a compelling place to seed your story. After all, the Crew can't spend *all* of their time on a ship.

Of course, as a Narrator for a *Star Trek* game, you have a great advantage over the worlds of the shows: You don't have a limit to your effects budget. Just as you can afford to use truly unusual aliens and creatures, you can place your stories and adventures in the most bizarre, hostile, or surreal worlds of the Galaxy.

The alien (and not-so-alien) worlds of this manual provide templates for use in your stories, so that you know what to expect from the important sites of the Galaxy. After all, players will have an idea of what Vulcan should be like, as informed by its appearance in the shows; this guide tells you about the history and geography of Vulcan, as well as pertinent stellar information. For less-important systems, you'll find it useful to brush up on pertinent events and notable locales. After all, just because one Starfleet captain on television already solved the problem of the week doesn't mean that the entire world packs up and goes away. Your Crew could have to face the next challenge on Bersallis III, or Capella IV, or Nimbus III.

EXPANDED WORLD CREATION

What's better than seeking out strange new worlds? Inventing them, of course. This chapter expands on the Star System and Planetary Design sections on pages 168-176 of the *Narrator's Guide*. Where those pages concentrated on Class-M worlds, this chapter covers all planetary classes, and adds more detail and data to the design process. Although the Planetary Profile (on page 172 of the *Narrator's Guide*) covers all the key points for a planet in an episode or series, some Narrators may want to have more data available, and prefer guidelines to simply making things up.

With that in mind, these rules, charts, and tables are designed with four purposes in mind. First, they present and create worlds similar to those discovered by Starfleet and other explorers in the *Star Trek* universe. Although any random generation system, if it remains useful at all, will have a few blind corners, virtually any planet shown in *Star Trek* can spring from these tables and charts. (And if you have a really specific planetary design goal in mind, you probably don't need the tables and charts, anyway.) Second, where possible, they match the values, results, and probabilities of real-world astrophysics and planetology, or get close enough for gaming. Keep in mind, of course, that early 21st-century astrophysics will likely be as outmoded in two centuries as early 19th-century astrophysics seems now. Even a decade ago, astrono-

mers confidently assumed that Jovian planets (Class-J worlds, to Starfleet) didn't form close to stars—but of the many new planets discovered since then, almost all of them have been Jovian worlds relatively (in some cases amazingly) near their suns. In ten (or fifty, or two hundred) years, perhaps modern astrophysics (with its "rare Earth" assumption that Class-M worlds will be vanishingly thin on the ground) will similarly yield to a *Star Trek* universe where Earthlike planets wait around every corner hoping to be rid of their evil computer overlords. Third, these rules are as compatible as possible with the ones in the core rulebook—they expand on, but do not replace, those systems. As a result, using this system will occasionally ask you to reference a table or rule in the *Narrator's Guide*, rather than reprint material and waste space.

Fourth, and most importantly, this system is *optional*. Never feel that the dice "force" your planet to turn out in a way you don't like—given *Star Trek*'s panoply of ancient meddling super-races, even astrophysics can't force a planet to do that. Feel free to use it to spark creativity where need be; pick what sounds good or what the story requires. Boldly go to whatever strange new world you imagine.

STAR SYSTEMS

Except for rogue planets like Trelane's world or Yonada, worlds depend on stars for light, energy, and life. The very stuff of the planet can vary depending on its stellar parent; before you can build a world, in other words, you need to find a star to steer it by.

System Name

The name of the star system is the name of its primary star. Starfleet assigns names to newly-discovered stars based on a catalog number, or on their coordinates. However, many stars have pre-existing names based on earlier voyages of exploration, older stellar surveys, astronomical observations, and even ancient star maps taken from bas-reliefs at archaeological sites. Human and Andorian star catalogs made up much of the early Federation material; later additions from the Vulcan Science Academy and scientific exchanges with the Klingons left the whole issue of naming in complete incoherence. Indeed, many stars have two or more names. A particularly bright star near a galactic border (such as Betelgeuse) may have as many as fifty names! In practice, the most euphonious name, or the one preferred by the governing power, is the one that gets used. As Narrator, you can make up anything that sounds remotely good; beginning with a Greek letter adds the right note of astrobabble to the proceedings. Using real stars can work if you're sure the body in question matches the story requirements, or if you're sure none of your players will catch you.

EXPANDED STAR SYSTEM CREATION CHECKLIST

- **Pick system name**
- **Determine system affiliation (see *Narrator's Guide*, pages 168-169)**
- **Determine system type (see Table 10.5, *Narrator's Guide*, page 170)**
- **Determine orbital separation (see Table 1.1)**
- **Determine stellar classification (see Table 10.5A, *Narrator's Guide*, page 170)**
- **Derive stellar basic data (see Table 1.2)**
- **Determine number of planets (page 7)**
- **Determine orbital distances for all planets (page 7)**
- **Remove (or explain) "impossible" planets (page 7)**
- **Place any asteroidal and cometary belts (page 8)**
- **Place any other objects in the system (see page 8 and *Narrator's Guide*, pages 170-173)**

System Affiliation

Use the guidelines on pages 168-169 of the Narrator's Guide to help determine this question, or let the story drive it. The system's recent past can help you decide, too. Newly discovered empty worlds are likely to be claimed by their discovering culture—especially if they support life or have a strategic location. Colony worlds usually stay aligned with their parent planets—a Ferengi mining colony is likely to stay in the Ferengi economic sphere, for example. Rebel colonies become neutral, or align with their parent world's enemies—especially if those enemies stuck around after "liberating" the system! Worlds without space flight are almost always neutral or contested; a few may be under quarantine or protection by another world or major power. Spacefaring worlds will be right in the soup of interstellar politics, and even theoretically neutral worlds will likely slant to one or another major power.

Orbital Separation

This value only applies to star systems with multiple stars—binary (two-star), trinary (three-star), and so forth. (To determine the number of stars in the system, consult Table 10.5 on page 170 of the *Narrator's Guide*.) Single-star systems can skip this step. Multiple star systems can be "close" or "distant"; close companion stars orbit at near-planetary distances (within 100 AU), while distant companions are, effectively, other star systems. Of course, a prewarp civilization would find the planets of a companion star a useful stepping stone to true interstellar travel—or a source of rivalry and danger. Use Table 1.1: Orbital Separation to determine the specific values for each pair of the system's components.

Basic Stellar Data

Use Table 10.5A: Stellar Classification, on page 170 of the *Narrator's Guide*, to determine the size and type of the star (or stars) in the system. Based on this determination, consult Table 1.2: Basic Stellar Data to derive the rest of the star's basic data. The brightness and mass of the stars in Table 1.2 are given in terms of Earth's sun; a Type A0 V star is 50 times as bright and 2.7 times as massive as Earth's sun. Orbital zone boundaries (see below) are given in AU from the star; an A0 V star's Yellow Zone begins at 5.5 AU and extends out to 9.3 AU, where its Green Zone begins.

TABLE 1.1: ORBITAL SEPARATION

Roll (1d6)	Separation	Distance (AU)
1-3	Close	2d6 x 10
4-6	Distant	2d6 x 100

AU

The AU, or Astronomical Unit, is the average distance between the Earth and its sun. One AU is 150 million kilometers, or roughly 93 million miles. At full impulse (one-quarter light speed), a starship travels one AU in a little over 33 minutes. Within star systems, AU are a more convenient measure of distance than light-years. There are 63,113 AU in a light-year.

Orbital Zones

Each star is surrounded by five concentric zones in which planets can orbit, out to a system boundary where the star's gravity is no longer strong enough to hold planets. The boundary, and those zones, appear on Table 1.2, in AU. Going from the hottest, innermost zone outward, they are:

Red Zone: Here, the heat and gravity of the star prevent any planets from forming at all.

Yellow Zone: Planets can form, but not liquid water or the components of carbon-based life. Tidally-locked planets (see page 12) in the Yellow Zone might, however, be cold enough on their "night" side to let water, or even ice, exist.

Green Zone: Here, the temperature permits liquid water, and hence, life as we know it. Also known as the biozone, not all planets in this zone are Class-M: atmosphere, gravity, or other factors may still be inimical to humanoid life.

Blue Zone: Planets in this zone are too cold for liquid water, but not for atmospheric ammonia or methane. Life is unlikely here, unless a Class-J world heats a moon by tidal heating or infrared radiation (see page 12).

TABLE 1.2: BASIC STELLAR DATA

Type	Brightness (S)	Mass (S)	Yellow	Green	Blue	Black	Boundary	Age (years)
Main Sequence Dwarf Stars								
B0 V	13,000	17.5	20	108	148	2,220	12,250	2d6 x 10 million
B5 V	830	8.2	5.5	27.4	37.4	555	2,690	1d6+2 x 100 million
A0 V	50	2.7	1.8	5.5	9.3	140	292	2d6 x 100 million
A5 V	10	1.8	0.8	2.5	4.2	60	130	1d6 x 500 million
F0 V	7	1.6	0.66	2.1	3.5	50	102	1d6 billion
F5 V	2.5	1.3	0.4	1.2	2.1	32	68	1d6 billion
G0 V	1	1	0.25	0.78	1.3	20	40	2d6 billion
G5 V	0.6	0.9	0.2	0.6	1	15	32.4	2d6 billion
K0 V	0.4	0.8	0.16	0.49	0.83	13	25.6	3d6 billion
K5 V	0.1	0.6	0.08	0.25	0.42	6	14.4	2d6 x 2 billion
M0 V	0.01	0.3	0.03	0.08	0.13	2	3.6	2d6 x 2 billion
M5 V	0.001	0.2	0	0.025	0.042	0.63	1.6	2d6 x 2 billion
White Dwarf Stars								
D	0.1	0.8	0.08	0.25	0.42	6	25.6	2d6 billion*
Giants and Subgiants								
F II-IV	10-500	2-5	0.3	2.5-13	3-19	45-285	160-1,000	(1d6+2) x 10 million
A II-IV	100-1,500	3-6	0.4	4-20	6-30	90-450	360-1,440	1d6+3 million
B II-IV	200-8,000	4-10	4	180-250	270-375	440-8,000	640-2000	1d6 million
Type O (all)	10,000-20,000	10-12	13	630-790	950-1,190	14,000-17,000	4,000-5,760	2d6 x 100,000
Supergiant (Ia-Ib)	7,000-100,000	9-18	5	50-200	75-300	1,125-4,500	3,240-12,960	2d6 x 100,000
M I-IV	4,000	2-10	5	60	67	1200	160-4,000	2d x 10 million**

* Planets orbiting a Type D star have normally been cooked or evaporated during its red giant phase.

** Red giants in the main sequence have often cooked or disintegrated their previous inner planets.



Black Zone: Here, water is a mineral, and the sun is just another bright star in the sky. Methane and ammonia are liquids, or even snowy solids.

Planetary Systems

With the basic star type and system zones established, it's time to find out how many planets the system has, and where among those zones they orbit.

Number of Planets

Find the star's type on Table 1.3, and roll dice to determine the number of planets it has. Type O stars and Type B supergiants are too young to have created planetary systems spontaneously. Ancient terraformers, aliens, or other unknown phenomena have placed or seeded planets around some young stars, such as Rigel. For such "seeded" systems, roll 3d6+3 or handcraft the system in question.

Orbital Distances

Determining the orbital distance of planets from their star depends on a fairly intricate mechanism known as Bode's Law. According to Bode's Law, planetary orbits follow a recognizable mathematical pattern of development; this system replicates it. Roll a die to create a "seed" number. (The Sol system's seed number is 3.) Beginning with 0 and then the seed, run a series of doublings out for as many planets as your system has. (For the Sol system, that series is 0, 3, 6, 12, 24, 48, and so on.) Now roll the die again, and add that constant to the seed series. (The Sol Bode's constant is 4, which gives 4, 7, 10, 16, 28, 52, and so on.) Now divide the new series by 10, and that's your planetary orbit pattern in AU. (Again for the Sol system, we get 0.4, Mercury; 0.7, Venus; 1, Earth; 1.6, Mars; 2.8, the asteroid belt; 5.2, Jupiter, and so on.) Even the Sol system pattern breaks down with Neptune, so you can vary the Bode's result if you like.

TABLE 1.3: NUMBER OF PLANETS

Stellar Type	Number of Planets*
A Ia, F Ia, G Ia	3d6+1
A Ib, A II, F Ib, G Ib, K Ia-Ib	3d6
A III, B II-IV, F II, G II, K II	3d6-1
A IV, B V, F III-IV, G III, K III, M Ia-III	3d6-2
A V, F V, G IV, K IV	2d6+3
G V, K V, M V	2d6+2
D, L	1d6+2
O, B Ia-Ib	See text

*Modifiers: Core, cluster, or spiral arm interior, +1; Dark regions -2; Nearby supernova or planetary nebula, +2; 10 billion years or older -5

Impossible Planets

Once you've got your orbital paths set up, remove any worlds that lie in the Red Zone of their star. Then remove any worlds that lie outside the system boundary. Multiple star systems have unstable gravitational stresses that sweep out other orbits; a companion star clears planets out of a zone between one-third and three times its own orbital distance. For example, Alpha Centauri B orbits Alpha Centauri A at 24 AU; therefore, Alpha Centauri A cannot have any planets orbit it between 8 and 72 AU. (The reverse is true, of course: no planets can orbit Alpha Centauri B between 8 and 72 AU, either.) Planets orbiting past that distance are actually orbiting both stars.

Belts

There are two kinds of belts that concern star system designers: asteroid belts and cometary belts. Taking the easiest one first: almost every system has a cometary belt called an Oort Cloud on its outer rim. (See pages 172-173 of the *Narrator's Guide*.) Roll 2d6: on an 11-12, the system's outermost planet becomes an extra-thick Oort Cloud. On a 2-3, the system has an exceptionally scanty Oort Cloud.

Scientifically, asteroid belts should be placed after you have generated all the worlds in the system. The next innermost "planet" from the largest Class-J world in the system becomes an asteroid belt instead. If the innermost planet in the system is a Class-J world, move it out one orbit and add an asteroid belt between it and the star. A non-Class-J world immediately between two large Class-J worlds might become an asteroid belt as well; roll a die, and on a 5 or 6, swap the planet for a belt. A Class-D world in any of the aforementioned orbits becomes the largest body in that asteroid belt. Of course, you can always randomly place asteroid belts as follows: In the Yellow Zone, place an asteroid belt in the first orbit on a 3 or 4 on two dice; in the Green Zone, place an asteroid belt in the first orbit on a 4 or 5 on two dice; in the Blue Zone, place an asteroid belt in the first orbit on a 2 on one die; in the Black Zone, place an asteroid belt in the outermost orbit on a 2 or 3 on one die. Add one to the die roll for each asteroid belt already placed; subtract one for close multiple systems or variable stars. Don't generate planets for any orbit with an asteroid belt in it; the belt takes up one of the star's planetary "slots." (Alternatively, consider any orbit with an asteroid belt to be *also* the orbit of a Class-D planetoid.)

Other Objects

For anomalies of astrophysics, alien artifacts, hidden Romulan bases, and so forth, consult pages 170-173 of the *Narrator's Guide*. You can also roll on Table 10.2 of the Narrator's Guide to decide what kind of odd thing to put there—but not every system should have one. Roll 4d6—on a 24, there's something unusual in the system besides planets and moons.

EXPANDED PLANETARY CREATION CHECKLIST

Pick planetary name (see *Narrator's Guide*, page 173)
Determine orbital characteristics (see page 8)
Determine planetary class (see page 9)
Determine planetary size (see page 9)
Determine gravity (see page 10)
Determine number and type of moons or rings (see page 10)
Determine rotational characteristics (see page 12)
Determine axial tilt (see page 13)
Determine atmosphere (see page 13)
Determine temperature (see page 14)
Determine hydrosphere (see page 16)
Determine tectonics and terrain (see page 17)
Determine life (see page 17)
Establish any resources, and determine their abundance (see *Narrator's Guide*, pages 175-176).

THE JUPITER EFFECT

Some astronomers believe that Jupiter's relatively flat, circular orbit (Jupiter's inclination is lower than 2 degrees, and its eccentricity is less than 5%) stabilizes the other planetary orbits in the Solar system, as its gravity tugs the other planets into less-eccentric, less-inclined orbits. A large Class-J planet on an eccentric or highly inclined path through a star system might well disrupt planetary orbits (or even planetary formation). For any star system, if the largest Class-J planet turns out to have an eccentric orbit, reduce the number of planets by 1d6 and replace half of them with sparse asteroid belts.

PLANETS

With orbits, asteroids, comets, and less definable objects placed, we can now turn to the planets themselves. As always, remember that these are just guidelines rather than inflexible cookie-cutter formulas. Apply them creatively.

Orbital Characteristics

Planets can orbit suns in neat circles, or widely swinging ellipses; lined up in a plane or scattered in a halo. Since most planets form out of a spinning disk of proto-matter, they tend to have a low inclination (less orbital variation from their star's equator) and low eccentricity (more circular orbits). Roll 2d6; a result of 12+ indicates an eccentric, highly-elliptical orbit. (Add +1 for Black Zone worlds.) Use its original orbit as its closest approach; add another 1d6 x 10% of that distance to get its farthest approach. (This may take the planet out of its original Zone—the world will have some cold winters.) Then, roll 3d6; on an 18, the planet is highly-inclined, at 2d6 x 5 degrees out of the ecliptic. Highly-inclined worlds can be missed by careless surveys; until located, sensor checks for such planets are at +5 TN.

Planetary Year

To determine the length of the planetary year, there's nothing for it but to buckle down with one of Kepler's Laws. First, cube the orbital distance (in AU) and divide it by the star's mass (in Suns). In Earth years, the planetary year equals the square root of that quotient. (Multiply by 365 to get the year length in Federation standard days.) For example, Vulcan orbits at 0.754 AU from 40 Eridani A, a star 0.89 times the mass of Sol. The cube of 0.754 is 0.429, which divided by 0.89 is 0.482. The square root of 0.482 is 0.69; Vulcan's 250-day year is 0.69 times as long as Earth's.

PLANETARY CLASSES

Here is a brief summary of the Starfleet planetary classification system. Example planets of each class appear in parentheses.

CLASS-D: Rocky planetoids. (Ceres, Regula)

CLASS-F: Dry, airless worlds. (Luna, Mercury)

CLASS-G: Low to medium gravity, unbreathable atmosphere, icy sludges. (Pluto, Titan)

CLASS-H: Dry, thin atmosphere; terraformable. (Mars, Tau Cygna V)

CLASS-J: Gas giant. (Jupiter, Uranus, Barnard III)

CLASS-K: Earthlike gravity, extreme temperature, poisonous atmosphere. (Venus, Mudd, Elba II, Breen?)

CLASS-L: Earthlike gravity, oxygen-argon atmosphere. (Indri VIII)

CLASS-M: Earthlike gravity, carbon-water chemistry, oxygen-nitrogen atmosphere. (Earth, Vulcan, Andoria, Cardassia Prime)

CLASS-T: Gas giant with significant ring system. (Saturn)

CLASS-Y: High temperature and pressure, corrosive atmosphere, deadly radiation levels. (Excalbia, Tholia?)

For further details, see page 171 of the *Narrator's Guide*.

PLANETARY CLASS

Starfleet classifies new worlds by letter grade (see box). For each world, roll 2d6 and consult Table 1.4: Planetary Class, by cross-referencing the result with its orbital zone (see page 6, above).

PLANETARY SIZE

Planetary size comprises mass, density, and diameter, which together determine gravity. Find the planet's class on Table 1.5: Planetary Masses and derive its mass using the correct formula. The result is in terms of Earth masses; Class-H worlds can range from 0.1 to 0.6 Earths in mass, for example. Table 1.5A gives special values and subclassifications for gas giants, up to the brown dwarf stage, which is the largest any planet can get without becoming a star.

Density

A planet's density depends on its composition, which varies by planetary class. Find the planet's class on Table 1.6: Planetary Densities and roll 2d6 to determine its density. In addition to the densities given in Table 10.6A on page 174 of the *Narrator's Guide*, three new densities appear for non-Earthlike worlds. Ice density worlds have a density of 0.2 and little or no rocky core at all; the planet is essentially an enormous snowball. Hydrogen and gas worlds are two types of Class-J planets: hydrogen (density 0.2) worlds have a highly-compressed metallic hydrogen core and an

TABLE 1.4: PLANETARY CLASS

Die Roll (2d6)	Yellow	Green	Blue	Black
2	Y	G	D	D
3	D	F	F	D
4	D	H	J	F
5-6	F	D	D	G
7	K	H	H	J
8-9	K	L	J	J
10	F	J	G	F
11	J	M	L	G
12	H	M	K	J

TABLE 1.5: PLANETARY MASSES

Type	Mass (Earth = 1.0)
D	3d6 x 0.0005
F	3d6 x 0.005
G	3d6 x 0.01; on a 17 or 18, mass is 3d6 x 0.1
H	2d6 x 0.5
J	Roll on Table 1.5A
K, Y	2d6 x 0.1; on a 11 or 12, mass is 2d6 x 0.25
L, M	(2d6+5) x 0.1; on a roll of 11 or 12, mass is 2d6 x 0.25

TABLE 1.5A: CLASS-J PLANETARY MASSES

Roll (2d6)	Class-J subtype; Mass (Earth = 1.0)
2-5	Subjovian; 3d6+10
6-8	Jovian; 3d6 x 20
9-10	Superjovian; (2d6-1) x 300
11-12	Brown Dwarf; 2d6 x 1,500; on a roll of 11 or 12, mass is 1d6+2 x 3,000

TABLE 1.6: PLANETARY DENSITIES

Class	Roll (2d6)*
D, F, H	1-7, silica; 8-10, Earth-like; 11+, metal-rich
G	1-7, ice, 8+, rock-ice
J	1-6, hydrogen, 7+, gas
K	1-4, rock-ice**, 5-8, silica, 9-11, Earth-like, 12+, metal-rich
L, M	1-4, rock-ice; 5-6: silica; 7-11 Earth-like; 12+, metal-rich
Y	1-8, Earth-like, 9+, metal-rich

*Modifiers: Yellow Zone +1, Black Zone -1; Type A or B star, +1; Core or spiral arm interior, +1; Type M star, -1; 10 billion years or older, -2.

**Only in Blue Zone; roll again for Class-K worlds in the Yellow Zone

immense atmosphere of pure hydrogen and helium; gas (density 0.3) worlds have a compressed-gas core with their bulk being hydrogen, helium, ammonia, and methane.

Diameter

From mass and density, we can calculate the world's diameter as the cube root of mass divided by density. If you don't have a calculator handy, Tables 1.7 and 1.7A give calculated values in Earth diameters, from which you can interpolate. Class-D worlds are trivially small; rather than going to the bother of calculating diameters, simply roll 2d6 and multiply the result by 10 kilometers.

Gravity

Multiply diameter (in Earth diameters) by density to get surface gravity in Earth gravities, or G. For Class-J planets, this is the gravity at the top of the planetary atmosphere, since gas giants have no "surface" to speak of. See the box for some hazards of various gravities, and page 173 of the *Narrator's Guide* for gravity's effect on settlement.

Moons and Rings

Moons are, essentially, tiny planets, and can be described using Starfleet's planetary class system. Different classes of planet attract different classes of moon; find the planet's class on Table 1.10: Moons and determine the number of moons by class available. For example, for a Class-K world the mass of Earth, if the first roll is a 4 and the second a 5, the planet has one Class-D moon and no Class-F moons. If you wish, find the moon's vital statistics (density, gravity, etc.) just as you would a planet of the same class, although no moon can mass more than half its planet's mass. Then

TABLE 1.7: PLANETARY DIAMETERS

	Mass									
Density	0.01	0.1	0.3	0.5	0.7	1	1.3	1.6	2	3
Ice (0.2)	0.37	0.79	1.14	1.36	1.52	1.71	1.87	2.00	2.15	2.47
Rock-ice (0.5)	0.27	0.58	0.84	1.00	1.12	1.26	1.38	1.47	1.59	1.82
Silica (0.66)	0.25	0.53	0.77	0.91	1.02	1.15	1.25	1.34	1.45	1.66
Earthlike (1)	0.22	0.46	0.67	0.79	0.89	1.00	1.09	1.17	1.26	1.44
Metal-rich (1.5)	0.19	0.41	0.58	0.69	0.78	0.87	0.95	1.02	1.10	1.26

Numbers are relative to Earth: mass is measured in Earth masses, density in Earth densities, and diameter in Earth diameters. To derive the diameter of the world in kilometers, multiply the result by 13,000.

TABLE 1.7A: CLASS-J PLANETARY DIAMETERS

	Mass								
Density	10	30	70	100	300	700	1000	2000	3000
Hydrogen (0.2)	3.68	5.31	7.05	7.94	11.45	15.18	17.10	21.54	24.66
Gas (0.3)	3.22	4.64	6.16	6.93	10.00	13.26	14.94	18.82	21.54

Numbers are relative to Earth: mass is measured in Earth masses, density in Earth densities, and diameter in Earth diameters. To derive the diameter of the world in kilometers, multiply the result by 13,000. By comparison, the planet Jupiter is 317.8 Earth masses, has a density of 0.24 Earth densities, and has a diameter of 10.97 Earth diameters.



HAZARDS OF GRAVITY

Operating under gravity different from your home G can be difficult, whether the gravity is relatively higher or lower than what you are used to. Even low gravity can cause mistakes or miscalculations with some physical tests, as the relationship between inertia and weight appears different to someone with differing G-reflexes.

LOW GRAVITY

Under low gravity, reduce falling damage by a percentage equal to the value in G of the gravity field: a fall at 0.5 G does half damage, for example. Jump distances, throwing distances, and other Athletics test values are multiplied by the ratio of local gravity to G: in 0.5 G, a security officer can jump twice as far. Lifting weights and encumbrance loads are similarly modified by gravity: in 0.2 G a load up to Str x 25 kg is considered normal encumbrance, rather than the Str x 5 kg in Earth gravity. Physical tests in low gravity are usually more difficult (see Table 1.8: Physical Test Gravity Modifiers), although the Zero-G Trained trait removes any low-gravity penalties as well. Fatigue in low gravity is the same as normal gravity: the lessened weight of objects is counterbalanced by the stress of unfamiliar muscle operations, even with the Zero-G Trained trait.

HIGH GRAVITY

From a rules perspective, high gravity in many ways is the opposite of low gravity. Falling does more damage, jumps are shorter, encumbrance is higher, and so forth. Physical tests in high gravity also suffer from test modifiers (see Table 1.8: Physical Test Gravity Modifiers). Working in high gravity is also very tiring; treat exertion levels as the increment shown on Table 1.9: High Gravity Fatigue. Under Vulcan's 1.4 G, a Human treats Standard exertion as Demanding, and Demanding exertion as Extreme.

As the table indicates, at still higher gravities, damage may occur each time a fatigue test comes up. You can resist damage from gravity fatigue with a Stamina reaction test of the same TN as the associated fatigue test. So, if you're trying to resist fatigue with a Stamina test (TN 10), you also resist taking any damage with a Stamina test (TN 10).

roll on Table 1.11: Moon Distance to determine the moon's distance from its planet.

Almost any moon within 2.44 radii (a distance known as Roche's Limit) of a planet will break up. (The exceptions are Class-D moons with Earth-like or metal-rich densities.) Replace that moon with a ring. If more than one large moon (Class-F, -G, or -K) of a Class-J planet becomes a ring, the Class-J planet is now a Class-T planet, spectacularly ringed like Saturn in the Solar system. (Class-T worlds remain functionally identical to Class-J worlds throughout this chapter, though.) If a moon winds up in the same orbit as another moon, re-roll (for Class-J worlds) or drop it.

Class-K moons of Class-J worlds may not remain Class-K, depending on their distance from the planet. The energy generated by the planet's tides creates significant internal heat on a moon (and can often result in volcanoes, or even a pure molten surface). In addition, falling helium or hydrogen microfusion causes Class-J worlds to emit considerable infrared (IR) heat over and above the amount they receive or reflect from their star. Consult Table 1.12: Hot Moons of Class-J

TABLE 1.8: PHYSICAL TEST GRAVITY MODIFIERS

% of Home G	Humans	Vulcans	Test Modifier
0%	0 G	0 G	+7 TN
15%	0.15 G	0.21 G	+6 TN
30%	0.3 G	0.42 G	+5 TN
45%	0.45 G	0.63 G	+4 TN
60%	0.6 G	0.84 G	+3 TN
75%	0.75 G	1.05 G	+0 TN
125%	1.25 G	1.75 G	+3 TN
135%	1.35 G	1.89 G	+4 TN
150%	1.5 G	2.1 G	+5 TN
165%	1.65 G	2.31 G	+6 TN
180%	1.8 G	2.52 G	+7 TN

Apply the TN modifier in the direction away from normal gravity; hence, Vulcans operating in 1 G suffer no modifier, Vulcans working in .5 G or 2 G take a +4 TN to physical tests. Humans on Vulcan, with its 1.4 G, suffer the same +4 TN to physical tests.

TABLE 1.9: HIGH GRAVITY FATIGUE

% of Home G	Humans	Vulcans	Exertion	Fatigue Damage
126-175%	1.26-1.75 G	1.76-2.45 G	+1 to exertion level	—
176-225%	1.75-2.25 G	2.46-3.15 G	+2 to exertion level	1 point each fatigue test
226-300%	2.26-3 G	3.16-4.2 G	+3 to exertion level	1d6 points each fatigue test

Planets and determine the amount of heat received by the moon in question by adding tidal heating to the IR column that matches the planet's subclass. Now add the background heat for the planet's orbital zone: 350 Centigrade in the Yellow Zone, 10 Centigrade in the Green Zone, -100 Centigrade in the Blue Zone, and -200 Centigrade in the Black Zone. Total the two figures and apply the result to Table 1.11A: Temperature Driven Moon Classes, and continue to build the moon according to its new class. Note that temperatures taken from Table 1.11 may not equal the final surface temperature of the moon; without an atmosphere, received heat bleeds away rapidly. Jupiter's Class-K moon Io has a molten interior, with frequent volcanic gouts of liquid sulfuric lava—but its surface temperature hovers around -110 degrees Centigrade. Jupiter's Class-G moon Europa, meanwhile, has a surface temperature of -160 degrees Centigrade all across its smooth ice surface—but underneath, it has an enormous ocean of liquid water.

TABLE 1.10: MOONS

Planet	Moons by Class*
F, H	D, 1d6-3; F, 1d6-5
G	D, 1d6-4; G, 1d6-5
J	D, 2d6-3; F, 1d6-5; G, 1d6-5**; K, 1d6-5
K, Y	D, 1d6-3; F, 1d6-5
L, M	D, 1d6-2; F, 1d6-5; G, 1d6-5; L, 1d6-5

*Modifiers: Planetary mass under 0.2, -1; planetary mass 1.5-10, +1; planetary mass 10.1-100, +2; planetary mass 100.1-500, +3; planetary mass over 500, +5; more than 12 planets in the system, +1; treat any result less than 1 as a result of "no moons of that type."

** Only in Blue or Black Zone orbits; for Class-J worlds in Yellow or Green Zone, re-roll as Class-F.

TABLE 1.11: MOON DISTANCE

Roll (1d6)*	Orbit Type (Distance)
0-2	Close orbit (1d6 planetary radii)
3-4	Medium orbit (3d6 planetary radii)
5+	Distant orbit (1d6+1 x 10 planetary radii)

*Modifiers: Class-K moon -1, Class-G moon +1

TABLE 1.11A: TEMPERATURE DRIVEN MOON CLASSES

Degrees Centigrade	Moon Class
750+	Y
100 to 749	K
-10 to 99	Roll 1d6; 1-3, H; 4-5, L; 6, M
-100 to -11	Roll 1d6; 1, K; 2-3, H; 4, F; 5-6, G*
colder than -101	Roll 1d6; 1-3, F; 4-6, G*

* This may represent a Class-F world covered in a sheet of ice, rather than a true Class-G moon, at the Narrator's discretion.

Planetary Climate

As indicated on page 174 of the *Narrator's Guide*, the final climate of a planet comes out of mutually-reinforcing interactions between the world's atmosphere, hydrosphere, and basic temperature. In addition, other factors such as the planet's rotation, seasonal variation due to axial tilt (see page 13), magnetic field thickness (which affects the upper atmosphere and electrical storm activity), and so forth can wildly alter the weather both day to day and over millennia. The natural processes of glaciation, solar activity, and planetary aging also change weather patterns. In short, although you can use the following categories to establish some broad guidelines, the weather anywhere on a given planet can be pretty much whatever you want as Narrator.

Planetary Rotation

Roll on Table 1.13: Planetary Rotation to determine the planet's day length, which depends on the speed with which a planet revolves. This speed also affects the planet's weather and climate. In general, the faster the rotation, the worse the weather—storms, hurricanes, and other extreme phenomena are more frequent and more powerful.

Tides, from both moons and the planet's star, can slow its rotation. Planets with distant large moons (those massing over 1% of the planet mass) add 1d6 hours to their day, large moons in medium orbit add 2d6 hours, and large close moons add 3d6 hours to the planetary day. Planets within 0.5 AU of their star multiply their day length by 1d6; worlds within 0.4 further multiply their day length by 10. Worlds within

TABLE 1.12: HOT MOONS OF CLASS-J PLANETS

Distance (Radii)	Tidal Heating	Jovian IR	Superjovian IR	Brown Dwarf IR
5	600	100	700	1,000
6	150	30	250	650
7	50	10	80	210
8	20	0	20	70
9	10	0	0	30

TABLE 1.13: PLANETARY ROTATION

Mass	Day Length (Earth hours)
<0.5	6d6; tidally locked on 32+
0.5-5	5d6; tidally locked on 30
5.1-49.9	4d6
50+	3d6

TABLE 1.14: AXIAL TILT

Roll (1d6)	Degrees of Tilt
1-2	Minimal, 1d6
3-4	Moderate, 2d6+10
5	High, 2d6+20
6	Extreme, 2d6 x 10*

* A tilt greater than 90 degrees indicates retrograde rotation.



0.3 AU are tidally locked, with one face always turned to the sun. Moons are always tidally locked to their planet, although some moons have "libration zones" where the planet seems to rise and set in the sky as the moon wobbles on its axis.

Planetary Axial Tilt

Earth's axial tilt is 23 degrees, giving recognizable summers and winters to wide stretches of both hemispheres in turn. Planets with extreme axial tilts suffer from dangerous, even freakish, weather; those with minimal axial tilt have less arable land since arid regions don't even get seasonal rains, and tundras and taigas remain frozen year-round. Narrators should impose a -1 modifier to population die rolls on Table 10.8 in the *Narrator's Guide*, and a -2 modifier to the resource abundance roll for agricultural resources (see page 176 of the *Narrator's Guide*), for planets with minimal or extreme axial tilts.

Planetary Atmosphere

More than any other factor, atmosphere is the make-or-break determinant of a planet's class and suitability. Liquid water, carbon-based life, and healthy gravity mean nothing if a 1% chlorine level in the air has humanoids choking to death while stumbling around in the grip of peculiar visual distortions.

Atmospheric Composition: Roll 1d6-2 to determine the number of major components in the planet's atmosphere, treating any roll of 1 or less as 1. To tell which components, roll as indicated on Table 1.15: Atmospheric Composition, depending on the planet's class. Class-J, -L, and -M planets have predetermined atmospheric makeups, as given in the table. For other classes, determine the percentage of each component in the atmosphere. Roll 1d6+1 x 10% for the first component selected, 2d6+10% for the second component, 2d6% for the third, and 1d6% for the fourth if need be. If you select a component you have already used, roll again (or add more, at your discretion). Once you reach 100%, stop rolling; if you're out of major components and you haven't reached 60% yet, start again and add the new components to the old ones. If you haven't reached 100%, roll on Table 1.15B: Trace Atmospheric Components, adding 1d6% for each element until the atmosphere is full. The "Forbidden" column of Table 1.15B indicates that some components cannot be present in the atmosphere of certain worlds over extremely small (less than a tenth of a percentage point) amounts.

TABLE 1.15: ATMOSPHERIC COMPOSITION

Planet Class	Potential Atmospheric Components (Roll 2d6)*
D, F	No atmosphere
G	1-4, Carbon dioxide; 5, Argon; 6-7, Nitrogen; 8-9, Methane; 10+, Ammonia
H, K (Yellow Zone)	1-3, Nitrogen; 4-7, Carbon dioxide; 8-9, Sulfur dioxide; 10, Argon; 11, Fluorine; 12+, Chlorine
H, K	1-3, Nitrogen; 4, Argon; 5-7, Carbon dioxide; 8, Sulfur dioxide; 9, Fluorine; 10, Chlorine; 11, Methane; 12+, Ammonia
J	Hydrogen 3d6+70%, Helium 2d6+10%
L	Argon 3d6+65%, Oxygen 2d6+15%
M	Nitrogen 2d6+65%, Oxygen 2d6+15%
Y	1-4, Carbon dioxide; 5, Carbon monoxide; 6-7, Nitrogen; 8, Oxygen; 9, Sulfur dioxide; 10-11, Fluorine; 12+, Chlorine
Black Zone (any)	1-9, Hydrogen; 10+, Helium

*Modifiers: Giant or supergiant star, -1; Type A or B star, -1; Type M star, +1; Planetary mass under 0.2, -1; Planetary mass over 2, +1; Close moon of Class-J planet, +2.

WHAT COLOR IS THE SKY?

The blue skies of Earth don't come from a blue sun, but from the optical scattering behavior of Earth's atmosphere. Red light shines straight through it, but shorter wavelengths, such as blue light, get refracted all over the sky. Even red suns don't appear red from planetside; they are, after all, considerably more than "white-hot" in real life. But they do emit more red-wavelength light, which will cause the atmosphere to seem redder, or even purplish on worlds toward the edges of the Green Zone. An orange sun might turn the sky somewhat greenish, for analogous reasons. The planet of a white or blue-white sun, meanwhile, would have a bright, azure sky like Earth's tropics. Mars' pink skies, or Vulcan's orange skies, are due to dust particles, not sun color—in thin atmospheres, dust stays up longer (thanks to static electricity and less wind) and colors the sky more thoroughly. Methane, chlorine, or ammonia atmospheres add greens, yellows, and blues—but don't occur on Class-M worlds.

TABLE 1.15A: ATMOSPHERIC THICKNESS

Atmosphere	Density	Worlds: Roll (1d6)*
None	0%	D, F
Trace	2d6%	G, H: 1-3
Thin	5d6+50%	G, H: 4-5; K, L: 1; M: 1-2
Standard	(1d6+6 x 10)%	G, H: 6+; K: 2; L: 2-4; M: 3-5
Thick	5d6+120%	K: 3-4; L: 5+; M: 6+
Dense	3d6 x 50%	K: 5
Superdense	2d6 x 100%	J, Y; K: 6+

*Modifiers: Gravity below 0.5 G, -2; Gravity 0.5-0.8 G, -1; Gravity over 1.2 G, +1; Red giant star, -2, Type A star, +1; Type K star, -1; Black Zone, +1, Tidally locked, -2.

TABLE 1.15B: TRACE ATMOSPHERIC COMPONENTS

Roll (2d6)	Component	Forbidden
2-3	Nitrous oxide	–
4	Chlorine	Class-L, Class-M
5	Fluorine	Class-L, Class-M
6	Ammonia	Yellow Zone, Class-M
7	Water vapor	Blue or Black Zone, Type B stars
8	Carbon dioxide	–
9	Sulfur dioxide	Class-L, Class-M
10	Methane	Yellow Zone, Class-L, Class-M
11	Argon	–
12	Neon	–

224 146 937 333 757 159 970 76 R22 387 622367 92 372 31057
787 040 787 918 781 535 915 L82 249 194426 919 89190
065 321 989 555 077 087 151 H76 224 146367 858 11394

Atmospheric Thickness: Table 1.15A: Atmospheric Thickness gives the thickness of the planetary atmosphere. Roll 1d6, apply any modifiers, and then find the result after the correct world class in the Worlds column. For example, a modified die result of 4 would indicate a thin atmosphere for a Class-G world, a standard atmosphere for a Class-L or Class-M world, or a thick atmosphere for a Class-K world. Class-D, -F, -J, and -Y worlds always have the same atmospheric class, as shown in the table. (Narrators who wish may continue to use Table 10.7 in the *Narrator's Guide* to determine atmospheric thicknesses for Class-L and Class-M planets; the values and probabilities from Table 1.15 are close but not identical.)

Once you've found the correct thickness for the world's atmosphere, determine its atmospheric density as shown in the Density column of Table 1.15. Given the world's atmospheric density, multiply that by its gravity. Multiply the result by 1000 millibars to get air pressure at sea level. Earth has 20% oxygen at 1000 millibars of pressure, which gives a "partial pressure" of 200 millibars (20% of 1000). Humans can tolerate partial pressures between 100 and 400 millibars of oxygen; other species have similar ranges. Pressure also varies by altitude; divide 1000 meters by the local gravity to find the 10% pressure gradient. (On Earth, pressure drops by 10% for every 1000 meters of altitude; on Vulcan, with 1.4 G, it drops by 10% at every 714 meters.) On some large planets with unbreathably thick atmospheres, Humans might be able to colonize high mountaintops!

Planet Temperature

To determine a world's basic temperature (see page 174 of the *Narrator's Guide*), begin with the background heat for the planet's orbital zone: 350 degrees Centigrade in the Yellow Zone, 10 in the Green Zone, -100 in the Blue Zone, and -200 in the Black Zone. Thicker atmospheres reflect more light, and thus cool the planet: standard atmospheres reduce temperature by 5 degrees, and dense ones by 20 degrees. However, thicker atmospheres can also trap heat, if they contain enough greenhouse gases: standard atmospheres raise temperature by a number of degrees equal to twice the percentage of carbon dioxide in the atmosphere, dense ones by 10 degrees for each percentage point of CO_2. Worlds with days longer than 10 Earth standard days can get amazingly hot on the day side; add 1d6 x 10 degrees to the temperature. For tidally locked worlds, double the temperature on the day side and halve it on the night side. If the planet is too hot, it has a runaway greenhouse effect going on; oceans steam and boil, pumping the air full of water vapor and adding 1d6 x 100 degrees to the temperature. The atmosphere becomes superdense. (Tidally-locked worlds do not get runaway greenhouse

effects; all their water becomes glaciers on the night side.) Make sure you compute the temperature for both extremes of an eccentric planet's orbit (page 8).

Surviving in Extreme Temperatures: If you have the Survival skill, you can try to mitigate the effects of extreme temperature. Make a Survival test (TN 10). On a marginal success, treat the temperature as one category closer to comfortable; on a complete success, move it two categories, and on an extraordinary success, move it three categories. Each Survival test counts until the next fatigue test comes up. Remember, a lack of appropriate tools may cause a penalty to the test. (See Table 6.3: Physical Test modifiers on page 101 of the *Star Trek RPG Player's Guide*.) If you're dropped in the middle of the desert totally unequipped, that worsens the TN by 15—making survival a ridiculously difficult proposition!

Medicine in the 23rd and 24th century can offer partial solutions; injections of special compounds may help to regulate body functions and thus prevent

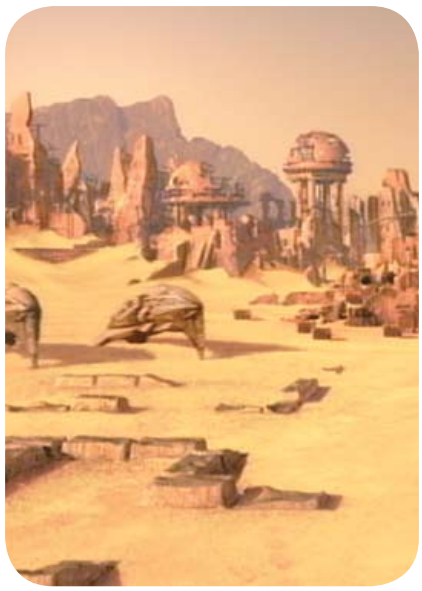


TABLE 1.16: TEMPERATURE TOLERANCE

Relative Temperature	Exertion	Damage
Frigid	+3 to exertion level	1d6 points each fatigue test
Cold	+2 to exertion level	1 point each fatigue test
Cool	+1 to exertion level	—
Comfortable	Normal	—
Warm	+1 to exertion level	—
Hot	+2 to exertion level	1 point each fatigue test
Scorching	+3 to exertion level	1d6 points each fatigue test

HAZARDS OF CLIMATE

Exposed to Vulcan's searing deserts, a Human quickly dehydrates and tires. On Andoria, the freezing snows bring frostbite. Humanoids can often survive in a wide range of climes, but very few species can survive in *all* conditions.

Typically, characters in very hot or very cold climes suffer fatigue more rapidly than normal. Heat leads to exhaustion, heat stroke, prostration, loss of body fluids, and eventually to delirium and death. Cold causes freezing of flesh, muscular coordination problems, desiccation of soft tissues and eventually unconsciousness and death.

Most humanoid species have a comfortable "temperature window" and can function normally within certain ranges. It's not generally necessary to calculate an exact temperature; all that's necessary is for the Narrator to determine where the temperature window lies for a given character. (In temperate-zone Humans, the comfort zone runs between roughly 15 and 30 degrees Centigrade, although warm or well-insulated clothing can extend the comfort zone considerably.) Characters exposed to higher or lower temperatures can suffer from accelerated fatigue and even injury, as shown on the accompanying table. The average Human temperature gradient is about 10 degrees Centigrade: an unprotected temperate-zone Human begins suffering "cool" effects at 5 "cold" effects at -5, and so forth. Many factors can affect these numbers: use the 10-degree increment as a first rule of thumb.

As the table shows, a character in very hot or very cold weather suffers from accelerated fatigue as well as the possibility of damage. In scorching or frigid climes, a character can quickly be incapacitated by the frequent fatigue rolls and accompanying damage. Increases in exertion level make fatigue tests more frequent and difficult—in cool or warm weather, Relaxed exertion becomes Standard instead (see pages 95-96 of the *Narrator's Guide*). Damage occurs each time a fatigue test comes up, if the temperature so indicates. You can resist damage from temperature with a Stamina reaction test of the same TN as the associated fatigue test. So, if you're trying to resist fatigue with a Stamina test (TN 10), you also resist the damage with a Stamina test (TN 10). A successful Stamina test to resist this damage cuts it in half, rounded down, so you'll still eventually succumb to very high temperatures.

temperature exhaustion. This can either count as having specific, precise "equipment" for the job, or in some cases might reduce all temperature penalties by one category for four to eight hours.

Atmospheric Pressure: High- or low-pressure atmospheres can cause difficulty in breathing, "bends" or total system failure. On low-pressure worlds, characters have problems breathing because the atmosphere's simply too thin. By contrast, high-pressure worlds put a strain on circulatory and respiratory systems because the gases strain the limits of the body. In either case, discomfort and death can result.

Variations in pressure can quickly render characters unable to function. There's no real need to go into the specifics of atmospheric pressure values; it's sufficient to determine that a planet is high- or low-pressure compared to a given character's homeworld. (This is especially true because pressure tolerance tends to vary widely from individual to individual.)

In slightly high or low pressure, you tend to become winded more easily, and recover more slowly. Characters from worlds with standard atmospheres suffer these effects on worlds with thin or thick atmospheres; characters from thin or thick atmospheres (who must evolve stronger rib and lung muscles in the first place) suffer them only in thick or thin air, respectively (see page 14 for atmospheric thickness details). A Human suffers these effects on thin-aired Vulcan or thick-atmosphere Ferenginar, for example, but Vulcans would only suffer on Ferenginar and not on Earth. Add one level to all exertions (Relaxed becomes Standard), and it takes twice as long to recover fatigue levels.

In very high or low pressure (trace or dense atmospheres, see page 14), you not only suffer from extreme fatigue, but you eventually suffer from hemorrhaging and other problems. Add two levels to all exertions, and you don't recover fatigue levels at all with rest. Once you collapse from loss of fatigue, you take 1d6 damage at each successive fatigue roll, and even resting isn't enough to stave off further rolls. No Class-M world has very high or low air pressure to any humanoid; worlds with damaging pressure are considered Class-K or Class-H. Superdense atmospheres do one full Wound Level per round (no resistance possible) until the character dies, is rescued, or enters a safe environment.

Surviving in and medically treating pressure differences is a lot harder than dealing with temperature extremes. The most that you can really do is try to pace yourself and hope that an injection of tri-ox or a similar compound can make up for respiration difficulties. No Survival test is possible to negate the penalties for extreme atmospheric pressure. Special compounds from the 23rd and later centuries may mitigate pressure problems for four to eight hours, at the Narrator's discretion (also, see the *Starfleet Operations Manual* for an extended list of medications, some of which may be helpful).

Obviously, a character with an artificial environment regulator (like an EVA suit) doesn't need to worry about the problems of temperature and pressure as long as the environment remains controlled.

Planet Hydrosphere

Consult Table 1.17: Hydrosphere to determine the percentage of the world covered with liquid—water, in the case of Class-M and Class-L worlds. Remember that no world with a temperature above 100 degrees Centigrade can have any liquid water at all.

Planetary Geology

Part scenery, part hazard, part story hook, the geology of a world will affect its look and its usefulness.

Tectonic Activity

Very active worlds will always have at least trace atmospheres (see page 14). Not all worlds have tectonic activity: Class-D and -J worlds have none. Worlds with ice densities can have explosive freezing and cracking—"icequakes" and "water lava"—driven solely by stellar heating, in some cases. Add +1 to the abundance roll for metals and minerals (page 176 of the *Narrator's Guide*) on planets with active geology, and +2 for very active worlds.

TABLE 1.17: HYDROSPHERE

World Class	Hydrosphere (surface liquid %)
D, F, J	None
G, K (Blue Zone)	Dense atmosphere: liquid ammonia/methane oceans equal to % of atmospheric ammonia/methane
Other atmosphere: None	
H, K, Y	1-3, None; 4-5, 1d6%; 6, 3d6%
L, M	Roll on Table 1.17A

TABLE 1.17A: CLASS-L OR -M WORLD HYDROSPHERE

Roll (2d6)*	Hydrosphere (Surface water %)
0-7	20-90 (multiply roll by 10%)
8-11	99 (an ocean world like Pacifica with only scattered islands)
12+	100 (no dry land at all; there may be polar icecaps)

*Modifiers: Thick or dense atmosphere, +1; Thin atmosphere, -1; More than 4% atmospheric water vapor, +2; Red giant star, -1; Mass over 1.25, +1; Mass below 0.75, -1; Temperature 20 to 50 degrees Centigrade, +1; Temperature 0 to -20 degrees Centigrade, -1; Temperature -20 to -50 OR 50 to 100 degrees Centigrade, -2; Scanty Oort cloud, -1; Thick Oort cloud, +1.



TABLE 1.18: TECTONIC ACTIVITY

Roll (2d6)*	Tectonic Activity Level	Temperature Increase (Centigrade)
1-4	Dead	0
5	Hot spot	1d6 degrees
6	Plastic	1d6+3 degrees
7-10	Active	2d6+3 degrees
11+	Very active	4d6 degrees

*Modifiers: Over 6 billion years old, -1; Less than 2 billion years old, +1; Diameter below 7000 km, -2; Diameter over 16000 km, +1; Mass below 0.5, -1; Silica or rock-ice density, -3; Metal-rich density +1; Yellow Zone, +1; Large moon, +1; Large close moon, +2; Day less than 12 hours, +1; Thick Oort cloud, +1; No hydrosphere, -2; Hydrosphere 1% to 30%, -1; Sulfur dioxide atmosphere over 3%, +2.

Terrain

Although each world's geography may vary widely, most worlds share certain basic terrain types in common: desert, ice cap, tundra, and mountains. Earth's land area, for example, is about 25% desert, 9% ice cap, 10% tundra, and 6% mountains. The rest is relatively flat, plant-covered land: 20% forest, 10% jungle, 18% grassland, and 2% marsh.

As a very general rule of thumb, take the proportion of the planet covered by land, and cover that portion of the land in desert. (Vulcan is 72% land, which would indicate that 72% of that land is desert.) For every 3 degrees of temperature below 50, increase the ice cap and tundra percentages by 1% each. No world can have more ice cap cover than its hydrographic percentage, of course. Multiply the planet's mass by 3% to get the amount of surface covered by mountains, doubled for tectonically active worlds and doubled again for very active worlds. Now, take the hydrospheric coverage, subtract the land ice cap and half the tundra percentage; this equals the percentage of the remaining land that is forest or jungle. (Earth's 75% water, minus 9% ice and 5% tundra, equals 61%. Subtracting Earth's desert, ice, tundra, and mountains gives 50% of the land area. 61% of 50% is 30% land area.) The remainder of the land is marsh or grassland.

This very rough rule of thumb can be altered by the planet's geography; if the sole continent sits on the equator, there may not be any tundra to speak of. Or, of course, by its demographics; populations in the millions or more will clear land for farms and cities.

Planetary Life

Any world with water and a temperature between -20 and 50 degrees Centigrade is likely to develop some kind of recognizable life—by definition, all Class-L and Class-M worlds have such life, since without it, no oxygen atmospheres could develop. More exotic life such as gaseous-form creatures and beings other than carbon-water life forms (see box) may have other temperature ranges, of course. However, Class-D and Class-F worlds are unlikely to have any indigenous life at all, and Class-G worlds will likely top out at complex bacteria or slimes. Class-H worlds might support lichen or other tough primitive plants; the clouds of some Class-J worlds have fairly complex (though often unrecognizable) ecologies. Life on Class-K and Class-Y worlds is either viral, mineral, or exotic. Constructs and energy beings may exist on any world, even tiny, airless asteroids.

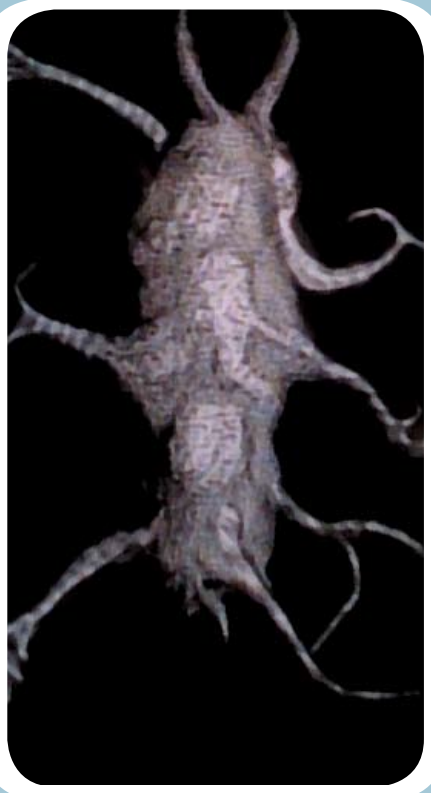


TABLE 1.19: PLANETARY LIFE FORMS

Roll (1D6)	Nature of Life Evolved*
1-3	None
4-6	Seeded by ancient species: 1, Unicellular life; 2-3, Plants; 4-6, Roll on Table 1.19B

* See Table 1.19A

TABLE 1.19A: EVOLVED LIFE FORMS

Planetary Age (years)	Life Forms
1 billion	Prebiotic molecules
2 billion	Unicellular life
3 billion	Lichen, mosses, algae
4 billion+	Roll on Table 1.19B

TABLE 1.19B: ADVANCED LIFE FORMS

Roll (2D6)*	Life Form
0-4	Worms, snails, slime devils, fungi
5-6	Insects, molluscs, trilobites (Intellect 1+), ferns
7	Fishes, colony beings
8	Amphibians, balloon creatures, walking plants
9	Reptiles (Intellect 2+)
10	Mammals (Intellect 3+), flowering plants
11	Dinosaurs, birds, metamorphs
12+	Energy beings, psionic creatures

*Modifiers: Seeded ecology +4; Thick Oort cloud -2

Exotic Life

Starfleet's bold explorers have discovered worlds bearing life forms with radically different chemistry from Class M worlds' water-carbon life. As a kind of intermediate stage between organic and non-organic life, there exist carbon-based life forms that breathe chlorine or even cyanide! Still other creatures, although not organic beings per se, still require organic matter for sustenance—the dikironium cloud creature that attacked the *U.S.S. Farragut* in 2257 drained hemoglobin. However, some chemistries have no connection whatever with conventional water-carbon ecologies. Most exotic life forms depend on a relatively narrow range of temperatures, atmospheres, and other conditions. Although Class M planets are relatively rare, successful life on other types of worlds is rarer yet. In general, life forms with exotic chemistries and living conditions make poor player characters, but can provide interesting scientific, diplomatic, and even military challenges as encountered life forms. All temperature and atmosphere ranges deal only with the environment in which the being evolves—a technological ammonia-breather might be able to live and travel in any environment with the proper suit and breathing apparatus, just as Humans can now live and work in the vacuum of interstellar space.

Fluorine-Silicon: Organisms such as the Excalbians, with a complex body chemistry based on fluorosilicone compounds can evolve on hot Class-K (or even Class-Y) planets with fluorine and carbon dioxide atmospheres. (Plentiful fluorine-silicon life removes all the carbon dioxide from the atmosphere, which might reduce the temperature to the point where fluorocarbon-sulfur life takes over.) They require a temperature range of 400 to 500 degrees Centigrade. The Horta is a fluorine-silicon species that probably evolved near the molten core of its planet, Janus VI—it now ingests radioactives to provide heat. Similar creatures might evolve on any metal-rich world.

Fluorocarbon-Sulfur: Class-K planets with liquid sulfur (requiring a temperature range of 150 to 400 degrees Centigrade) and oxygen-poor, fluorine-rich atmospheres, can produce life forms based on fluorocarbons and sulfur. Given enough time, these organisms may create Human-tolerable atmospheres, as they break oxygen out of carbon dioxide to make complex fluorocarbon molecules. The bacteria with which Starfleet has seeded Venus match this description.

Hydrogen-Sulfur: Under extreme pressures and in temperatures over 400 Centigrade (present only on Class-Y worlds), creatures can evolve in platinum-cyanogen matrices to metabolize hydrogen in a sulfate solvent. Such evolution is almost always sparked by spaceborne proteins seeking stable niches, and traditionally adapts itself to match its environment rather than altering the environment around it. The dichro-

mate mimetic creatures encountered by the *U.S.S. Voyager* exemplify this biology.

Carbon-Ammonia: On frigid (-80 to -30 degrees Centigrade) planets with plentiful liquid ammonia, carbon-based life forms can evolve using ammonia as a solvent rather than water. These beings require a methane-ammonia atmosphere, and can evolve on large Class-G worlds or the Class-G moons of Class-J worlds, in the upper atmosphere of Class-J worlds, or on cold Class-K worlds. Ammonia-based life will break down carbon dioxide and release oxygen, which will break down methane into frozen water and nitrogen.

Carbon-Methane: On still colder worlds (-180 to -160 degrees Centigrade) with liquid methane, carbon-based life forms using a methane solvent can evolve. Carbon-methane life depends on an atmosphere high in methane and hydrogen; it can evolve on the same classes of world as carbon-ammonia life.

Carbon-Hydrogen: At still colder temperatures (-250 to -260 degrees Centigrade), or at higher temperatures under extreme pressure (such as the lower atmosphere of a Class-J world), hydrogen can behave as a solvent for carbon-based life. Such hydrogen-suspension life does not alter its environment because its molecular chains are too delicate to withstand sunlight or other energetic radiation. The Lothra of Opax XIV are the best-known sentient hydrogen-breathers.

Liquid Helium: Far from any sun, in the heart of deepest space, where rogue planets feel only the trace trickles of heat from the Big Bang, helium can exist as a superconductive liquid, at temperatures approaching absolute zero (-270 Centigrade). Organisms based on liquid helium are very alien, and do not cause or even use chemical reactions at all. Since helium is an inert gas, helium-based life does not alter the planetary environment.

Energy Beings and Noncorporeal Entities: Xenobiologists speculatively draw lines between noncorporeal entities (those without a physical form) and energy beings (those composed of, or metabolizing, pure energy rather than chemical energy). Almost all energy beings are noncorporeal, but not all noncorporeal entities are energy beings. There is reason to suspect that most noncorporeal and energy beings somehow evolve from corporeal ones. The Organians, Metrons, and Q have all implied that Humanity (and by extension other species) will some day join them in their immaterial state. Species such as the Melkots, Medusans, Travelers, and so forth may be intermediate stages on such an evolutionary journey. On the other hand, energy beings could evolve from more primitive energy beings just as material species do. However, there do seem to be repeated points of contact between such beings and their material neighbors—rather more, in fact, than between organic species and many other inorganic, though material, species. Some energy beings, such as the anaphasic entity of Caldos Colony, require organic hosts for molecular cohesion. Others, such as the two separate emotion-draining species that attacked the *U.S.S. Enterprise* at Argelius and Beta XII-A simply feed off sentient life in any form. On the other side of the equation, some corporeal beings (such as the Devidians) feed off pure energy (in the Devidians' case, neural energy).

If energy beings are not simply the hyperevolved consciousness of material beings, they may spring from extremely high-temperature environments with strong magnetic fields. The photonic entities encountered in the corona of a protostar in the Delta Quadrant would fit this model. Class-F or Class-K worlds close to stars, especially with thin argon-rich atmospheres, are other likely locations for energy life to evolve. Energy beings can also evolve as distributed consciousnesses in a crystal (often quartz or silicate) matrix; the Crystalline Entity that destroyed the Omicron Theta colony and the water-based electricity-metabolizing microbrains of Velara III are two examples of such life.

Planetary Resources

To determine the useful resources, if any, of the world, use the rules and guidelines for Class-M (and Class-L) planet resources on pages 175-176 of the *Narrator's Guide* as a starting point. Some possible resources for various world classes (or moon-based or orbital facilities around them) appear in Table 1.18: Potential Resource Types.

TABLE 1.20: POTENTIAL RESOURCE TYPES

D, F	Metals and minerals; derelict space junk; artifacts; dangerous, hazardous, or explosive material manufacturing
G	Exotic biological species (medicines, spices, poisons, dyes); water; computer equipment or services
H	Artifacts; metals and minerals; raw industrial goods; mercenaries; "used" equipment
J	Helium-3 for fusion plants; elemental hydrogen; gravity-charged devices or gravitics; antimatter; spaceframes and systems
K	Chemicals; exotic biological species (mostly toxic); prisons or other remote facilities
L	Artifacts; exotic minerals and allotropes; industrial goods; personnel
M	Agricultural goods; industrial goods; biological species; medicines; personnel and services; art
Y	Exotic metals or chemicals

736 468 001 498 548 876 223 N45 001 749854 411 00812
876 224 146 387 937 927 03473
224 146 937 333 757 159 970 76 R22 387 622367 92 372 31057
767 040 767 916 761 535 915 L62 249 194426 919 89190
085 321 989 555 077 087 151 H76 224 146387 858 11394



11 ALIENS

The discovery of new life-forms and new civilizations is one of the central themes of *Star Trek*, perhaps the one that most captures our collective imagination. This chapter presents rules and guidelines for creating your own alien species and civilizations. While the crew may not have encountered Pakleds or Talaxians before, your players may remember them from the appropriate *Star Trek* episode. They know what to expect, which diminishes the sensation and thrill of encountering something truly new.

When you need a new alien civilization for your series or a creature for your episode, use these rules to establish not only their game effects, but also story-based information such as cultural motivation and physical description. Together with *Chapter 10: Space*, this chapter provides all the tools you need to create any number of alien worlds for your Crew to explore.

NEW LIFE FORMS

Creating an alien species can be quite easy. By using your imagination and the information presented here, you should be able to create many new alien species and civilizations. Because the species presented in the *Player's Guide* are all balanced for use as player characters, you'll need to decide whether any species you create needs to match this balance. Generally, if you intend the species to be used by players during character creation you should balance it with the others presented in the *Player's Guide*. Otherwise, a species can be significantly weaker or more powerful depending on the role you intend it to play in your series or episode.

Crewmember Species

Designing your own alien species gives you the choice of giving your players new species options, as dictated by the needs of your series or your own desires. Your aliens could be a new member of the Federation, or, like the Cardassians in *Deep Space Nine*, they might play a central role in your setting. Alternatively, you could use these guidelines to design variants on existing player-character species. For example, you might prefer to adapt the Vulcans' inner eyelid and ability to remain awake for extended time periods, rather than use the existing Vulcan species description in the *Player's Guide*.

Even if you initially intend your aliens to fill a supporting role in your games, players may want to play a member of your new species once they see what the species is capable of. This is a common occurrence, especially if you design an interesting species. Yet if you allow for this possibility, you may find your creation, in the hands of a player, coming to dominate your games.

When you design a player character species, you should try to balance your creation relative to the other crewmember species. Use the species in the *Star Trek Player's Guide* as examples, and when in doubt make your new species like the ones found there. While it may be fun to create an alien with the Strength of a Vulcan, the Intellect of a Bynar, a Klingon's *brak'lul* ability, and a Founder's shape-changing ability, such a species can be difficult to manage in the hands of a player. So if you think it is possible that your players might want to portray a member of your species, you should keep play balance in mind and design accordingly.

Play Balance

You can use Table 11.1: Advancement Pick Equivalencies to establish play balance in your species. Player character species possess a combination of attribute adjustments and other abilities that range between 13 and 20 advancement picks total. Determining what each ability or adjustment is worth in terms of advancement picks may seem tricky, but the process is really quite simple. Treating your species like a character, figure out what each ability represents in terms of game effects and numerical modifiers, then assign a corresponding pick value from Table 11.1.

For example, if you give your alien an ability that increases its Courage by +1, that's worth 3 advancement picks. Giving your alien a species edge would be worth 2 picks. When assigning attribute adjustments, use the "non-favored" cost (since favored attributes depend on profession). If an ability provides a skill at a specific skill rank, use the "nonprofessional skill" cost (because only skills learned through professional training warrant the lower pick cost). Similarly, any ability that provides a bonus to a particular skill test or test type (academic, social, psionic) can be considered the same as increasing the skill rank—so a +2 species bonus to Business tests would be worth 4 picks.

Abilities that cannot be easily classified—such as the Klingon Honor ability—should be counted as professional abilities or edges. If a single ability combines game effects—say +1 Health and +1 Stamina—then combine the equivalent picks to find the total value of the ability in advancement picks (total: 8 picks). Flaws, because they provide an extra edge pick during character creation (see the *Star Trek Player's Guide*, page 86), count as –2 picks against the advancement total.

TABLE 11.1: ADVANCEMENT PICK EQUIVALENCIES

Effect	Picks
+1 attribute	5
+1 skill level	2
Gain flaw	–2
Gain new edge or edge upgrade	2
+1 reaction	3
+1 Courage	3
+1 Health	5
+1 Renown	2

For more information about assigning attribute modifiers and species abilities to species you create, see "Species Adjustments" (page 183) and "Species Abilities" (page 183). Pre-generated species abilities (and their value in advancement picks) can be found starting on page 211.

There is no cost or requirement to play a member of an alien race; calculating your new species attribute adjustments and abilities in terms of advancement picks should only be used as a basis for comparison and maintaining play balance.

It's useful to know that not all of the species in the *Star Trek Player's Guide* are worth the exact same number of advancement picks. If you compare Humans to Klingons you'll discover the Klingon species is worth slightly more advancement picks using the methods described here. That's because when you consider what we know about Klingons and Humans based on the *Star Trek* setting, Klingons merit more species adjustments and abilities than Humans do. The same may apply to species you create, so long as the difference doesn't vary by more than +/–5 picks.

Try to approximate the other PC species as possible. If you want to give your species an adjustment or ability that would unbalance it, you might consider dropping another ability to compensate. Or you could rule out your alien as a player character species, and treat it as a supporting cast alien instead.



Supporting Cast Aliens

Some alien species are better suited as supporting cast characters only. The Founder's ability to change shape or the Medusan's non-corporeal physiology may call for attribute adjustments or species abilities that could unbalance a series if treated as player characters. So in some cases, you may want to create an alien strictly for use as a supporting cast character. Such

species can have any kind of ability you can dream up, though you should still consider the effect of their abilities relative to the Crew and your story requirements. If you make a species too powerful, it might be too challenging an adversary or too mighty an ally.

THE SPECIES PROFILE

When you create a brand-new alien species, use the *Player's Guide* format to describe them. As you detail each aspect of your species, you'll create a broad but useful picture of its members, enabling you to roleplay Supporting Cast Characters easily, and convey information more dramatically.

Admittedly, no alien species can be entirely described on a single form—imagine trying to recount the whole of Human experience on one page! The species profile format necessarily summarizes a species using conventional stereotypes because of the limited amount of information it can hold. All Vulcans are not Mr. Spock, nor are all Klingons bloodthirsty warriors. Over the course of your series, as you imagine new elements and details, you can revise your species' profile by adding as much information as you like. The species profile was designed to guide and initiate the design process, not to restrain or finalize your creativity.

SPECIES PROFILE

Each species description includes the following information:

PERSONALITY: The general personality traits evinced by typical members of the species. Keep in mind that each character is unique and even the most detailed summary of a species psyche amounts to an oversimplification.

PHYSICAL DESCRIPTION: The species' average height, build, and other distinguishing physical characteristics.

HOMEWORLD: The name and a brief description of the world where the species originates or resides.

CULTURE: The nature of the society and civilization created by the species—its government, ethos, history, religion, art, and relationship with other species.

LANGUAGE: The language(s) learned by all members of the species.

COMMON NAMES: A list of possible character names and notes on naming practices within the species.

FAVORED PROFESSION: The profession most closely associated with the species and some additional notes on adventuring careers often pursued by members of the species.

SPECIES ADJUSTMENTS: Attribute score adjustments for the species.

SPECIES ABILITIES: Any special abilities, powers, or skills members of the species possess.



PERSONALITY

A species' personality serves as a quick guide for supporting cast members, or roleplaying notes for player characters. Think of questions that may come up over the course of your series or episode, and answer them. A species you introduce during a wartime episode may reveal its political aggression, while a first contact scenario may require a species friendly to outsiders. By answering a number of questions, you form a clearer picture of the species' demeanor and the behavior of its members. Is the species generally gregarious or xenophobic? Do its members prefer negotiation or a rousing fight? Are they rugged individualists or cogs in a hive mind? Do they empathize well with others, or consider only their own troubles important? Do they adapt well to changing conditions, or rely on time-honored traditions?

Consider the species' general physique—its basic metabolism and chemical balance. This may relate to its evolutionary ancestry. Humans have the single-minded concentration of a species descended from chasing hunters, Grazerites possess the broad vision and risk-aversion of those descended from grazing herbivores, Regulans embody the frustration and ferocity of those descended from pouncing predators. Even without invoking sociobiology, using animal personalities as a guideline for alien ones is commonplace in science fiction. Your species might be as curious as cats or as calm as cattle. Reptile-men might be cold-blooded and sluggish; bird-men could be quick to take flight or easy to rile.

In sum, species personality should describe the most common stereotype—"Ferengi are profit-minded cheaters, Klingons are quick to anger, Vulcans are coldly logical." But during your stories, feel free to introduce a Ferengi who never cheats an honest man, a Klingon who follows Surak, or a Vulcan obviously in love with his wife.

You can use Table 11.2: Personality Traits to pick descriptive words to describe the species' personality. Choose one word from column A and one from column B and combine them to find a simple, short-hand

TABLE 11.2: PERSONALITY TRAITS

Column A	Column B
Aloof	Adventurous
Artistic	Aggressive
Audacious	Ambitious
Bold	Argumentative
Brave	Arrogant
Cold	Brash
Controlled	Cautious
Curious	Closed-Minded
Fanatic	Confident
Generous	Decisive
Greedy	Defensive
Impulsive	Egotistical
Innovative	Hard-Hearted
Intolerant	Ingenious
Methodical	Inquisitive
Nosy	Logical
Peaceful	Meticulous
Resolute	Open-Minded
Scientific	Passionate
Shrewd	Rebellious
Strong-Willed	Reckless
Tireless	Risky
Tolerant	Steadfast
Zealous	Tactless

description, such as "bold and argumentative" or "innovative and logical." Then try to expand on these traits by explaining their origins, how they manifest, or how others view them. If you like, you can choose your own descriptors instead of using the chart.

Physical Description

Describe the average member of the species here. Since many sentient life forms in the universe are humanoid, begin with visible differences from the standard Human pattern. List the species' average height, weight, build or body structure, hair and eye color, and any "extra" limbs or organ redundancy. You can also include any distinctive clothing, jewelry, tattooing, or other bodily adornment here, for story color.

Consider the species' planet of origin. It is axiomatic to say that aliens are a product of their homeworld environment. On worlds with a high gravity, evolved life-forms tend to be shorter and stockier than those from low-gravity worlds. A species evolving on a world orbiting a bright sun might develop alternate means of seeing. If your alien originates from a unique environment, they may require particular species abilities (see page 183). When describing your species' appearance, refer to the information you generated about their homeworld in *Chapter 10: Space*.

Don't treat the humanoid form as a straitjacket. A similar physiognomy does not mean a similar evolutionary pattern—the eyes of reptiles, octopi, birds, and monkeys all have almost identical shapes and structures but all evolved separately to fill a given niche. This principle, convergent evolution, explains why so many sapient species evolve to a general Human pattern, whether their ancestors were their world's equivalent of monkeys, lemurs, cats, opossums, or gazelles. While your alien may have a humanoid shape, it might possess lemur-like eyes or gazelle-like grace. Similarly, your alien may have no discernable shape—common among beings with energy or gaseous forms.

Homeworld

Provide information about your species' planet of origin—it's name and a brief description of the environment. This can be as simple as "Vulcan, a hot, volcanic world with a thin atmosphere," or as detailed and descriptive as you care to make it. At some point, you should create your aliens' homeworld using the rules in *Chapter 10: Space*.

Even among most star-faring civilizations, the homeworld holds the bulk of the species' population. Far-flung Humanity is an exception, although the Earth remains the single most populous Human world. Some species have no homeworld: Their planet of origin may

EXOTIC LIFE

Most of the aliens appearing in *Star Trek* possess a humanoid form. This is because the show is filmed on Earth, which is populated by humans, and it's much less expensive to dress up human actors with strange make-up effects. You, however, are not limited by a special effects budget—your imagination is your only limit. You can create and describe giant crystalline spiders from a hot, low gravity world, or intelligent, platypus-sized aliens with tentacles.

Even with the limitations of budget and time, *Star Trek* has given us a variety of life forms with radically different chemistry and physiology from our own. Dikironium cloud creatures, the Organians, the Excalibians, the Horta, the Tholians—these beings not only appear different from the standard humanoid, they are different, evolving in completely different circumstances than our own.

When you design your alien species, you may want something completely different—an exotic life-form that challenges the Crew's assumptions and perceptions. Depending on your alien's environment, you can choose from an array of species abilities that allow you to represent these exotic life forms. See *Chapter 10: Space* for more information about environments more likely to produce exotic aliens and "Species Abilities" on page 211 for exotic alien game effects.

be unknown, or it may have been destroyed, in which case you should determine their current world of origin and residence. The Orions claim Rigel VII as their homeworld, despite the astrophysical impossibility of any species evolving in Rigel's short-lived solar system. Other species may have multiple homeworlds; for example, the Romulans originally came from Vulcan, but now call the planets Romulus and Remus home.

Culture

The culture entry contains information about the species' civilization. The material under this heading should serve as a repository of key facts you need to know to use the species in an episode. What do they believe? What do they value? What is their family structure (large open families, tight nuclear ones, or atomized individual lives)? What's the best way to be loved and admired (or despised) in this culture? What sort of religions, if any, do members of the species practice? What kind of skills and personalities tend to surface in the species? What are they best known for on other worlds; what makes them different from other aliens? Most importantly—what will they likely be doing in your story?

You should consider three elements when designing your alien's culture: motives, technology, and government. Although it is impossible to reduce something as complex as civilization into three categories, these areas define your species with broad strokes and give you ample leeway to fill in more data as your episodes demand. For more guidelines, see "New Civilizations" on page 184.

Language

What is the species' dominant or native language(s)? Often, this is simply the same as the species name—Vulcans speak Vulcan, Bajorans speak Bajoran. Frequently, a species has its own name for its language. Among the rest of the Galaxy, Klingons speak Klingon, but they call their language *ta'Hol*. Depending on their culture, your aliens may have a single common tongue or thousands of local variants. Human language consists of some 1500 separate languages, for example. Colony worlds usually share one language—that of the home world. Worlds having global communications for more than a century or two also develop a common tongue; even if regional languages don't die off entirely, a single "world" language usually emerges from constant exposure and immersion. If the species is a member or subject of a larger culture, such as the Federation or the Romulan Empire, it may also speak that dominant culture's language in addition to its own.

Common Names

Think about common names your species uses. This can convey some of its cultural flavor. A culture where the common names are "Miller, Smith, Fisher, and Farmer" has a different flavor from one where the names are "Groth the Mighty, Kwalkor the Terrible, and Molok the Horrific." Even the sounds of names can send subconscious messages to players about the species' culture. The hard "k" sounds and preponderance of gutturals in Klingon names make them sound like gruff, tough types. And it never hurts to have a list of names handy for creating supporting cast members on the spur of the moment.

Favored Profession

List the profession most associated with the species. The personality of your species (see page 180) may predispose members to pursue certain professions. The Ferengi personality—greed and profit-making—for example, predisposes them to pursue mercantile professions. The Klingon personality—aggression and honor—leads many to adopt careers as soldiers. This is largely stereotypical; individual species include practitioners of many professions. Not all Vulcans are scientists, nor are all Betazoids starship counselors. Similarly, while the merchant may be favored profession among Ferengi, there are also Ferengi scientists, diplomats, and assassins. For some species, personality colors all their activities no matter what else they're doing. Ferengi scientists search for scientific breakthroughs from which they can profit; Ferengi diplomats likely have greed in the back of their minds as they negotiate a treaty; and Ferengi assassins are in it for the latinum.

Profession also describes the most common vocations for supporting cast characters—the people the Crew are likely to meet. Think about which profession best suits your newly created species. If you describe your new species as aggressive and warlike, then listing mystic as their favored profession requires further explanation (perhaps they're warrior mystics). A species described as peaceful might produce scientists, merchants, mystics, or diplomats, depending on how you conceive of them.

NOTABLE MEMBERS

Though not a part of the species profile, considering the notable members of the species can add depth to your species concept. If you're re-creating a species from a *Star Trek* episode, movie, or novel, you may want to summarize the character that best represents the species. How does Spock exemplify Vulcans, or Worf represent Klingons? If you're creating your species from the ground up, it can be interesting to imagine who your species looks up to. Is it the warrior who nearly conquered the world, the brilliant poet who encapsulated love for all time, or the religious leader who brought a message of unity? Does your species revere cooks, architects, political thinkers, physicists, or explorers? Who are your species' Alexanders, Shakespeares, and Mohammeds?

How does your description of the species' personality affect their favored profession? As diplomats, your warlike, aggressive species might pursue negotiations as a form of combat. Don't feel restrained by the professions in the *Star Trek Player's Guide*. If you describe your species as a race of artisans, then feel free to list "artisan" under this entry. In the end, you can write in "any" as the favored profession, indicating that they're equally likely to pursue any career.

Species Adjustments

Species adjustments are an important way to distinguish one species from another. Although what defines Vulcans are their devotion to peace, strict logic, and lack of emotion, what characterizes them in terms of game attributes are their enhanced Strength and Intellect, and their diminished Presence. You can achieve these effects by assigning modifiers to the species attributes. Use Humans as the baseline for comparison. Is your species stronger or weaker than the average Human? Faster or slower? Smarter or dumber? Though numeric ratings usually convey a quantitative meaning—someone with an Intellect 5 is often thought of as dumber than someone with an Intellect 10—that is not necessarily the case. The Klingon –1 Intellect doesn't mean they are intrinsically stupider than Humans, just that they place a lower value on academics. All members of the species share these modifiers, but you can always create exceptional individuals by assigning higher or lower base attribute scores.

You can track species adjustments in one of two ways: the "zero-out" method and the advancement pick method. In the "zero-out" method, the total number of attribute bonuses equals the total number of penalties. Ferengi have a total of +2 in bonuses (+1 Presence, +1 Perception) and –2 in penalties (–2 Strength) for a total of 0 adjustments. This is a simple way to balance your alien's attribute modifiers. Alternatively, using the advancement pick method, the number of modifiers counts towards the advancement pick total (see Table 11.1, page 179). This is a good way to balance a species relative to other PC species, without penalizing another attribute. Similarly, you can offset a species with a lot of abilities by giving them attribute penalties. Just subtract the number of advancement picks for the modifier from the total. Choose which system you will use to track species adjustments.

A species' attribute adjustments are affected by three factors: biology, culture, and environment:

Biology: Attribute adjustments resulting from the alien's physiology—their body type, organs, biochemistry, and so on. This covers anything that you want to give the species to make them distinctive. These modifiers can affect any attribute. A Ferengi's large ears result in a bonus to Perception, while their diminutive stature results in a penalty to Strength. The vaguely reptilian Cardassians receive a bonus to Vitality and a penalty to Agility, reflecting a reptile's slower but hardier metabolism.

Culture: Attribute adjustments resulting from the alien's social mores. These typically affect intangible attributes such as Intellect and Presence. Klingons focus on battle and practical skills, so they receive a less extensive education (and gain a –1 Intellect to reflect this). Vulcans, on the other hand, are cold and emotionless, reflected in their Presence penalty (because they have a difficult time relating to non-Vulcans).

Environment: Every species evolves in a particular environment. They are a result of their homeworld. Vulcans, for example, evolved on a world with a stronger gravity and thinner atmosphere than Earth's. Thus, they receive a bonus to their Strength. Some modifiers to your new species' attributes depend on their homeworld, which you should create using the rules in *Chapter 10: Space*. Consult Table 11.3: Homeworld Modifiers.

TABLE 11.3: HOMEWORLD MODIFIERS

These modifiers may result from conditions on the planet where the species evolved. They are not mandatory for a given species, but fall within the range of reasonable alterations to attributes.

Condition	Attribute Modifier
Atmosphere	
Thin atmosphere (.8A or lower)	Perception +1
Earthlike atmosphere (.9A to 1.1A)	+0
Thick atmosphere (1.2A or higher)	Perception –1
Gravity	
Low gravity (.6G or lower)	Strength –2
Light gravity (.61G to .8 G)	Strength –1
Earth-like gravity (.81G to 1.2G)	Strength +0
Heavy gravity (1.21G to 1.39G)	Strength +1
High gravity (1.4G or higher)	Strength +2
Temperature	
Cool temperature (10°C or lower)	Vitality +1
Earthlike temperature (11–20°C)	Vitality +0
Hot temperature (21°C and higher)	Vitality +1

Species Abilities

Often, what distinguishes a species (and makes it fun to play) are its species abilities—the things that make an alien unique or interesting. These are qualities shared by all members of the species, ranging from innate physical characteristics (Klingon *brak'lul*), to personality traits (Betazoid Peaceful), to social values (Bajoran Faithful). An ability can modify

practically any game element, such as test modifiers, Courage, and test types. Not all species abilities confer a benefit; some constitute flaws affecting the species.

When assigning species abilities to your alien, there are several approaches:

Choose Existing Abilities: You can choose one or more abilities from an existing species. To design the peaceful Halkans from "Mirror, Mirror" you might give them the Betazoid Peaceful ability. If the ability's name doesn't fit with your species' concept, feel free to change it. For example, if your aliens are good at listening to others, like the El-Aurians, give them the Cardassian ability Prying (a bonus to Inquire skill tests), but call it "Compassionate." Include an appropriate rationale for the ability to add color to the description. This is the easiest way to assign species abilities, because the work has already been done for you. Just make sure to account for the pick value when assigning abilities to a crewmember species.

Modify Existing Abilities: You can adapt an existing ability suit to your needs. You can either improve or reduce the ability's effect, or include an additional effect, as your concept requires. For example, to create an El-Aurian you could add a +2 to Savvy reaction tests in addition to the bonus to Inquire skill tests. Or you could have in mind a warrior species with the Klingon's *Brak'lul* ability, but don't want it to be as powerful. You could reduce the ability to halve the duration of phaser stun effects, for example. This is a good way to distinguish one ability from another. If you intend the species to be available as player characters, modify the value in advancement picks for the purposes of play balance (see page 211).

Choose a New Ability: Starting on page 213, we have included a number of general species abilities you can choose for your aliens. Simply find the ability that best suits your concept, come up with a rationale for it, give it a name, and you're done! As above, you can combine the effects of these abilities. We've included the relative value in advancement picks for the purposes of play balance (see page 212).

Bonus Edges: In some cases, an entirely new ability isn't required when an existing edge will do. The edge could be common to all members of the species, either because of biology, culture, or environment. All Ocampa have the bonus edge Eidetic Memory, and the Betazoids have a free Psionic edge. Assigning a bonus edge is just as easy as choosing an existing ability.

Species Flaws: Not all species abilities count as benefits to members. Sometimes an alien race exhibits some disadvantage, resulting from its environment, biology, or culture. A Tellarite's argumentative nature and a Benzite's special atmosphere needs make good examples. You can model this for species of your own design by taking an existing ability and simply making bonuses into penalties. The Human ability Skilled, which gives extra skill picks, could be altered to subtract skill picks—say for the Pakleds. Or you could assign the species an existing flaw from the *Star Trek Player's Guide*. The guidelines for the options above apply to species flaws, as well, so it's all right to combine game effects under a single ability name, or add a flaw to an existing ability or edge. When keeping track of the species' advancement picks (see page 179), subtract the number of picks for species drawbacks from the total number of picks.

NEW CIVILIZATIONS

Every alien species belongs to its own civilization. In addition to designing your species' game statistics, you can use the tools presented here for designing an alien civilization. Having a strong concept for a species' civilization provides a good foundation for building dramatic episodes.

Often, the aliens in *Star Trek* aren't all that dissimilar from Humans in terms of their appearance or abilities. What makes them different is their civilization—the Eminians from "A Taste of Armageddon[TOS]," the Ligonians from "Code of Honor[TNG]," and the Wadi from "Move Along Home[DS9]."

There are three aspects shared by every civilization: motives, technological advancement, and government. You should consider these three elements when designing any civilization, regardless of how alien or bizarre it may be. The following sections guide you through the process.

MOTIVES

Start with your civilization's motives. A civilization is the sum of its individual parts—the citizens, all of whom have their own hopes, dreams, and desires. These are the things that the majority of participants believe are important, the fundamentals almost everyone agrees to. What do the society's members collectively think is important to do? Expand their way of life? Pursue art? Seek knowledge? How important is it to them?

Table 11.4 presents several broad categories for determining cultural motives. The motivations are organized into paired opposites—aggression/peace, art/science, expansion/isolation. Is your species aggressive, seeking to export their ideas through violence? Or do they value individual independence over rigid conformity? This table is by no means exhaustive, and you should feel free to add your own motivations (such as liberty, philosophy, religion and so on). For the Ferengi, you could include the motivation "profit," for example. As you add more detail, your civilization acquires nuances enabling you get a better idea of how the society thinks and behaves.

A culture can value motives in one of three degrees: high, medium, and low. A culture placing a high value on a motivation generally places a low value on the opposing motive. Thus, the Klingons place a high value on aggression and a correspondingly low value on

peace. This can serve as a guide when roleplaying the species. For example, an alien race that values aggression highly would frown on those who act peacefully, either seeing them as weak, misguided, or cowardly. A species that values initiative highly might view those who subjugate their desires to those of the group as hidebound, reactionary, or stagnant, and respect those who display original thought and ambition.

For each motivation appearing on Table 11.4, decide on the value the civilization places on the motive. This is a good way to get a full picture of the society. Alternatively, you can pick one or two descriptors (or roll randomly), and decide on the degree to which they are valued. Using this method allows you to decide upon those motives most important to your species or story.

How your civilization's motivations actually affect society and individuals depends on the events in your series or episode. A society that values peace highly might seek conciliation before resorting to violence, or might sacrifice itself to preserve its principles. Even though Vulcans place a high value on logic and conformity, for example, the logical but violent Vulcan Isolationist Movement diverge from the cultural norm.

Technology Level

While motive tells you what your society wants to do, technology tells you what your society can accomplish. An aggressive, expansionist society armed with flintlocks has a very different impact than the same civilization equipped with starships. Technology also affects the kind of economy a civilization has, what and how well it eats, reproduces, and governs itself. You can't have an industrial economy until you have factories and power sources, and before a civilization can have a worldwide government, it must first possess global communications technology. Industry increases production, the amount of work one person can do, and hence the amount of wealth one culture can generate with the same resource base.

Table 11.5 lists ten levels of technological development, from primitive Stone Age accomplishments to



advancements beyond even those of the 24th century. The achievements listed under each area are examples drawn from Human experience and dependent on an Earth-like planet. Planets differing from the standard Class-M classification may follow a divergent path, or skip over technological advancements entirely. A civilization from a world lacking iron ore, for example, might substitute advancements in iron and steel with comparable materials such as ceramics, plastics, or light metals (like aluminum). Use Table 11.5 as a relative guide to technological advancement, not as a hard-and-fast rule.

Technology level measures a society's proficiency on a scale from 0 to 10. The higher the tech level (TL) the more sophisticated the society's accomplishments. Select your civilization's base TL from Table 11.5, or roll randomly. Each tech level is divided into six specific areas, each listing related accomplishments—information, weapons,

TABLE 11.6: TECH LEVEL MODIFIERS

Roll	Effect
1	–2 TL
2	–1 TL
3-4	No modifier
5	+1 TL
6	+2 TL

TABLE 11.4: CULTURAL MOTIVATIONS

Roll	Motive Pair	Description
1	Aggression (Peace)	A willingness to resort to violence or the threat of violence versus a dedication to peace
2	Art (Science)	The importance of artistic endeavor versus a dedication to scientific discovery
3	Discipline (Independence)	Conformity to rules, restrictions, and laws versus personal individuality
4	Expansion (Isolation)	A desire to progress outward (exploration or conquest) versus a drive to be separate
5	Initiative (Conformity)	Risk-taking, boldness, resourcefulness versus conforming to social norms or group expectations
6	Openness (Inflexiblity)	A willingness to consider and accept new ideas versus rejection to change

Roll	Result
1-2	Low: The civilization considers the motivation unimportant to its identity
3-4	Medium: The civilization values neither motivation very highly, or values them equally
5-6	High: The civilization considers the motivation central to its identity

TABLE 11.5: TECH LEVELS

ROLL	TL	ENERGY	INFORMATION	TRANSPORT	WEAPONS	MATERIALS	ENVIRONMENT
2	0	Muscle power only, domesticated fire (Earth Stone Age)	Spoken language only	Travel by foot	Stone knives	Wood, stone, bone	Hunting and gathering, caves
3	1	Animal power, torsion and tension (Earth 5000 BC-100 AD)	Pictograms and writing	Travel by animal, wheeled carts and chariots, roads	Bronze and iron weapons	Bronze and iron working, quarried stone	Agriculture, towns and early cities, irrigation
4	2	Wind and water mills (Earth 100 AD-1400 AD)	Encyclopedias and histories	Oceangoing ships	Steel weapons, crossbows	Concrete, steel	Crop rotation, fertilization, large cities
5	3	Mechanical means for storing energy (clockwork) (Earth 1400-1750)	Printing press	Advanced navigational techniques and sailing ships	Black-powder weapons, early cannon	Porcelain, asbestos	Chimneys, scientific fortifications
6	4	Steam power (Earth 1750-1900)	Telegraph, personal typewriters	Railroads and steamships, dirigible airships	Breech-loading or percussion rifles, howitzers	Blast furnaces, industrial chemistry	Indoor plumbing, indoor stoves, sanitation allows very large cities
7	5	Internal combustion power, electricity (Earth 1900-1950)	Radio, telephone, primitive computers	Personal automobiles, heavier-than-air flight	Tanks, barbed wire, machine guns	Metal alloys, plastics, aluminum smelting	Early weather prediction, early mass transit, skyscrapers
8	6	Atomic power, solar power Earth (1950-2030)	Electronics and programmable computers	Nuclear-powered sailing ships, helicopters, chemical rockets	Assault rifles, missiles, nuclear warheads	Advanced metallurgy (beryllium, titanium) and advanced ceramics	Mass transit. Advanced weather prediction. Primitive space habitats (Mir, Skylab)
9	7	Ion drives, antigravity, and early antimatter power (Earth 2030-2200)	Small, specialized computer devices, quantum computer storage	Impulse and warp drives, early spaceflight (warp 5), primitive transporters	Laser and plasma weapons, phase pistols	Advanced composite materials (transparent aluminum, duranium)	Enclosed habitats (New Berlin) and large-scale orbital settlements, early weather control
10	8	Improved antimatter power (The Federation and its major allies and rivals)	Linguistic programming	Improved spaceflight (warp 5+), transporters improved	Phasers, disruptors, deflector shields	Replicators convert raw matter into virtually any material, early nanotechnology.	Advanced weather control, terraforming, holodecks.
11	9	Directed transmutation power (The Borg, the Iconians, the Melkots)	Artificial intelligence, androids	Post-warp superluminal drives (transphasic warp, transwarp), early interplanetary transporters	Quantum torpedoes, ablative armor, subspace jacketed phasers	Mature nanotechnology	Construction of advanced orbital habitats (Dyson's Sphere), whole ecosystems can be created from scratch (Genesis Device)
12	10	Total conversion power (The Q, the Douwd, the Metrons)	Sapient machines (the V'ger planet)	Advanced interplanetary transporters, Traveler-style transportation	Unknown	Total energy conversion	Can exist in all environments without technology

TABLE 11.7: LEADERS

Roll	Leader	Examples
1	Individual	Emperor, king, computer
2	Small Group (1d6+4 members)	Committee, council
3	Medium Group (1d6+4 x 10 members)	Aristocrats, wealthy merchants
4	Large Group (1d6+4 x 100 members)	Congress, Senate, bureaucracy
5	Subclass (1d6+4x 1000 members)	Computer programmers, landowners
6	Class	Scientists, merchants, entire population

materials, and so forth. Some worlds may be more or less advanced in a given area then their general tech level would indicate, either through alien meddling, scientific breakthrough, or gaps in knowledge. For each technological aspect, roll on Table 11.6: Tech Level Modifiers and apply the results. If you prefer no variation among technology aspects, you can skip this step entirely.

TAKE ME TO YOUR LEADER

In the *Star Trek* universe, many planets seem to be ruled by hereditary monarchs, a small tribunal decked in flowing robes, or all-powerful elected administrators with bad attitudes. The reason for this is simple: it makes a better, tighter story if "the planetary government" answers to one character. He can make snap decisions, have recognizable Human motivations, and abandon centuries of planetary policy upon hearing a soliloquy from Captains Kirk or Picard. A multicultural, representative democracy with multiple layers of government, extensive checks and balances, a professional civil service, and five hundred-odd legislators may be a pretty good way to run a country, but it's pretty dull television. Even diplomat characters prefer to have one listener to persuade with a rousing speech or a promise of replicator technology. Having to renegotiate with several members slows the pacing and destroys the climax, succeeding with one attempt is simply more dramatic than succeeding in several tries.

Create a planetary or interplanetary government to the needs of the series or episode. Unless you're basing a story on a Kafkaesque nightmare of bureaucracy, don't bog the players down in the boring details of governmental structures and constitutional law. Even if the government isn't an autocracy, you only need to provide one character to represent the planet in the eyes of the players. A single Minister for Interstellar Affairs, Ambassador to the Klingon Empire, or Director of Planetary Security can embody the civilization and not unreasonably make individual, meaningful decisions based on the Crew's actions. Even if the world has a town-meeting democracy that meets in holographic form, perhaps one or two key faction leaders or spokesmen can personify the different parties.

GOVERNMENT

Finally, every civilization needs some form of government. By now, you know what your civilization is after, and how they're equipped. Deciding on how the civilization governs itself tells you a lot about how the people live and how they react to visitors from space, and provides some insight into their culture. Government forms can be defined by who makes the decisions, how leaders are chosen, and what decisions they are allowed to make.

Government leadership can range from a class of society (aristocracy, bureaucracy, political party) to a small group (council of elders, scientists, land owners) or even a single individual (dictator, monarch, computer AI). The who tells you whom your PCs will likely be dealing with (see the sidebar). It's also a good sign as to some of the civilization's motivations. Dictatorships are unlikely in a culture that values openness highly, while artistic, peaceful societies are unlikely to possess a military junta. To find out who makes the decisions in the government, pick or roll results on Table 11.7: Leaders.

Answers to the question "How are leaders chosen?" can range the gamut of human (or alien) experience. Leaders could be chosen by heredity (the descendents of the original founding colonists, for example). Candidates might otherwise be based on membership in a religion or profession or require a certain amount of wealth or personal achievement. Leadership could even depend on genetic luck—being born with a particular eye color or fitting the description of an ancient prophecy. Pick or roll on Table 11.8: Leader Selection to establish how your civilization chooses its leaders. What the leader or leaders of a government can do relates to the amount of power invested in them by the civilization. In some cultures, the rulers are assumed to have total control over all aspects of society. In others, the rulers' powers are constrained—by law, tradition, or other institutions (such as the press, large corporations, or religions). Some societies grant governments sweeping and dictatorial powers in some areas (military affairs, for instance), while tightly constraining their power in other ones (economic matters, say, or religious freedom). Typically, limits on government relate to how a society chooses its leaders; governments that must worry about re-election are more like-

TABLE 11.8: LEADER SELECTION

Roll 2d6	System	Method
2	Force	Leaders chosen by force of arms or military coup
3	Heredity	Leaders chosen by bloodline or genetics
4	Appointment	Leaders chosen by another level of government or society
5	Merit	Leaders chosen based on their accomplishments (wealth, battlefield success, scientific knowledge)
6	Election	Leaders chosen by vote, either by specific groups or general election
7	None (Anarchy)	No one leads (or everyone leads)
8	Public Participation	Leaders chosen by all members of society
9	Random Selection	Leaders chosen by lottery
10	Faith	Leaders chosen by religious tenet, such as omens, oracles, or prophecy
11	Purchase	Leaders buy the right to lead
12	Other	

ly to respect the rights and interests of voters. But in some cases, governments have built-in constraints, much like the checks and balances of the United States' government, or Japan's bureaucratic system. Determine what your civilization's leaders can do by rolling randomly or choosing from Table 11.9: Power.

Finally, governments exhibit a hierarchy of power and authority. There is the planetary government (and above that perhaps an interstellar government), regional or national states, provincial areas, counties, local cities, villages, and tribal units. Each level of government bears different responsibilities, and may embody entirely different structures. At the city level, the local government might be led by a committee selected by merit, but at the planetary level have an absolute dictator chosen by force. It's possible for different parts of a world, or significant segments of society, to use different systems. Colonists might govern themselves by an appointed

TABLE 11.9: POWER

Roll 1d6	Power	Definition
1	Total	Leadership has complete control over most aspects of government and society.
2-3	Constrained	Leadership is constrained in some areas, but has complete control in others.
Roll one or two times on the sub-table below to find the areas in which the leaders have little or no power:		
	Die Roll	Areas of Power
	1	Military
	2	Diplomacy
	3	Religion
	4	Economics
	5	Society
	6	Information/media
4-5	Limited	Leadership is limited by powerful institutions, to which they must answer.
Roll on the sub-table below to define these limits:		
	Die Roll	Areas of Power
	2	Law
	3	Tradition
	4	Press
	5	Corporations or Businessmen
	6	Labor Unions/Guild/Professional organization
	7	Political Faction
	8	Military
	9	Religion
	10	Bureaucracy
	11	Populace
	12	Other (the unusual stuff: Computer, powerful alien beings, intelligent plants)
6	None	Leader has no real power, and serves as a figurehead.

bureaucrat while the homeworld governs itself by religious committee (particularly if the colonists left to escape persecution at home). If this amount of detail is important to your story, then design the government for the important levels as described above.

Combining these elements results in a wide range of variation. The Ferengi, for example, are led by the Grand Nagus—a single person who purchases his position and exercises total control. The Klingons are led by the High Council, a small group of warriors chosen by heredity and merit, but limited by the power of individual houses. The Federation is led by the Federation Council (a large group) chosen by individual member planets (through a variety of means), and limited by law (the Constitution of the Federation). Using this system, almost any kind of government is possible. To assist you in designing your civilization's government, see the sidebar for examples of government structures (below).

SAMPLE SPECIES

Following the species profile previously described, we have included three additional species for use in your series—the Andorians, Orions, and Romulans.

GOVERNMENT STRUCTURES

ANARCHY: No formalized government; this can create a savage war of all against all, as in the gang cultures of Turkana IV, or lead to peaceful interaction on a purely voluntary basis, as in the Q continuum.

COLONY: Rule by another state. A colony may have self-determination for local matters, with only foreign affairs and defense run by the colonial power, or it can be utterly subjugated, with appointed rulers at every level. If the inhabitants are settlers from the ruling state, they may not mind being ruled as a colony (at least at first). Colonies usually have a single governor, somehow selected by the colonial power, but he may rule with the aid of local authorities.

DEMOCRACY: Rule by the population, either directly, or through elected representatives (as on Earth). A democracy can elect an autocrat, either intentionally (as with the Athenian democracy) or accidentally (as with Weimar Germany). It can also elect members into an oligarchy, as in the Venetian Republic.

DESPOTISM: Rule by one person given absolute power. Khan Noonien Singh and the other eugenic supermen of late 20th century Earth instituted despotisms in their empires.

FEUDALISM: Rule by local authorities, usually family-based or at least hereditary. The Nausicaans are an extreme example, although the Klingon House structure retains many feudal traits. In pure feudalism, each level of government pledges personal loyalty to the rulers above it. This may or may not prove binding.

HIVE MIND: The concept of individuality does not exist; the collective governs itself. Bynaus is governed by such a hive mind, as is the Borg Collective.

MONARCHY: Rule by one person, restrained by tradition, advice, or ritual. The Klingon Empire is nominally a monarchy, but functions more like an aristocracy (see "Oligarchy"); Luria is a functioning monarchy. Most monarchies are hereditary, or elective within an oligarchy.

OLIGARCHY: Rule by a small ruling class, chosen by wealth, merit, ancestry, and so on. A hereditary oligarchy, such as the Klingon Empire, is an aristocracy. A military oligarchy, such as the Cardassian Union, is a hoplocracy. An economic oligarchy, such as the Ferengi Alliance, is a plutocracy. On ancient Vulcan, the most powerful adepts sometimes ruled in psiocracies. Most oligarchies become hoplocracies and plutocracies by default, regardless of their origin.

TECHNOCRACY: Rule by technical experts, either of civil servants appointed by other rulers, or by a technical elite oligarchy. Advancement usually depends on merit or testing. The term is sometimes used to refer to governments made up of scientists and engineers, or governments overseen by planetary computers.

THEOCRACY: Rule by a religious organization. The exact structure depends on the tenets of the religion. Most theocratic governments require strict orthodoxy from their citizens. This form can be combined with many other forms, from divine kingship to priestly oligarchy, to democratically-elected holy men. Bajor has a partly theocratic government.

ANDORIANS

Personality: Andorians are passionate folk of strong emotions: gregarious love of family, intense dedication to honor and clan, and a willingness to kill or die for ideals. Outsiders stereotype them as hot-blooded romantics, quick to take offense and slow to forget a slight. In contrasts they also posses equally wide reputations as sticklers for procedure and lovers of tradition and order. Since Andorians are also famously taciturn and secretive, they remain an enigmatic species.



Physical Description: Andorians have roughly the same average build and size as Humans. Their most distinctive features include blue skin, white hair, and short twin antennae. They are not mammals, but ghelnoids—their cobalt-rich blood, redundant circulatory systems, and cartilaginous-segmented skeleton derive from a different order of life unique to Andoria. On formal occasions Andorians retain traditional dress—a leather tabard decorated with rough gemstones—but most wear practical cold-weather garb.

Homeworld: Andoria is an icy, but starkly beautiful world, the fifth planet out from the star Kuy'va.

Culture: Andoria embraces a physical culture, one of dances, songs, food, and athletic accomplishment. The Andorian legal system is based on the formalized duel, and almost all Andorians have extensive practical experience with bladed weapons, especially the characteristic three-bladed *chaka*. Andoria's *kethni*, or clans, serve as local governments, social welfare organizations, and loose guilds. Andorian marriages have four partners rather than the Human two. Because the Andorians deliberately destroyed their own history to stop a cycle of vendetta that nearly ended their civilization, they are fascinated by the history of others. Andorians revere the natural world and reject terraforming.

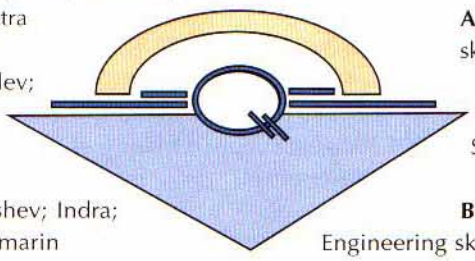
Languages: Andorian (also known as *Graalen*), Federation Standard

Common Names: Like many Human cultures, Andorians place the given name first, and the clan name second, but use only their first name in common practice.

Clan Names: Aldin; Aniri; Athrin; Avola; Birev; Claness; Dovoro; Dra; Endilev; Gorev; Idisha; Idrani; Ivari; Ivos; Kaleth; Kor; Omtala; P'Trell; Rimosi; Uporu; Vetra

Male Names: Garav; Ghalev; Rexar; Sheras; Shras; Thelor; Tlollu; Umarev

Female Names: Enkav; Geshev; Indra; Lilen; Meveleth; Shieri; Umarin



Favored Profession: Merchant, Rogue, Starship Officer (any type). Andorians have an almost Human zeal for exploration and adventure, and the Andorian Defense Force is almost on a par with Starfleet for effectiveness (though of course it's much smaller). Since the Andorian merchant fleet is the largest in the Federation, the ADF engages in a lot of anti-piracy operations, and many adventurous Andorians become merchants. Unfortunately, some Andorian *Volna Vrinia* gangsters work with, or belong to, the Orion Syndicate.

Species Adjustments: +1 Perception, +1 Vitality, –1 Intellect

Species Abilities:

- **Antennae:** Their antennae enable Andorians to detect subtle environmental changes and pinpoint the source of extremely faint sounds. They have the Skill Focus: Keen Hearing edge, but if an Andorian loses an antenna, he becomes seriously disoriented and suffers painful migraines (–2 test result penalty on most actions).

- **Bonus Edge: High Pain Threshold:** The rigors of Andorian climate and culture produce few weaklings. Andorian characters begin with the High Pain Threshold edge.

- ***Keth:*** All Andorians belong to a *keth*, or clan, often specializing in an area of expertise or particular service. Choose your *keth*, and record the modifications:

Aldin: +1 skill level to any one Science skill (choose any one specialty)

Athrun: +1 skill level to System Operations (Flight Control) skill

Birev: +1 skill level to any one Engineering skill (choose any one specialty)

Dara: +1 skill level to either Conceal (choose one specialty) or Stealth (choose one specialty)

Dovoro: +1 skill level to either Appraise (choose one specialty) or Business (choose one specialty)

Idrani: + 1 skill level to either any one Armed Combat skill or any one Ranged Combat skill; choose one specialty with the skill

Idisha: +1 skill level to Drama (choose one specialty)

Kor: +1 skill level to Negotiate (Mediate)

P'Trell: +1 skill level to either Inquire (choose one specialty) or First Aid (choose one specialty)

- **Redundant Circulation:** Thanks to their twin-layered circulatory system, Andorians are less vulnerable to cold (+2 to Stamina rolls against cold), but more vulnerable to poison, which spreads through their bodies faster (–1 to Stamina rolls against poisons).

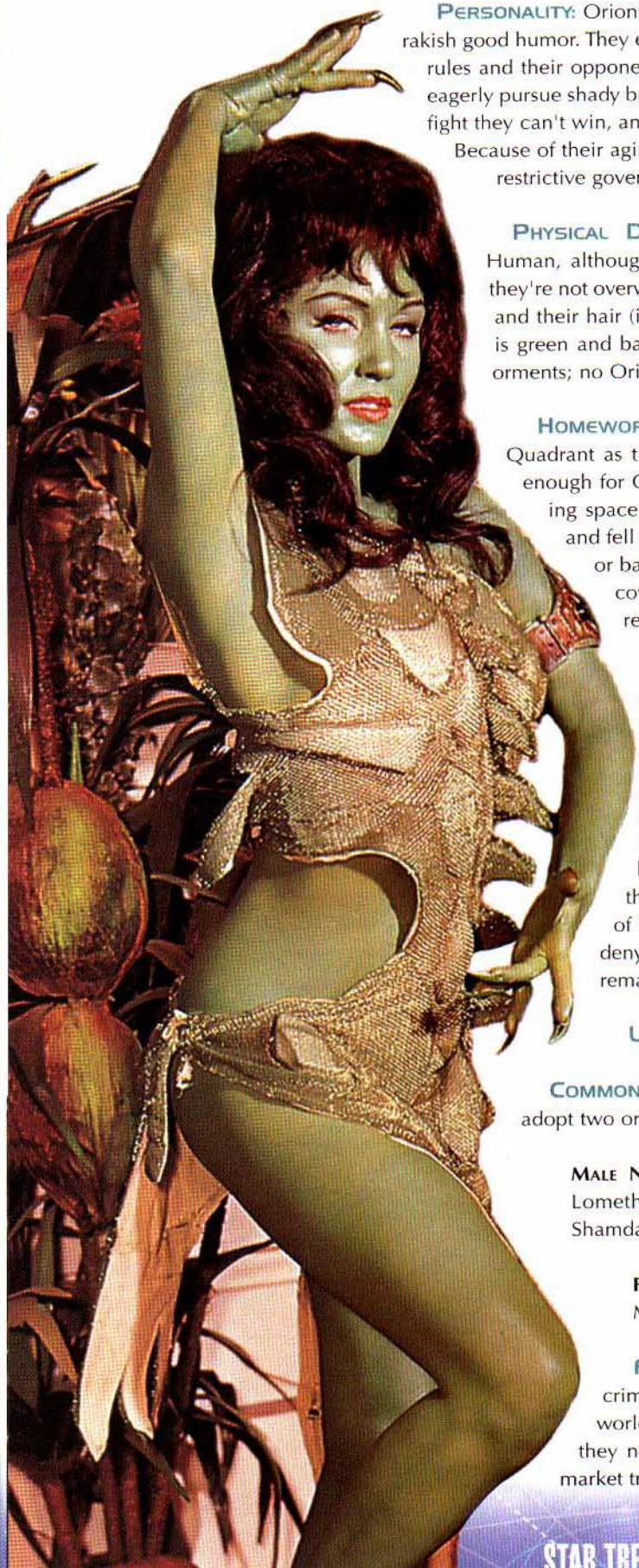


NOTABLE ANDORIANS

Igrilan Kor, the greatest Andorian to ever serve in Starfleet, was the captain of the all-Andorian *U.S.S. Eagle* from 2247 to 2272. The crew under his command amassed the most commendations of any crew in Starfleet. He was promoted to Rear Admiral, and then selected by his homeworld as a delegate to the Federation Council from 2272 to 2293.

The prophet Umarin was born in the Andorian city of Tarsk in 2128, and was profoundly influenced by Andorian first contact with Humanity. She began to receive visions, prophetic images of the future, in which the Andorian people would take up the torch of galactic leadership from a "friend who had lost his spirit." As Andorians spread into the Galaxy, Umarinism spread with them; although it is not the largest religion on Andoria, most space-going Andorians follow at least some of the tenets of Umarinism—friendship, joy, and passion for life combined with a regimen of physical and mental readiness for leadership. Umarin died in 2201.

ORIONS



PERSONALITY: Orions usually project something between world-weary cynicism and rakish good humor. They enjoy games of skill and intellect, especially when they know the rules and their opponents don't. Orions partake in any number of vices willingly, and eagerly pursue shady business ventures. They're glad to risk others, happily run from any fight they can't win, and plot ways to stab the victor in the back when he's not looking. Because of their aging culture, Orions feel life is too short for foolish morals and restrictive government.

PHYSICAL DESCRIPTION: Orions have the size and build of an average Human, although their features tend toward aquiline noses and sharp chins (if they're not overweight). Their skin ranges from emerald green to a very dark olive, and their hair (if not dyed) is glossy black or chestnut; like Vulcans, their blood is green and based on copper. Orions enjoy jewelry, small daggers, and other orments; no Orion dresses badly if he can help it.

HOMEWORLD: Orions claim the warm, dry planet Rigel VII in the Beta Quadrant as their homeworld, although the planet cannot have existed long enough for Orions to evolve there. The first Orion civilization began exploring space 200,000 years ago, and twelve successive Orion empires rose and fell across the Alpha and Beta Quadrants over tens of millennia. Lost or backward Orion cultures of any Tech Level may still remain undiscovered anywhere in this great swath of space, which some Orions refer to as *Thana Kolari* "Extended Orion".

CULTURE: Orion culture is cheerfully decadent, and only loosely organized by great family, or *caj*. No Orion has the authority to speak for the species, and that's how they like it. The Orions loudly deny being in charge of the notorious Orion Syndicate. Orions swear by the Thousand Gods, but seldom worship them, being too busy trying to corrupt some naïve planetary governor or move a shipload of Spican flame gems before the bottom falls out of the market. For millennia, Orions carried on a thriving trade in slaves, including their own women, making much of Orion women's reputation for animalistic passion. Though they deny it, some Orions (mostly those who belong to the Syndicate) remain involved in this infamous form of commerce.

LANGUAGE: Orion (also called *Kolari*)

COMMON NAMES: Orions traditionally have only one name, but often adopt two or more based on local custom or their own whims.

MALE NAMES: Bardeck; Changibur; Danan; Dathiro; Keisalu; Komar; Lometh; Luken; Nispavan; Olodan; Radvaa; Telsharonok; Shamdalakoshi; Vardal; Vaxevor; Yenric

FEMALE NAMES: Armrika; Cidhela; Guellara; Kaitholmas; Lonicera; Marta; Rahalikoshi; Tara; Xellein

FAVORED PROFESSIONS: Merchant or Rogue. Orion merchants, criminals, mercenaries, pirates, and settlers have carried Orions to worlds all across the Alpha and Beta Quadrants; everywhere they go, they nestle into (and sometimes co-opt) the local shady dealers, gray-market traders, and similar underworld types. Orion diplomats are usually

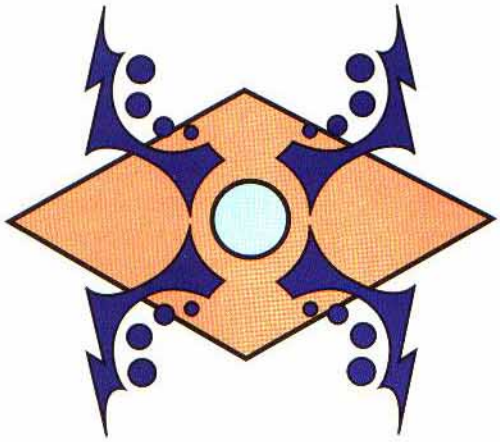
playing a double or triple game involving their own profit, and any given Orion mystic might also be working an elaborate con game. Orion soldiers tend toward mercenary duty. Although ancient Orion civilizations produced unimaginable scientific wonders, few Orions still practice the sciences. Some Orions claim to be archaeologists, although most Federation archaeologists would call them tomb raiders.

Species Adjustments: +1 Presence

Species Abilities

- **Seasoned:** The average Orion is a product of an unthinkably ancient, cosmopolitan civilization stretching across two quadrants and priding itself on its casual decadence. Nothing fazes him, and nothing is too strange to deal with. Orion characters begin with +2 to Savvy.

- **Ultraviolet Resistance:** Orions evolved under a blue-white sun and the purple skies of Rigel VII. Their green skin keeps them relatively immune to ultraviolet radiation and somewhat resistant to radiation in general. Orions have +3 to Stamina rolls against ultraviolet radiation, and +1 to Stamina rolls against other types of radiation such as gamma rays, cosmic rays, and so forth.



NOTABLE ORIONS

The amazing Orion heroine Marta began her career as a slave girl on an Orion colony world, and managed to seduce, connive, and discreetly murder her way into a position as star attraction, and eventually manager, of the largest casino on Rigel II. Her performances in the classic Shakespearean dramas remain among the most sought-after holotapes in the quadrant, not least because of her trim, athletic beauty and inventive notions of costuming. While performing on Rigel II she would seduce, spy for, and occasionally betray officers from Starfleet, the ADF, and the Klingon Empire, always increasing her own power and network. She eventually married a planetary ruler who had gambled away his fortune at her casino, and soon took over his world, Palmyra II, for herself. She managed to dismantle Palmyra's corrupt bureaucracy, most famously by inviting the worst offenders to a private dinner performance of Macbeth and poisoning the wine. When she and her newest lover, the Romulan centurion Vonath, attempted to conquer Canopus VI, she was captured by Starfleet, and sentenced to life imprisonment in the penal colony on Elba II. She died during fellow inmate Garth of Izar's escape attempt in 2268.

The pirate Bardeck Gorales spent much of his youth running with renegade Andorian gangs, occasionally hiring out as muscle for the Klingon-Romulan troubles of the 2340s. He eventually drifted into privateering during the Federation-Cardassian War, and became a full-fledged pirate after the armistice, preying on Federation and Klingon ships alike. He backed the House of Duras during the Klingon Civil War, and fled into the Draconis Outback in 2367, after Gowron's victory. In the Altanis Idrilon system, he discovered an abandoned Klingon battle station, which he christened "Gorkon's Retreat," and has transformed into a powerful pirate haven. Gorales is a key figure in the Orion Syndicate, not least because his Retreat serves as a major black marketplace for illegal trade throughout the Alpha Quadrant.

ROMULANS

PERSONALITY: Romulans are vibrantly passionate, yet controlled by self-discipline. They can be honorable and tender, or cruel and treacherous. Many Romulans are smug and arrogant to non-Romulans, and even the best of them can be highly chauvinistic. Romulans enjoy duels and blood sports; some of them would qualify as sadists in Federation eyes. Romulans do not fear death, and positively welcome a death that serves the Empire.

PHYSICAL DESCRIPTION: Romulans are almost identical to Vulcans, often with a slight cranial bulge. Their eyebrows possess a distinctive upward slant, and their ears have points. Their skin tones range from olive to dark brown, in part because of the green cast imbued by their copper-based blood.



HOMEWORLD: Although the Romulans originated on Vulcan, their current homeworld is Romulus, a warm, Earthlike world. Remus, their second homeworld sharing the central yellow sun *Ketcheleb*, is cooler, wetter, and cloudier.

CULTURE: The ideology of *D'era* pervades Romulan culture. *D'era* means "Endless Sky" in the Romulan tongue, and it embodies a concept similar to "manifest destiny." Romulans see devotion, allegiance, discipline, and fidelity as the core social virtues, and have constructed a regimented, orderly culture to maintain them. Romulan culture rewards dignity and authority; those who serve well gain prestige and the power to lead. Romulans practice gender equality, although more males hold high positions of political power in their society. Romulans have a cultural fondness for elaborate plans involving clever subterfuge, and their politics have a tendency to faction along family lines.

LANGUAGE: Romulan

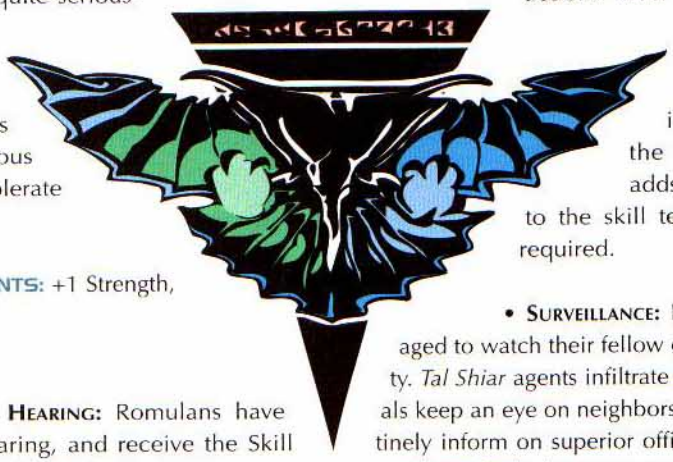
COMMON NAMES: Some Romulans use only their family name, others a combination of given first name and family surname.

FAMILY NAMES: Barel; Dar; Gaius; Jarok; Kassus; Merek; Nanclus; Pardek; R'Mor; Setal; Tebok; Thei; Tomalak; Tovan

MALE NAMES: Alidar; Decius; Jollen; Morror; Tal; Telek; Varel

FEMALE NAMES: Caithlin; Ionne; Sela; Seylar; Taris; Toreth

Favored Profession: Starship Officer. Most Romulans encountered outside the Empire are officers of the Romulan Star Navy. Romulan naval officers take their imperial traditions quite seriously, and will often do anything to protect and preserve Romulan interests. The Romulans are not an overtly religious people, and do not tolerate rogues.



Species Adjustments: +1 Strength, –1 Presence

Species Abilities

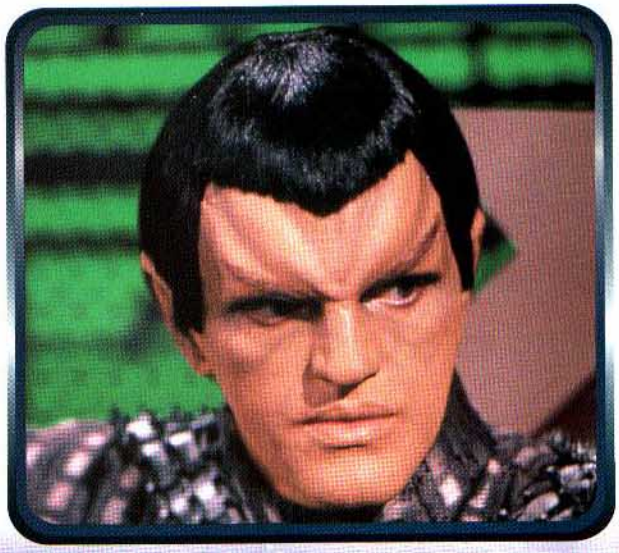
- **Bonus Edge: Keen Hearing:** Romulans have especially keen hearing, and receive the Skill Focus (Keen Hearing) edge for free.

- **The Discipline of *D'era*:** Trained from birth to devote themselves to the Romulan state, Romulans work well in organizations and while under stress. They receive a +1 to all extended or combined tests (see pages 85-86).

- **Glory:** Romulans concern themselves with the glory of the empire. Those who embrace the ideals of citizenship, and place the needs of the empire over their own needs are celebrated. A Romulan recognized for his glory is more likely to gain assistance from superiors, and aid from toadying citizens. A Romulan with high glory (measured by Renown) can coax others to provide important information, cow underlings into following him, or even persuade the *Tal Shiar* to open an investigation.

A Romulan gains enhanced benefit from his Renown, improving his chances to persuade other Romulans. A Romulan's glory modifies his social interactions with other Romulans. When making Influence, Intimidate, Negotiate, and Persuade tests involving other Romulans, the character automatically adds his full Renown modifier to the skill test. No recognition test is required.

- **Surveillance:** Romulan society is encouraged to watch their fellow citizens for signs of disloyalty. *Tal Shiar* agents infiltrate all tiers of society, individuals keep an eye on neighbors, and sub-commanders routinely inform on superior officers. Romulans are good at watching body language and registering voice stress to glean additional information, and gain a +3 affinity bonus to Inquire tests from their Observe skill. Constant surveillance makes them suspicious, as well. All Romulans gain a +1 bonus to Savvy tests.



NOTABLE ROMULANS

Senator Pardek is a contradictory figure; a "man of the people" in an aristocratic empire, and an eloquent voice for peace and restraint. From an ancient and honorable family, Pardek became a Senator during the Klingon alliance in 2282, and despite his relative youth participated in the Khitomer Conference of 2293. Pardek played a key role in the attempted betrayal of Ambassador Spock and abortive invasion of Vulcan in 2368

Commander Tomalak has locked horns twice with the legendary *U.S.S. Enterprise*-D, at Galorndon Core in 2366 (rescuing a crashed Romulan scout in the process) and Nelvana III the same year, when he almost captured the Federation starship. Placed in command of the warbird *Terix*, he served with distinction throughout the Dominion War, playing a key role in the liberation of Betazed. His eagerness for glory, penchant for self-promotion, and unorthodox openness as a naval commander have all worked against his elevation to centurion, but Tomalak continues to look for the *coup de main* that can gain him the required support.

Starfleet. All starting characters receive twice their Intellect in skill picks to use on the relevant Knowledge and Language skills. A Regulan character may pick a Specific World knowledge for any of the Regulan colonies as her homeworld.



BOLIANS

Personality: The typical Bolian is gregarious, hardworking, and meticulous. Bolians enjoy cooperative work of all kinds; this can make them busybodies or (when the work isn't going well) worrywarts. When chips are down, however, you can always count on a Bolian—their selflessness is legendary.

Physical Description: Bolians are blue-skinned humanoids with a visible cartilaginous ridge bifurcating their heads. Their cobalt-based blood chemistry is compatible with Andorians, but toxic to Vulcans.

Homeworld: Bolarus IX is a stormy, oceanic world orbiting a red dwarf star.

Culture: Bolians' native wanderlust led them to explore and settle their planet early, shaking out into three superpowers after a few centuries of warfare. The three nations made first contact with a pair of warring planets, Iren and Uzor, whose rivalry nearly plunged Bolarus IX into global warfare. Fortunately, Federation explorers were able to defuse the situation, but Bolian national rivalries prevented them from gaining Federation membership until 2320, after Bolian self-sacrifice, unity, and efficiency saved the people of Uzor from the collapse of their star. These traits, along with a ravenous appetite for work and learning, have stood them well as Federation members.

Languages: Bolian, Federation Standard

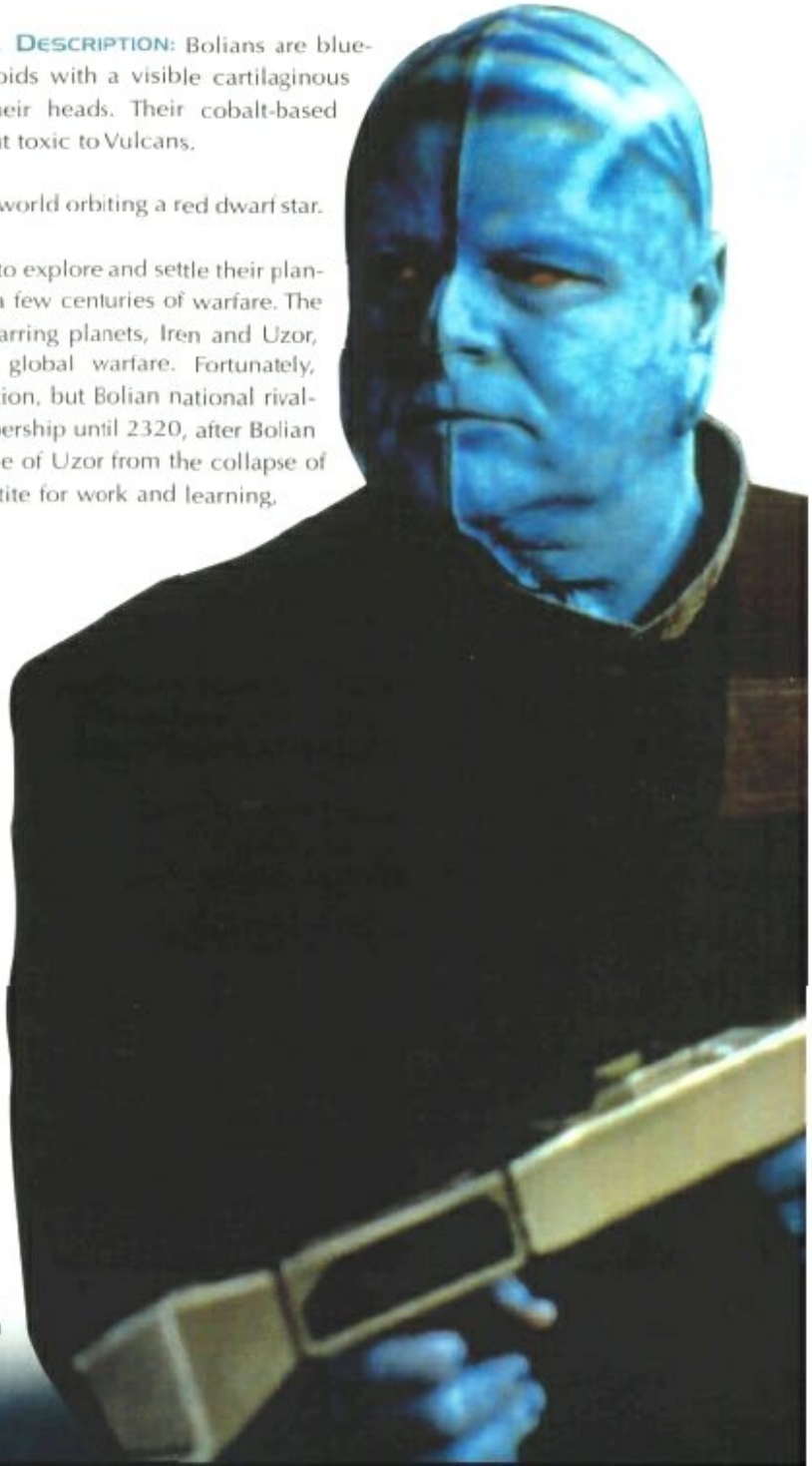
Common Names: Bolians from the largest continent, Rasara, take only a single, family name; other Bolians take two names. Bolians generally only use their family name in casual dealings.

Family Names: Adislo, Franek, Haro, Mot, Parrin, Rixx, Taneko, Tannekar, Vadosia, Vaxx.

Male Names: Boq'ta, Darz, Hars, Korvin, Kot, Morin, Mot, Rim, Sef, V'Sal.

Female Names: Alba, Darzana, Halora, Mitena, Syldra, Vado.

Favored Profession: Starship officer. Bolians work well in professions that privilege group cooperation and group effort; every branch of starship service suits their desire for teamwork and structure. Bolians also make good merchants, scientists, and soldiers. Bolians enjoy diplomacy, and some of them are quite good at it. Bolian



nationalists have occasionally joined criminal gangs such as the Orion Syndicate—they make good rogues in those cases.

Species Adjustments: –1 Strength, +1 Agility. Bolian muscle fibers are looser than those of most humanoid species, due to peculiarities in their circulatory system. However, rigorous pursuit of team sports and better kinesthetic sense keeps them fit and agile.

Species Abilities:

- **Bonus Edge: Ally 2:** The gregarious and sociable Bolians are always making friends. Every Bolian character can begin with two Allies.
- **Bonus Edge: Coordinator:** Bolians naturally excel at leading groups.
- **Selfless:** A Bolian gains an additional Courage point from any action that risks his life to save that of another. Thus, if a Bolian spends 2 Courage points to dive into the path of an oncoming mugato and knock his captain away, he recovers 3 points when the Narrator returns Courage to him.
- **Small Group Dynamics:** Bolians are natural facilitators of small-group dynamics. They receive a +1 species bonus to tests of all Enterprise skills, and to Inquire (Fraternize), and Tactics (Small Unit) tests, along with any team Gaming or Sport tests.
- **Works Well With Others:** Bolians also excel at being led in groups; each Bolian participating in a combined test adds a further +1 species bonus to the combined test. This stacks with the Coordinator edge, above; a Bolian leading an all-Bolian team would add +3 to combined tests per successful participant.

NOTABLE BOLIANS

Vaxx, the father of Bolian unity, carefully negotiated the formation of the tripartite world government that allowed the Bolians to join the Federation. Bolians also honor him for his ability to prevent global war during the crisis with Iren. His example, as much as the benefits of membership, keeps Bolarus IX in the Federation.

Admiral Taneko led the Federation fleet in the Battle of Alphard in 2351. He sacrificed his badly-damaged flagship, the *U.S.S. Mizar*, to destroy the Tholian fleet. His work on fleet tactics and organization helped transform Starfleet strategic doctrine.

CENTAURANS

Personality: Centaurans value peace, beauty, thought, and spirituality. They prefer long-term thought and planning, centered on core moral principles. This can make Centaurans somewhat asocial, or even hesitant to act.

Physical Description: Centaurans resemble Humans down to the mitochondrial DNA level. Genetic scans indicate that Centauran and Human stocks diverged roughly 400,000 years ago; Centaurans may have been "seeded" on Alpha Centauri by the Preservers or a similar species.

Homeworld: Alpha Centauri IV, a beautiful ringed planet orbiting two stars (a yellow dwarf and an orange dwarf) of a trinary star system.

Culture: Centaurans seek out beauty throughout the galaxy; where they find no beauty, they try to make some. This attitude spurred the development of Alpha Centauri's most famous technological discipline, terraforming, and its favorite art form, holography. Centaurans treat ecologies as art forms, attempting to create harmony and beauty; these skills were crucial to the Centauran effort to rebuild Earth after World War III. Warp drive inventor Zefram Cochrane moved to Alpha Centauri and became a planetary hero there, as well; Centauran diplomats aided Earth in unifying its governments and finally banishing the specter of war from the Human home world. Collective memories of shameful rights abuses during the terrible Plague Years motivate the Centauran people. They have sworn to never again permit themselves to allow the fears of the majority to override the sacred freedoms of the individual. Any decision that favors expediency over principle will draw spirited argument from any Centaurans in your midst.

Centaurans see themselves as long-term thinkers. A favorite proverb says, "Worry about tomorrow, and today will take care of itself." To embark on a course of action without exhaustively exploring all of its possible ramifications is completely irresponsible. On a starship, this habitual hesitation and introspection often proves to be a Centauran's worst enemy. Some Centaurans find it difficult to unhesitatingly obey a snap order. In an emergency situation, even a sliver of a pause can be deadly, so Centauran starship officers strive mightily to overcome this habit. On the other hand, they enjoy a positive image as far-thinking rear-echelon strategists.

LANGUAGES: Centauran Prime, Federation Standard



COMMON NAMES: Common Centauran practice puts the personal name first, followed by the family name.

FAMILY NAMES: Aacra, Asephas, Eltrin, Jascar, Kavic, Laikan, Myrrin, Palmer, Skaelas.

MALE NAMES: Abar, Gan, Jem, Nautan, Severin, Vax, Zefram.

FEMALE NAMES: Arinda, Dana, Hesta, Kathar, Kotei, Kulei, Shayna, Sherai, Tara.

FAVORED PROFESSION: Almost any. Like their Human cousins, Centaurans fill a dizzying variety of roles within Starfleet. They avoid the careers of rogues and soldiers, however. Centauran culture greatly rewards scientists and mystics, and Centaurans make excellent diplomats and starship counselors.

SPECIES ADJUSTMENTS: +1 Presence. Centaurans tend to be more attractive than average Humans, possibly as a result of earlier adoption of global nutritional minima. Their attitude of calm also tends to impress others.

SPECIES ABILITIES:

▷ **CENTERED:** Centaurans get a +2 bonus to Willpower, possibly as part of their Human heritage.

▷ **EMPATHETIC:** Centaurans are culturally concerned with others' emotional state. Centaurans receive a +1 species bonus to Influence, Negotiate, and Persuade tests. If a Centauran takes the Psionic edge, she receives the Empathy skill at level 1 for free.

▷ **SKILL FOCUS: ARTISTIC:** Trained and nurtured in aesthetics from childhood, Centaurans get a +1 species bonus to all Craft and Entertain skill tests.

NOTABLE CENTAURANS

Kulei Asephas, the brilliant medical researcher who ended the devastating Plague Years, used her scientific fame to build a lasting peace for her planet, serving as the first Speaker of its first global Parliament. She is easily the greatest heroine of the Centauran people, and her life story remains the topic of more Centauran holoplays and paintings than any other, even after almost five centuries.

Captain Gan Laikan, whose *U.S.S. Asimov* discovered more Class-M planets than any other starship in the 23rd century, later served as Federation President and on the Supreme Court. Statesman, starship commander, and scientist, he remains a role model for many Centauran Starfleet officers.



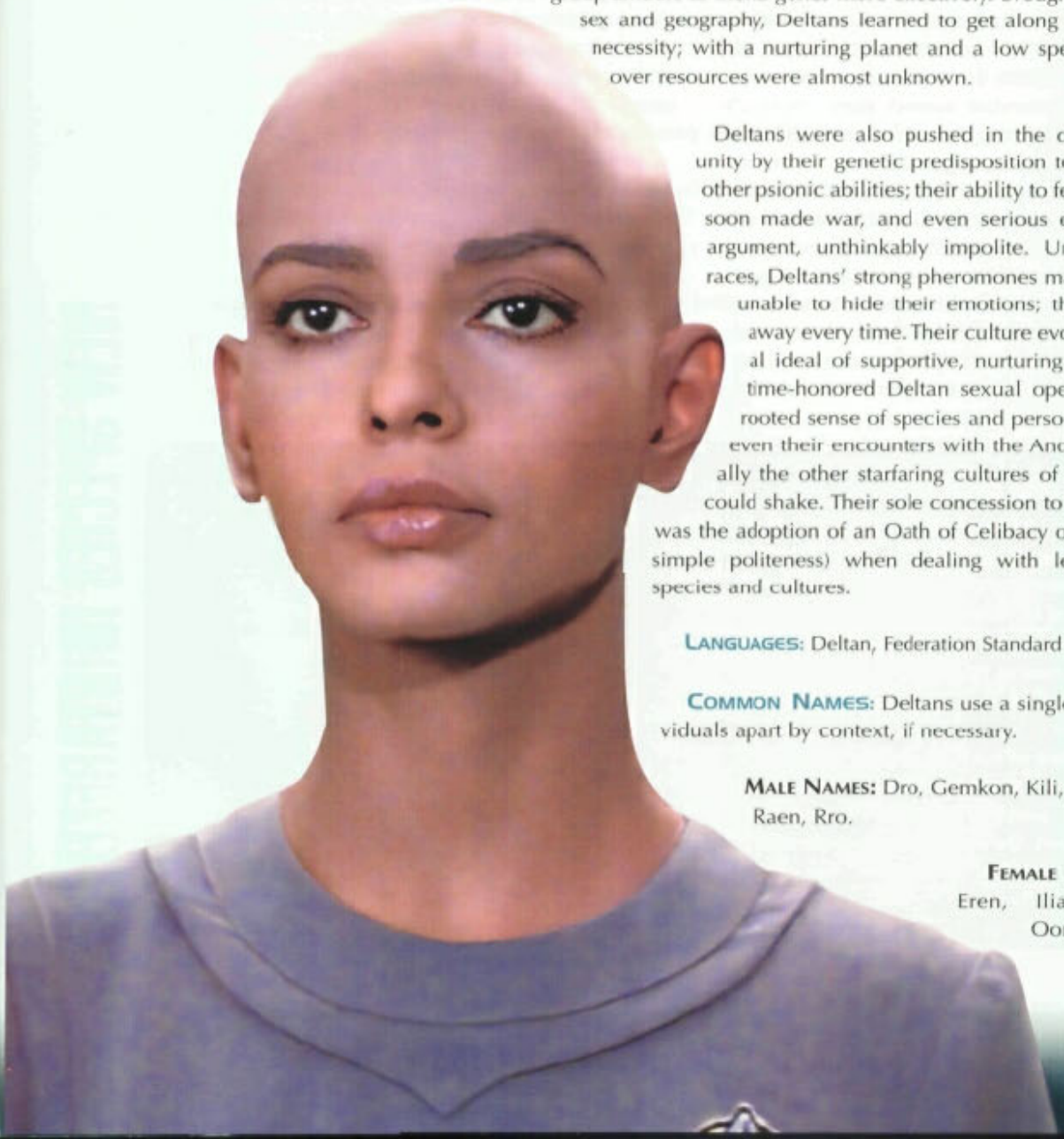
DELTANS

PERSONALITY: Among themselves, Deltans are relaxed, comfortable, sensual and receptive to each others' interests, needs, and emotional states. Non-Deltans do not always react well or predictably to a constant bath of physical and emotional support; among outworlders, Deltans can be stiffly formal until they form close friendships.

PHYSICAL DESCRIPTION: Deltans have no surface hair except for eyebrows, lashes, and (occasionally) a very thin layer of soft down along arms and legs. Other than this, they closely resemble Humans or Betazoids. Deltans are, on the average, slightly slimmer than Humans, and their cheekbones, eye shapes, and jawlines are slightly more symmetrical. Humans (and many other humanoid species) often find Deltans quite attractive.

HOMEWORLD: Delta IV orbits a small blue-white star in the Beta Quadrant. A world of small, forested continents and lush tropical islands evenly spaced in a warm ocean, its three large moons create complex, unstable tides.

CULTURE: Delta IV's unpredictable tides and otherwise hospitable ecology combined to create a culture at once polyglot and unified; although many microcultures evolved on the planet's myriad islands, they could never remain isolated long enough to develop either xenophobia or devastating cultural advantages. To avoid inbreeding, the island-bound Deltans also developed a very open sexual culture; stranded mariners were often adopted into large group amours to blend genes more effectively. Brought together by ties of sex and geography, Deltans learned to get along with each other by necessity; with a nurturing planet and a low species birthrate, wars over resources were almost unknown.



Deltans were also pushed in the direction of cultural unity by their genetic predisposition toward empathy and other psionic abilities; their ability to feel each others' pain soon made war, and even serious emotionally-scarring argument, unthinkably impolite. Unlike other psionic races, Deltans' strong pheromones made them physically unable to hide their emotions; the smell gave them away every time. Their culture evolved toward a global ideal of supportive, nurturing behavior based on time-honored Deltan sexual openness and a deep-rooted sense of species and personal security that not even their encounters with the Andorians (and eventually the other starfaring cultures of the Beta Quadrant) could shake. Their sole concession to a dangerous galaxy was the adoption of an Oath of Celibacy out of necessity (and simple politeness) when dealing with less sexually-mature species and cultures.

LANGUAGES: Deltan, Federation Standard

COMMON NAMES: Deltans use a single name, telling individuals apart by context, if necessary.

MALE NAMES: Dro, Gemkon, Kili, Lona, Muren, Niro, Raen, Rro.

FEMALE NAMES: Alia, Elen, Eren, Ilia, Inaia, Ogron, Oona, Umia.

Favored Profession: Starship counselor, medical officer, or flight control officer. Deltans also make excellent diplomats or scientists (especially in linguistics, biology, or planetology). The major Deltan religion has a strong mystical component, often tied to sexual meditation, empathy, or healing.

Species Adjustments:
+1 Perception, +1 Presence, –1 Vitality.

Species Abilities:

▷ **Bonus Edge: Psionic:** Deltans automatically possess the Psionic edge (see *Star Trek RPG Player's Guide*, page 136).

▷ **Empathy:** Deltans gain Empathy 2 at no cost and can treat that skill as a professional skill for the purposes of skill selection and advancement. Deltans with Empathy 4+ can take the skill Mind-Meld (treat as the Vulcan species ability).

▷ **Navigational Sense:** Deltans have a knack for navigating, especially by stars and tides. They receive a +2 species bonus to any Survival (Orienteering) or Survival (Water Navigation) test, and a +2 species bonus to all Space Science (Astrogation) and System Operation (Navigation) tests. Although many Deltans possess the Sense of Direction edge, it is not inherent in the Deltan species.

▷ **Pain Reduction:** The Deltan technique of pain reduction allows a Deltan empath to ease the pain and trauma from wounds or disease. Treat this ability as a skill, starting at level 1, which can be advanced as a professional skill.

The Deltan character must be able to touch her target with the bare skin. Pain Reduction is a full-round action. The character makes a Pain Reduction skill test and adds her Psionic modifier; the target may choose to oppose this test with his Willpower or Mind Shield, although this rarely happens—Deltan empaths seldom offer pain reduction to the unwilling. If the character succeeds, the wound or other trauma affects the target at one wound level less; a Wounded target would perform tests only at the Injured penalty, for example. The wounds themselves are still present, and any further injury restores the target to the "true" wound level, with full penalties. Deltans cannot perform Pain Reduction upon themselves.

▷ **Pheromones:** Deltans continuously emit pheromones with a broad enough spectrum to affect most humanoid races. This grants them a +1 species bonus to Influence (Charm) tests and a +3 species bonus to Influence (Seduce) tests. Seducing a member of a less sexually-mature culture can be dangerous, however; an extraordinary success on the test gives such a victim an Addiction (as the flaw) which may manifest as obsession, stalking, kidnapping, murder-suicide, or other breaches of ethics. The Deltan Oath of Celibacy exists to prevent such unpleasantness.

NOTABLE DELTANS

Ilia, the navigator on the first voyage of the refit *U.S.S. Enterprise*, had also worked closely with the Starfleet teams assigned to Delta IV after the Deltans became full members of the Federation in 2259. She formed a strong attachment to Captain Willard Decker, with whom she was reported "missing in action" after the *Enterprise* encountered the V'Ger probe in 2271. Her example further cemented Deltan-Human friendship.

Niro, the Deltan sage who guided the planet through its tumultuous decades from first contact with the Andorians in 2182 to Federation membership, developed the Oath of Celibacy and wrote much of the Deltans' modernized legal code. He was also a gifted poet and sexual artist.

GRAZERITES

PERSONALITY: Grazerites are optimistic and placidly confident, with high self-esteem. They make few snap decisions, being thoughtful and contemplative by nature. Grazerites are hard to anger, and seldom show it openly even if furious. Grazerites prefer consensus to conflict, and are distressed by others' unhappiness. Extremely patient and highly resistant to boredom, Grazerites excel at tasks requiring a long attention span and close detail work.

PHYSICAL DESCRIPTION: Grazerites are heavily-built humanoids, but not unusually so. Their thick hide has a flat layer of hair all over it, usually amber in color, but white, beige, and black Grazerites exist, as do piebald or mottled ones. Grazerite facial features include a pronounced, deeply furrowed brow and a bovine snout. Two slightly curving horns, which may reach four inches in length, crown their skull. (Current fashion calls for a tight-fitting cloth cowl to cover the horns.)

HOMEWORLD: The planet Vacca III, a planet of large, flat continents and temperate climate orbiting a yellow dwarf star surrounded by a pinkish hydrogen "halo". This halo cuts much of the harmful radiation from Vacca, while increasing solar heating; Vacca is a warm, fertile, clement world.



CULTURE: The basic social unit among the Grazerites is the *upsol*, a conglomeration of anywhere from a hundred to five hundred individuals who work, relax, eat, and ruminate together. They are often related to one another by blood, but *upsols* consisting entirely of unrelated individuals also exist, and behave no differently than their more common counterparts. Grazerite life centers on the group, not the individual; privacy, for example, is a concept unknown to them except as a topic in one of Vacca III's prestigious Outworld Cooperation Symposia (the equivalent of academies for Grazerite diplomats, starship crew, and scientists).

The *upsol* plays the primary role in raising, tutoring, and sheltering of Grazerite children. Although Grazerites usually retain some affection for their blood parents, all adult members of the *upsol* share equally in child-raising duties. Herds of adult Grazerites carefully shelter the young from even the minimal dangers of Vacca III, and shower them with love, food, and affection. Grazerites grow up emotionally secure and certain of the benign nature of the universe. With the birth of their first child, Grazerite parents attain full citizenship, and can participate in their own upsol's deliberations and in Vacca III's consensus democracy. Like all important Grazerite occasions, a communal ritual involving the entire *upsol* marks first-birth.

Grazerites enjoy thinking and talking together, as agreement comes easily. Grazerite debates, such as they are, resemble long-winded rodomontades in which each speaker agrees with the last while slightly restating and refining the previous arguments. Grazerites can while away endless hours in this fashion, never getting bored, solemnly agreeing with each other for hours while jointly ambling toward a consensus. Their self-image as scintillating conversationalists is not shared by other species, but they prosper in Federation governmental circles.

LANGUAGES: Grazerite, Federation Standard

COMMON NAMES: Grazerites combine their given individual names with the names of their *upsols* to form a single, hyphenated name.

UPSOL NAMES: Algor, Bentor, Gepur, Inyo.

MALE NAMES: Dalig, Dashul, Jaresh, Jobid, Uljef.

FEMALE NAMES: Barab, Ianad, Lirix, Urlesh.

FAVORED PROFESSION: Engineering tempts most Grazerites who serve in Starfleet, although many also become science officers (specializing in life science or planetology), medical officers, or even security officers. Outside Starfleet, Grazerites often pursue diplomatic careers.

SPECIES ADJUSTMENTS: +1 Presence. Grazerites' deeply imbued sense of calm helps others to become calm, relaxed, and trusting in their presence.

SPECIES ABILITIES:

- **BONUS EDGE: EXCEPTIONAL CONCENTRATION:** Grazerites are skilled at maintaining their focus through lengthy periods of detailed meditation.
- **BONUS EDGE: THICK SKULL:** Descended from horned herbivores, this edge is the literal truth for Grazerites.
- **HERD POLITICS:** Grazerites are masters of group agreement and consensus, and sensitive to shifts in group opinion. Grazerites get a +1 species bonus to any Negotiate or Persuade test involving groups of sentient beings. They also receive a +1 species bonus to Social Science (Anthropology) and Social Science (Political Science) tests.
- **HIDE:** Grazerites' thick, leathery skin deflects 2 points of kinetic, fire, or corrosion damage per attack. It does not affect their resistance to stun (although see Thick Skull, above), sonics, or other energy attacks.
- **HORNS:** Grazerite horns do 1d6 + Strength modifier butting damage in unarmed combat. All Grazerites begin with +1 skill level in *palava*, the traditional Grazerite unarmed combat method, centering on the use of horns to smash one's opponent off-balance. It descends from the primitive contests Grazerite males used to fight for acmission to, and leadership of, the upsol. *Palava* exists solely as a Grazerite athletic sport, similar to Earth wrestling; it is an Unarmed Combat skill based on Strength rather than Agility.

NOTABLE GRAZERITES

Ambassador Jaresh-Inyo represented Vacca III on the Federation Council for 22 years, and was elected President of the Federation in 2371. His deep and abiding concerns for consensus, individual rights, and democracy helped him resist ill-advised emergency measures during the Dominion War after the revelation of a changeling conspiracy in Starfleet.

Grazerite psychologist Dalig-Bentor heads up the counselor program at Starfleet Academy. His pioneering work in the connections between group and individual psychology have overturned academic thought on Vacca III and in the rest of the galaxy.

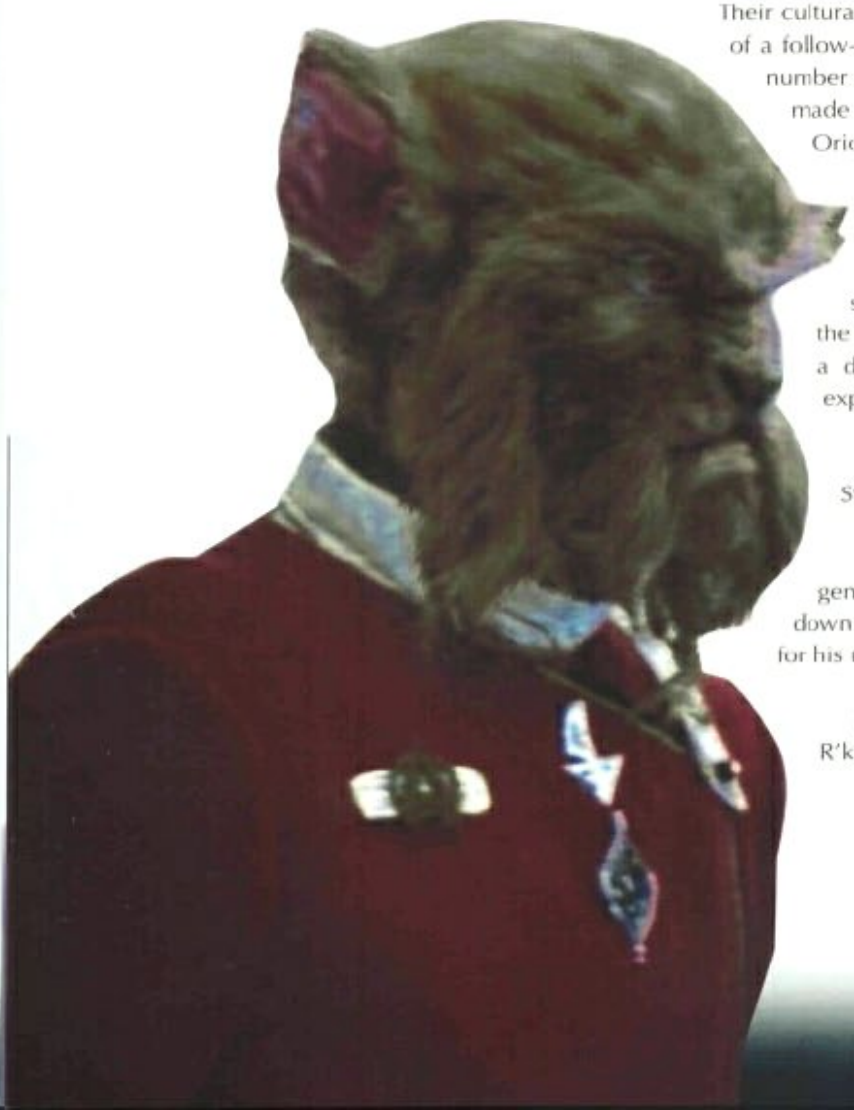
REGULANS

PERSONALITY: The average Regulan is calm, collected, and strongly individualistic. Regulans dislike crowding, dirt, noise, and disputatiousness. Some Regulans can seem finicky or prickly to outsiders, and they remain non-demonstrative of even strong friendships. However, many Regulans put a veneer of flirtatiousness or banter over this private core, especially when dealing with non-Regulans.

PHYSICAL DESCRIPTION: Regulans are slightly slimmer in the hips and chest than Humans, but well-muscled on their lighter frames. Regulans closely resemble Terran felines, with flat noses, fore-mounted eyes, tufted ears, prominent canine teeth, long tails, and sleek fur ranging from deep black to tawny. Female Regulans tend to have longer manes than males.

HOMEWORLD: From their home planet of Regulus V, Regulans have settled a number of colony worlds, including Asref IV, 15 Lyncis II, Regulus III and La'ven III. Regulans from any of these worlds can serve in Starfleet.

CULTURE: Regulans evolved from arboreal predators with many similarities to the smaller Earth feline species such as ocelots or jaguars. Early Regulans spent their whole lives on the move, prowling across hundreds of square kilometers of forest and plain. Regulan society evolved as a loose confederation of matrilineal clans, meeting at specific locations for mining, government, and other relatively fixed functions. Regulan civilization advanced much slower than Earth's, since the Regulans lacked the "trooping instinct" that Earthly primates had. The Regulans acquired star drives from a failed invasion by an aggressive species millennia ago, during their late industrial era. Although it killed hundreds of thousands of Regulans, the war with the Kodom allowed them to bootstrap their technology without overpopulating and devastating their planet's ecosystem.



Their cultural insistence on low population densities (and the fear of a follow-up attack) caused the Regulans to spread out over a number of planets almost immediately after the war; Regulans made first contact with a number of races, including the Orions and the Ferengi, during this exciting "frontier era." When Regulan and Federation ships first met in 2249, it only took a few years of discussion for seventeen of the twenty Regulan colony worlds to accompany Regulus VI into full Federation membership. Regulans merged their Regulan Sky Navy with the Federation's Starfleet, and have continued to provide a disproportionate number of Starfleet's most intrepid explorers and fighting captains ever since.

LANGUAGES: Regulan Standard, Federation Standard.

COMMON NAMES: Regulan names do not follow gender patterns, although they are traditionally passed down through family lines. A Regulan son might be named for his mother, or a daughter for her great-uncle.

REGULAN NAMES: F'rras, K'rrurr, M'morr, P'kyrr, R'kurul, R'ruul, S'rrel.

Favored Profession: Starship officer, especially security and communications work. Many Regulans also enjoy the challenge of science, reveling in the hunt for new information and knowledge. Regulans also work well in intelligence branches. Except for commando units, Regulans make only fair soldiers. Regulan culture has its share of mystics, since individual communion with the divine is a key tenet of Regulan belief.

Species Adjustments: +1 Agility, +2 Perception, –1 Vitality. Although they retain much of the sprightliness and keen senses of their hunting ancestors, their tricky metabolism and relatively light build lessens their ability to take continuous punishment.

Species Abilities:

- **Bonus Edge: Night Vision:** Regulan eyes are optimized for light intensification, thanks to their ancestors' night-hunting habits.
- **Wide-Spectrum Hearing:** Although not as sharp as Vulcan hearing, Regulans can hear sounds in ultrasonic and subsonic frequencies. They also have excellent sound discrimination abilities, and get a +4 species bonus to all Observe (Listen) tests when attempting to tell sounds apart from each other.



NOTABLE REGULANS

Admiral S'rrel became one of the first Regulans to join Starfleet, working his way up the chain of command serving both as Regulan Ambassador to Earth and full-time Starfleet officer. He encouraged other Regulans to join up, and was famous for placing Regulan communications officers onto front-line starships. Many of "S'rrel's get" later served as Regulan ambassadors themselves to planets they first visited as shipboard officers. S'rrel remained a strong supporter of Starfleet in his later years on the Federation Council.

M'morr is 15 Lyncis' best-known archaeologist, and famous in Federation historical circles for her unorthodox theories and for her absolute fearlessness in hunting down proof of some ancient culture or bizarre legend. She specializes in new discoveries, often handing off immense finds to junior scholars for cataloging and publication.

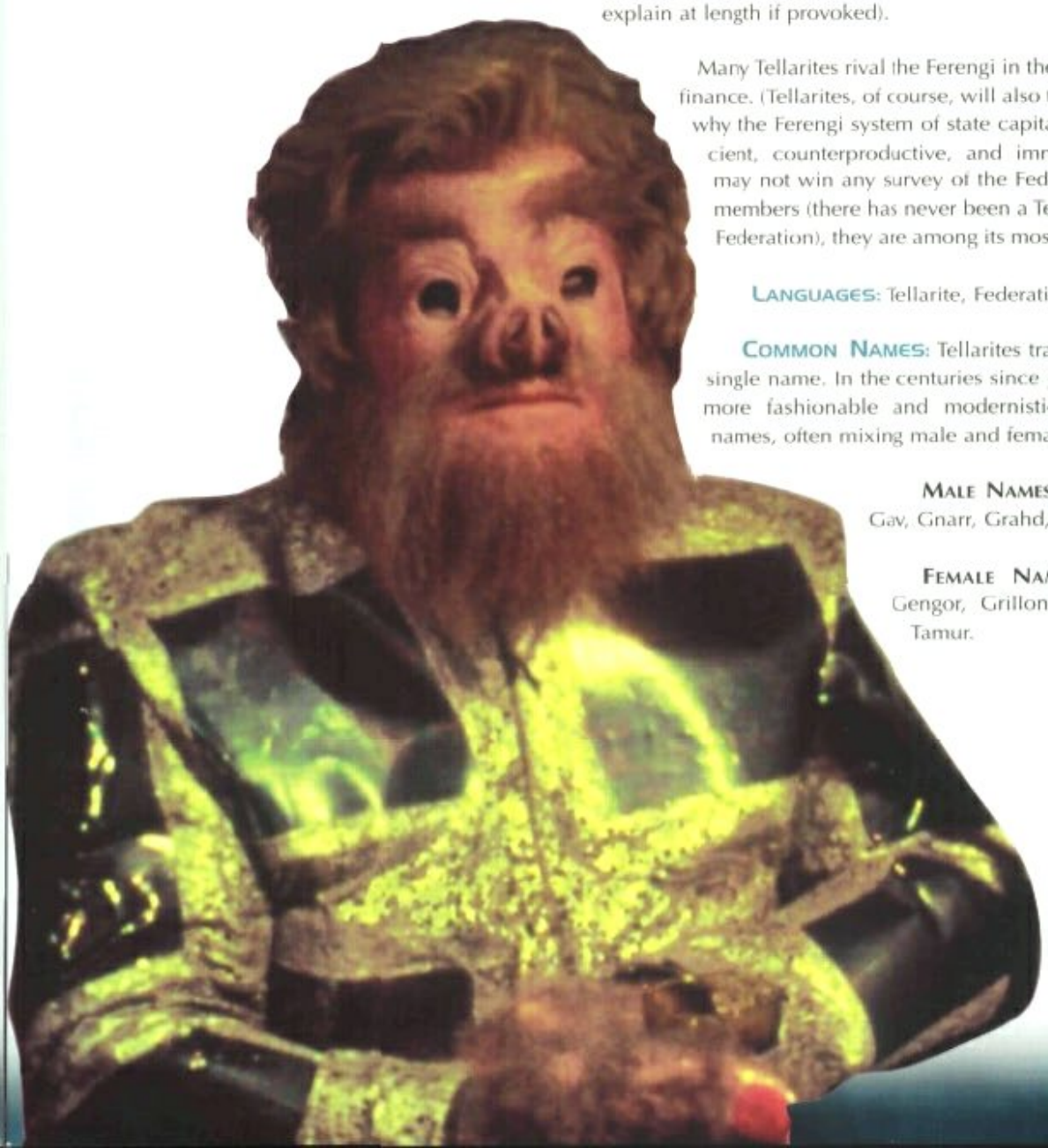
TELLARITES

PERSONALITY: Tellarites argue and debate with glee. Their delight in disputation comes from a powerful desire to know the underlying facts; their investigative, inquisitive, curious nature gives them a great love for objective truth and fact. Where that lies in doubt, they enjoy reasoning out the answers with logical (and incessant) argument. Tellarites often seem gruff, or downright rude, to non-Tellarites. Since this often starts an argument, they seldom mind.

PHYSICAL DESCRIPTION: Tellarites are short, stocky, furry humanoids with flattened, piglike snouts below beady eyes capped with hairy brow-ridges. Their fur ranges from white to dark brown; their skin from pale pink to deep black. Tellarites enjoy wearing bright, gaudy clothing that reflects both their personal taste and any ambient light in the area.

HOMEWORLD: Tellar, the mountainous, wet third planet out from the white subgiant of the same name.

CULTURE: The Tellarites venerate free speech, public debate, and the free exchange of information as the highest accomplishments of society. Second to that, they believe that all problems exist to be solved, especially physical ones. Tellarites have little patience for mystical mumbo-jumbo or "the unexplained"; they tend toward atheism, although every Tellarite possesses a strong ethical code (which he will explain at length if provoked).



Many Tellarites rival the Ferengi in their love of markets and finance. (Tellarites, of course, will also talk your arm off about why the Ferengi system of state capitalism is actually inefficient, counterproductive, and immoral.) Although they may not win any survey of the Federation's most popular members (there has never been a Tellarite President of the Federation), they are among its most loyal and productive.

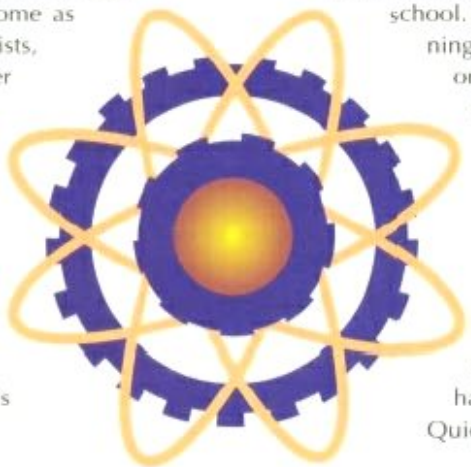
LANGUAGES: Tellarite, Federation Standard.

COMMON NAMES: Tellarites traditionally only have a single name. In the centuries since joining the Federation, more fashionable and modernistic Tellarites take two names, often mixing male and female at random.

MALE NAMES: Brok, Cherok, Gaer, Gav, Gnarr, Grahd, Ranx, Tarnoc.

FEMALE NAMES: Boven, Chabat, Gengor, Grillon, Melbonit, Morbren, Tamur.

Favored Profession: Starship engineer. Tellarites love all things mechanical and intricate; they also find themselves right at home as science officers (especially physicists, chemists, and practitioners of other "hard" sciences) or operations officers (transporter chiefs especially). Tellarites also make excellent merchants and scientists (again, primarily in hard sciences and mathematics). Tellarites who don't feel that they fit into their cunningly-organized culture often become engineers on rogue or mercenary ships, or even turn their own skills toward crime, especially smuggling.



Species Adjustments: +1 Vitality, –2 Presence. Physically sturdy, Tellarites conform to few species' ideal of beauty, and their abrasive personalities don't help.

Species Abilities:

▷ **Bonus Edge: Great Stamina:** The single-minded Tellarites learn to push themselves.

▷ **Bonus Edge: Skill Focus (Craftsman):** Tellarites have a natural affinity with building and repairing mechanical devices, possibly due to superior senses of relative distance, depth, and density.

▷ **Engineering Training:** Every Tellarite receives intensive training in engineering at all levels of school. A Tellarite character at the beginning of play receives +2 levels in any one Engineering skill selected by the player.

▷ **Eye-Hand Coordination:** Tellarite brain-eye structure, and the slightly higher adrenaline and acetylcholine production of the Tellarite limbic system, both contribute to better-than-average reflexes. Tellarites have a +2 species bonus to their Quickness reaction.

▷ **Infrared Vision:** Tellarites can see into the infrared. They suffer no penalties for seeing warm objects (such as most humanoids) in the darkness.

NOTABLE TELLARITES

Tarnoc, the political scientist and diplomat who helped draft the Federation Constitution in 2160, also helped ratify it on his homeworld. His debating skills remain the stuff of Tellarite tall tales and children's stories to this day, and his absolute and unflinching personal integrity continues to inspire even adult Tellarites of all types.

Gnarr began his career as a spaceframe designer, and eventually became head of Starfleet's space design team after Tellar joined the Federation. Frustrated at the weaknesses of conventional metals, he eventually led the team that first refined duranium from pollarium. Since Tellarite companies owned almost all the pollarium mines in the quadrant, he also made Tellar immensely wealthy. Engineer, metallurgist, and financier, he typifies the Tellarite dream.

TIBURONESE

PERSONALITY: Tiburonese project an easy-going, sensual, hedonistic image. Tiburonese enjoy respect without formality, and honor those with open minds. However, their desires can easily become drives; a dedicated, single-minded Tiburonese is far from the contradiction in terms it might seem.

PHYSICAL DESCRIPTION: Tiburonese are taller-than-average humanoids, ranging in color from reddish tan to pale golden. Some Tiburonese have faint stripes on the back of their heads, hands, and legs. Tiburonese have large, elaborately flanged ears and sport a row of tiny, bony protrusions running across the head and down the neck. Many, though not all, Tiburonese of both sexes shave all body hair; others trim theirs into elaborate styles.

HOMEWORLD: Tiburonese are hybrids of the natives of Tiburon and those of Ucal, another Class-M planet in the same system. Both planets have completely interbred.

CULTURE: The highly technological society of the Tiburonese is a direct outgrowth of alien conquest. The war-like, authoritarian Ucali conquered the pastoral inhabitants of the planet Tiburon in a war for resources fourteen centuries ago. The Spartan elites of the Ucali ruled Tiburon with cruelty, allowing the infamous butcher Zora to conduct atrocities in the name of "genetic experimentation" on the Tiburonese populace. However, the native Tiburonese cleverly subverted their captors, tempting them into pleasure, gratification, and eventual decadence. The Ucali finally underwent a total cultural meltdown; their young military cadets and elite soldiers refused to follow the orders of a corrupt regime that no longer practiced the stern asceticism it preached. During a period of anarchy, the Tiburonese population interbred with the Ucali, removing the problem and ending the caste system the Ucali had enforced.

Although the Tiburonese rejected science for centuries, they were forced to maintain an intricate technical infrastructure to keep their planet alive after its looting and devastation by the Ucali. The work of Neprin and others led to a culture and economy heavily dependent on robots and labor-saving devices, freeing the Tiburonese themselves to pursue only joy and pleasure. The brilliant acoustic physicist Dr. Sevrin rebelled against this insulated culture, claiming that over-reliance on technology had weakened the Tiburonese. It does seem to have suppressed their immune systems; the incurable and deadly disease *synthococcus novae* infects hundreds of thousands of Tiburonese.

Fortunately, Tiburonese high technology remains well able to control any problems it may have created (Dr. Sevrin was, it turned out, insane), not least because the Tiburonese treat the satisfaction of curiosity as a crucial pleasure. The joys of scientific investigation and exploration animate Tiburonese culture. They also delight in subverting intolerant or authoritarian regimes. Ever since joining the Federation in 2229, Tiburonese representatives on the Council or in Starfleet constantly urge it to take a more active role in deposing despotic rulers. To many Tiburonese, there are self-evidently higher virtues than the non-interference doctrine of the Prime Directive.

LANGUAGES: Tiburonese, Federation Standard.

COMMON NAMES: Tiburonese take a single name.

MALE NAMES: Beorin, Gavin, Mirrin, Neprin, Sevrin, Wilorin.

FEMALE NAMES: Alari, Estal, Nova, Ryka, Thandi, Vurn.

FAVORED PROFESSION: Science officers or engineers. Products of one of the most intensely technological cultures in the Federation, Tiburonese have plenty of opportunities to study advanced scientific techniques even before joining Starfleet. Many Tiburonese become scientists, and their easy-going charm makes them natural diplomats or lovable rogues. Tiburonese culture does not embrace mysticism.

Species Adjustments: +1 Presence, –1 Vitality. Tiburonese project great charm and charisma with little effort. The advanced nature of Tiburonese medicine, and the extreme comfort of Tiburonese society (combined with the side effects of massive interbreeding with the Ucali) have slowly weakened the Tiburonese genome.



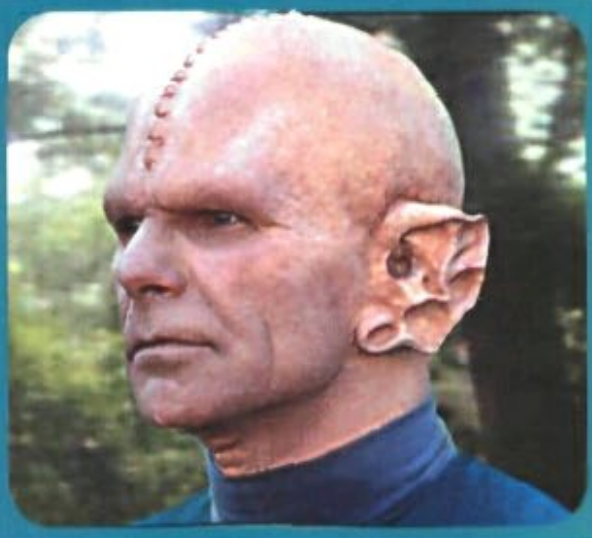
Species Abilities:

- **Amiable:** Friendly and comfortable with others, all Tiburonese gain a +2 species bonus to Influence (Charm) or Influence (Seduce) tests.
- **Gamester:** Tiburonese culture enjoys amusements, Tiburonese may take a +1 species bonus on any Gaming skill test.
- **Technologically Adept:** As the product of the Federation's most technophilic culture, Tiburonese characters receive a +1 species bonus to System Operation or Computer Use skills.

NOTABLE TIBURONESE

Alari, the Tiburonese courtesan who seduced the Ucali High Suzerain in 1154, began the Grand Subversion that transformed Tiburon from an occupied planet into the source of all cultural trends for the system. Her precepts and proverbs guide many Tiburonese even now (if often ironically); one of the best-known is "He who can make love best, never needs to make war."

The neurochemist Neprin pioneered emotional cybernetics, practical robotics, and atmospheric reionization. His scientific principles led to the to the development of the orgone re-oscillator, the key device at the center of Tiburonese energetic biophysics.

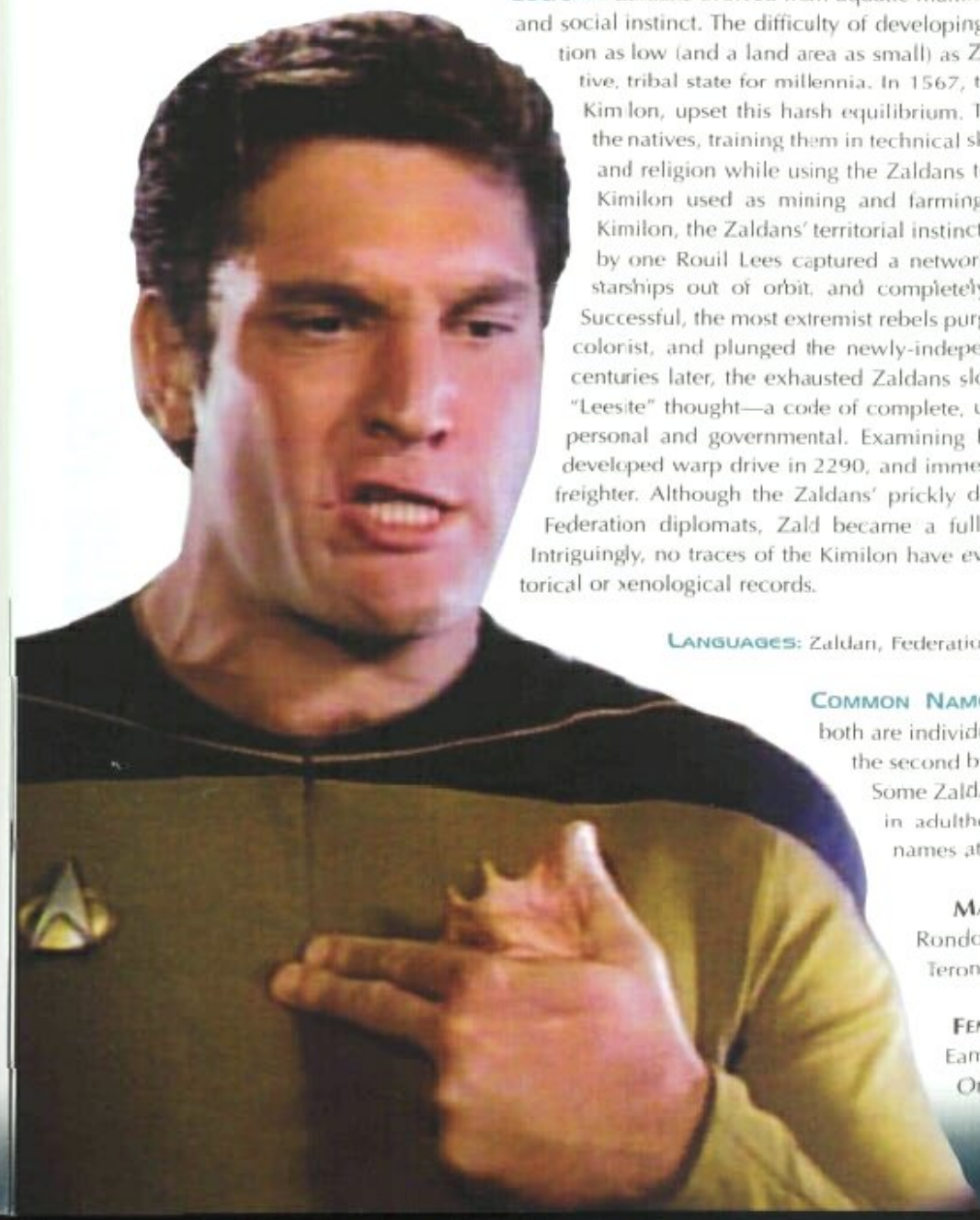


ZALDANS

PERSONALITY: Zaldans are inherently territorial and brusque toward those they conceive as interlopers or outsiders. However, there are few truer friends than a Zaldan who has "adopted" you. Zaldans enjoy hard work, especially hard mental work. The Zaldan ethical code of complete and total honesty means that they don't "get" sarcasm or irony, and often seem rude and abrupt to non-Zaldans. Zaldans consider even elementary social courtesies grossly rude and immoral, although they accept Starfleet discipline as a military necessity.

PHYSICAL DESCRIPTION: Zaldans are bulky humanoids with thick muscles and an extra layer of subcutaneous fat. The average Zaldan is taller than the average Human, and can additionally be distinguished by webbed fingers and toes. Zaldan skin color ranges from grayish-tan to pinkish-white; their hair color runs from deep brown to platinum blond. Off duty, Zaldans dress in leathers, usually trimmed with fur.

HOMEWORLD: Zald (Dolium V) is a cold, oceanic world orbiting a white main-sequence star. Zaldans mostly live in floating cities, drawing power from ocean-thermal conversion and hydrogen fusion. Zaldans mine metal from seawater, and farm the herds of marine mammals on Zald and fields of carnivorous kelp.



CULTURE: Zaldans evolved from aquatic mammals, and retain a strong territorial and social instinct. The difficulty of developing high technology with a population as low (and a land area as small) as Zald's kept the Zaldans at a primitive, tribal state for millennia. In 1567, the coming of alien colonists, the Kimilon, upset this harsh equilibrium. The Kimilon attempted to civilize the natives, training them in technical skills and preaching Kimilon ethics and religion while using the Zaldans to construct the floating cities the Kimilon used as mining and farming stations. Unfortunately for the Kimilon, the Zaldans' territorial instincts remained intact; a rebellion led by one Rouil Lees captured a network of cities, knocked the Kimilon starships out of orbit, and completely liberated the planet by 1916. Successful, the most extremist rebels purged Lees, masscred every Kimilon colorist, and plunged the newly-independent world into civil war. Two centuries later, the exhausted Zaldans slowly unified under the mantle of "Leesite" thought—a code of complete, unflinching honesty in all matters personal and governmental. Examining Kimilon technology, the Zaldans developed warp drive in 2290, and immediately encountered a Centauran freighter. Although the Zaldans' prickly demeanor proved challenging for Federation diplomats, Zald became a full member of the UFP in 2339. Intriguingly, no traces of the Kimilon have ever been found in Federation historical or xenological records.

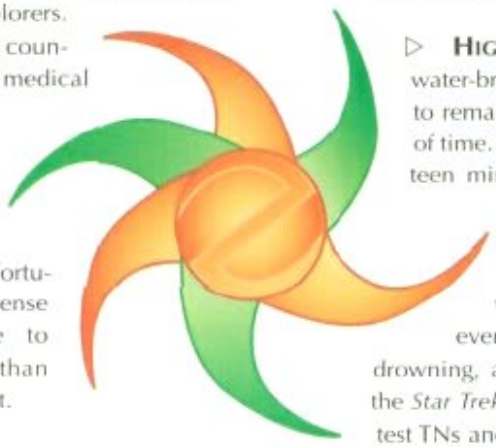
LANGUAGES: Zaldan, Federation Standard

COMMON NAMES: Zaldans use two names, but both are individual; one is chosen by the parents, the second by oneself upon reaching maturity. Some Zaldans use only their "mature" name in adulthood. Zaldans do not use family names at all.

MALE NAMES: Dafed, Haaret, Lees, Rondon, Rouil, Samton, Termon, Terone.

FEMALE NAMES: Aleish, Cesamet, Eamen, Granauil, Mabevh, Nilika, Omale.

Favored Profession: Any command position. Zaldans love the independence and opportunities that command brings, and their tribal nature makes them surprisingly effective and supportive subordinates, once their confidence is won. Zaldans also make excellent science officers and explorers. Zaldans make very poor starship counselors, and few of them serve as medical officers, either.



Species Adjustments: +1 Strength, +2 Vitality, –3 Presence. Toughened by their harsh world, Zaldan strength unfortunately also shows up in their intense personalities. Zaldans manage to offend even more species than Tellarites or Vulcans, no mean feat.

Species Abilities:

▷ **Bonus Edge: Excellent Metabolism:** Zaldan biochemistry is highly efficient, since it evolved to digest the incredibly dangerous and often toxic Zaldan kelp.

▷ **Bonus Edge: Unyielding:** Zaldan culture and sociobiology both encourage firmness.

▷ **Cold Resistance:** The icy Zaldan climate and oceans give Zaldans +4 to any Stamina test against cold. They also take two rounds, rather than one, to suffer the loss of a full Wound Level when exposed to the icy vacuum of outer space.

▷ **High Lung Capacity:** Although not water-breathers, Zaldans evolved the ability to remain underwater for extended periods of time. A Zaldan can hold his breath for fifteen minutes over and above the amount conferred by his Stamina. After that time has elapsed, he must make a successful Stamina reaction test every minute (rather than every round) or suffer the effects of drowning, asphyxiation, etc. See page 228 of the *Star Trek RPG Narrator's Guide* for Stamina test TNs and other details of the drowning and asphyxiation rules.

NOTABLE ZALDANS

Starfleet Captain Rondon currently commands the deep-space exploration vessel *U.S.S. Jah'tor*. A brave and clever officer, he wisely keeps a Vulcan anthropologist and a Betazoid historian on his staff to handle first contact missions. Rondon takes a strong interest in Starfleet Academy, and often serves on entrance examination panels.

Ambassador Samton is the Zaldan representative on the Federation Council, and almost the only Zaldan diplomat as such in the Galaxy. Samton has managed, in his tenure, to grievously offend Regent Cuzar of the Evora, two Romulan Senators, and the Pakled ambassador. This is why Zaldans usually use Vulcan consuls for their diplomatic dealings with other worlds, telling them "Your cowardly willingness to disguise your emotions will serve our world's practical needs." The Vulcans, of course, take no offense.

12 CREATURES



In addition to the alien species inhabiting strange new worlds, crewmembers are likely to encounter a variety of exotic animals, plants, and other life-forms on their trek through the galaxy. From the *mugato* discovered on Tyree's planet to the voles infesting the ODN conduits on *DS9*, a variety of alien creatures await your Crew.

The previous chapter describes the process for creating your own alien species, as well as presenting several species from *Star Trek* television episodes and films for your use. This chapter concerns bestial creatures, alien life-forms that lack the intelligence and social organization required to form societies and civilizations. Because alien species and creatures play different roles in your *Star Trek* episodes, the creature design process excludes factors such as civilization, technology, and government, in favor of considerations such as appearance, behavior, and ability.

CREATURES VS. SPECIES

What distinguishes creatures from species is the level of intelligence of an individual being. The difference between a chimpanzee and a *homo sapien* lies in their ability to reason, to communicate, and self-reflect. Some animals may demonstrate remarkable intelligence, but not reach the level of sapience required to develop race identity and primitive society. This is a fine distinction, subject to interpretation; so for simplicity, consider the ability to fashion tools and form social contracts as benchmarks of species. If a being or life-form doesn't do both of these things, then you can treat it as a creature and create it using the guidelines presented here.

It is not imperative that you distinguish between alien species and creatures when introducing a new life-form to the Crew. Part of the fun in exploration missions is discovering the exact nature of new life-forms. But in terms of designing creatures to populate alien settings, you need to decide whether a role calls for an advanced social being or savage life-form, then create it using the appropriate guidelines.

This necessity also applies to mechanical simulacra such as drones, automata, and androids. Whereas technologically advanced, self-aware androids such as Lor and Data qualify as intelligent beings, primitive robots lacking artificial intelligence function more like creatures.

CREATURE ROLE

Once you've determined that your series or episode requires a creature, you need to decide what its role shall be. A creature—just

like any supporting cast character you create—can serve a number of functions within your series or episode. In *Star Trek*, creatures can provide narrative color, present momentary threats, or act as prime movers in your storyline and plot.

Narrative Color

Strange creatures pop up in a variety of places in *Star Trek*. You might describe the herd of rectyne monopods hopping along the slopes of *Qo'noS*, or the Tarkassian razor beasts wheeling on the thermals of Tarkas IX. In such cases, the creature provides descriptive color, but has little impact on the plot of your episode. Occasionally, creatures move the plot along in a small way, as with the little alien dog split in two during a transporter malfunction in the episode "The Enemy Within"[TOS]. When introduced as a plot device like this, such creatures don't require a great deal of thought and detail.

Creatures designed to provide narrative color are easy to create. To make a creature for this type of role, simply describe the creature's physical appearance and give it a name. If you want to go to additional lengths, you might consider what the locals, if any, call the creature, and how it fits into their native culture (as a food source, beast of burden, ritual sacrifice, divine symbol, and so on).

Momentary Threat

While the Crew makes their way through your episodes, you might want to distract or delay them by presenting some threat to complicate the main storyline. The *mugato*, for example, isn't the central obstacle in the episode "A Private Little War," but instead serves as a plot device to incapacitate Captain Kirk and make the rest of the episode more challenging for the crew.

Like those created for narrative color, creatures designed to present momentary threats require little effort on your part. The role requires the creature to present an actual danger or hindrance to the Crew, so you need to consider its innate abilities and behavior to make the encounter challenging. Then, in addition to describing and naming it (for narrative color), you also need to detail the creature's basic attributes, skills, and special abilities (if any). You can use the creature profile (page 74) to establish all of these important elements.



Red Herring

Alien creatures can also be used to provide false leads and direct the Crew's attention away from the main challenge or culprit in an episode. These "red herrings," as they're usually called, appear to solve some problem for the players. Perhaps the Crew needs to find the perpetrator of a series of horrific murders in a dilithium mine. When they find a large, two legged, mineral-eating reptile munching on a dead miner, they will likely believe this to be the culprit behind the mysterious deaths. It is up to the players to realize, based on clues you leave, that the creature is merely a scavenger and isn't responsible for the murders. Upon making that realization, they can begin to seek the truth and resolve their mission successfully.

Creatures included as red herrings can be described in any amount of detail you believe necessary to throw the Crew off guard. Because they never serve as prime movers, you can usually create them quickly using the guidelines presented for other roles such as momentary threats. These guidelines usually provide sufficient information to enable red herring creatures serve their function in your storyline.

Prime Mover

The most involved role a creature can play in any episode is that of prime mover—the agent who serves as the chief obstacle, primary challenge, or main antagonist. This role can be played by a solitary being or a collection of creatures; for example, the quasi-energy microbes infesting the transporter matter stream in the *Next Generation* episode "Realm of Fear" act as the prime movers of that story.

When creating a prime mover, you need to describe the creature in complete detail. You should detail every aspect of the creature profile (see page 198) because the Crew must interact extensively with the creature in order to learn its weaknesses and overcome the challenge it presents. In these cases, the abilities of your creature direct much of the plot. For example, the energy emitted by the giant space amoeba in "The Immunity Syndrome"[TOS], affects not only the *Enterprise*'s ability to attack it, but also the basic operation of the *Enterprise* itself. The episode centers on the creature, with the Crew attempting all sorts of solutions to uncover the creature's weakness and save the galaxy from destruction.

CREATURE PROFILE

Once you know its role, designing creatures for your *Star Trek* episodes is easy and fun. Like character creation, creature design follows a simple layering process beginning with the selection of the creature's body type (form). To its form, you add feeding habits, natural defenses, size, attributes, characteristics (movement rate, carrying capacity, reaction scores, and wounds), skills, and special abilities. Finally, you write up a short description to expand or explain any of these qualities and to round out your creature. Refer to the creature profile to guide you through the following process (see "Creature Profile Elements"):

- **Step 1:** Select creature form (page below).
- **Step 2:** Select creature sustenance (page 201).
- **Step 3:** Select creature defenses (page 204).
- **Step 4:** Select creature attributes (page 206).
- **Step 5:** Derive creature characteristics (page 209).
- **Step 6:** Select creature skills (page 210).
- **Step 7:** Select creature special abilities and make attribute, characteristic, and skill adjustments (page 211).
- **Step 8:** Summarize creature with a short description.
- **Step 9:** Record information on creature profile (see the the back of this book)

CREATURE PROFILE ELEMENTS

FORM: animal, plant, energy, gaseous, mineral, or construct

SUSTENANCE

Diet: fluids, meat (carnivores), natural gases, natural minerals, raw energy, or vegetation (herbivores)

Feeding Habits: chaser, filter, gatherer, grazer, parasite, pouncer, or scavenger

SIZE: microscopic to titanic and beyond

ATTRIBUTES: Strength (Str), Intellect (Int), Agility (Agl), Vitality (Vit), Presence (Pre), Perception (Per); all range from "not applicable" (n/a), or 0+

CHARACTERISTICS: All characteristics: are derived from size and attributes (see below)

Reactions: derived from size, attributes, and special abilities (such as Cunning)

Movement: derived from size, attributes, and special abilities (such as Burrow)

Lifting/Carrying Capacity: derived from attributes, and special abilities

Health: derived from size and attributes

Wound Level: derived from size and attributes

SKILLS: any; often includes Athletics (Climb, Jump, Run, and/or Swim) 1+, Survival 3+, and Unarmed Combat (natural weapons) 1+; some special abilities confer skills while others require skills as prerequisites

SPECIAL ABILITIES: any; form and feeding habits may confer automatic special abilities

DESCRIPTION: a summary of the creature; includes physical appearance, behavior, native habitat, and social organization

CREATURE FORM

Form describes a creature's general body type. In addition to describing physical appearance and composition, form defines common qualities such as attribute ranges, skills, and special abilities. For example, the special ability Amorphous is more common among creatures with Energy and Gaseous forms than it is among animals. A being's form also enables movement; an animal might rely on legs or wings to move about, while an energy being necessarily employs nonphysical means. Plant life, on the other hand, might have no means of locomotion, being firmly rooted in soil or floating idly in the sea.

For a creature to exert force on physical objects, to move its body, and travel any distance in the physical universe, it must possess both Strength and Agility attributes at level 1 or higher. Amorphous creatures, such as energy and gaseous life-forms, can achieve similar effects by virtue of the Psychokinesis and Flying special abilities. See "Creature Attributes," page 206, and "Special Abilities," page 211 for more information.

Animal

Animals include any variety of carbon-based life that bears any semblance to creatures of Earth. These include vertebrates (mammals, reptiles, birds, and fish) as well as invertebrates (annelids, arthropods, mollusks, and so on). Whether your creature resembles a horned ape or a winged serpent, it qualifies as an ani-

CREATURE FORM

FORM	EXAMPLES (Creatures and Species)
Animal	eagle, *mugato*, Tarkassian razor beast and Humans (species)
Plant	Venus flytrap, spore plant in "The Way to Eden"[TOS]
Energy	Beta XII-A entity and Medusans (species)
Gaseous	Dikironium cloud creature
Construct	Mudd's women and Data (species)

mal if possesses skin, organs, appendages, or other traits commonly associated with Earth-like fauna.

The "Animal Form Overview" lists the various qualities (sustenance, size, attributes, characteristics, skills, and special abilities) recommended for animals. You may assign one or more statistics outside of the suggested range; but when doing so, you should explain the anomaly within its description on the creature profile.

Animal Form Overview

Form: animal, plant, energy, gaseous, mineral, or construct

Sustenance

Diet: meat (carnivores), vegetation (herbivores), or both (omnivores)

Feeding Habits: any—chaser, filter, gatherer, grazer, parasite, pouncer, or scavenger

Size: any

Attributes Range: Str 1+, Int 0+, Agl 1+, Vit 1+, Pre 0+, Per 1+

Characteristics: all derived normally

Skills: Athletics (Climb, Jump, Run, and/or Swim) 1+, Stealth 1+, Survival 3+, Unarmed Combat (Natural Weapons) 1+

Special Abilities: any except Energy Body, Gaseous Body, Incorporeal, Mineral Body, and Mechanical Body

Plant

Plants include all varieties of botanical life, including carnivorous plants and plant-like organisms such as plankton. For purposes of simplification, this form also covers fungi, slime, and single-cell organisms, which share similar diets and Immobility. Plants generally have diets consisting of energy (light) and fluids (water), though many forms also consume raw nutrients from the soil or surrounding waters. Although most Terran plants are root-bound and immobile, xenoforms might possess agile root masses, flagella, or gas-filled air-sacs for moving about from place to place.



The "Plant Form Overview" lists recommended qualities (sustenance, size, attributes, characteristics, skills, and special abilities). Most forms of plant life have no appreciable degree of Strength, Intelligence, Agility, Perception, or Presence. Carnivorous plants make the exception, usually requiring some amount of Strength, Agility, and Perception to sense prey, ensnare it, and drag it to its maw. Carnivores lacking these attributes must rely on some type of lure and/or trap (see the Lure ability, page 217, and Trap-building, page 221) to entice prey into its maw or gorge. You may assign one or more statistics outside of the suggested range; but when doing so, you should explain the anomaly within its description on the creature profile.

Plant Form Overview

Form: plant

Sustenance

Diet: usually energy (light), fluids (water), and minerals (soil nutrients); possibly carnivorous

Feeding Habits: usually filter; parasite, pouncer, and scavenger are common among carnivores

Size: any

Attributes Range: Vit 1+; others n/a or 0+

Characteristics: derived normally; most plants possess Immoble ability limiting their movement rate to n/a.

Skills: usually n/a; carnivores may possess Unarmed Combat (Natural Weapons) 1+

Special Abilities: any except Energy Body, Gaseous Body, Incorporeal, Mineral Body, and Mechanical Body; Camouflage, Ganglia, and Immobile are common

Energy

Energy life-forms are creatures or beings composed entirely of pure energy such as electricity, fire, plasma, or antimatter. This form is alien to earth and most Class-M planets, and is most likely to originate on stars, gas giants, or homeworlds with relatively close orbits to a star (likely Type B, A, or F) or other source of intense, ambient radiation. It is reasonable to assume that energy beings, like plants and animals, require some type of sustenance to survive. While their diet is most likely to consist of other energy, it could also include fluids (various chemicals) or minerals. Feeding habits could also run the gamut, but filtering, grazing, parasitic behavior and scavenging seem the most plausible. Depending on these factors, an energy being could either live a solitary existence or group with others in some sort of pack or herd. Examples of energy life-forms in the *Star Trek* universe include the Beta XII-A entity and the Medusan species.

The "Energy Form Overview" lists the various qualities (sustenance, size, attributes, characteristics, skills,

and special abilities) recommended for energy life-forms. Because this form is so different from creatures with material bodies, you should carefully consider the rationale for attribute and characteristic selection as well as explaining all of its abilities within its creature profile.

Energy Form Overview

Form: energy

Sustenance

Diet: usually energy; also fluids, gases, minerals, or emotions

Feeding Habits: usually filter; also grazer, parasite, or scavenger

Size: any

Attributes Range: Vit 1+; others n/a or 0+

Characteristics: all derived normally

Skills: Stealth 0+, Survival 1+, Unarmed Combat (Energy Attack) 1+

Special Abilities: Amorphous, Energy Attack, Energy Body, Resistance (physical damage); Flying, Radiation, and/or Ranged Attack are common

Gaseous

Gaseous life-forms are composed entirely of vapor or gas, such as cyanide or ammonia. The form is alien to earth and most Class-M planets, and is most likely to evolve on metal-dense planets, gas giants with Thick atmospheres, or worlds with close proximity to a protostar. Like plants and animals, gaseous life-forms require some type of sustenance to maintain their energy or existence. While their diet is likely to consist of other gases or liquids, it could also potentially include energy or minerals by virtue of absorption or corrosion. Feeding habits can also vary widely, but filtering, grazing, and scavenging seem the most likely for gaseous beings. Depending on how you conceptualize it, an energy being could either feed as a loner or group with others. The dikironium cloud creature is one example of a *Star Trek* creature with gaseous form.



The "Gaseous Form Overview" lists the various qualities (sustenance, size, attributes, characteristics, skills, and special abilities) recommended for energy life-forms. Because this form is so different from creatures with material bodies, you should carefully consider the rationale for attribute and characteristic selection as well as explaining all of its abilities within its creature profile.

Gaseous Form Overview

Form: gaseous

Sustenance

Diet: usually other gases; also fluids, energy, or minerals

Feeding Habits: usually filter; also grazer or scavenger

Size: any

Attributes Range: Vit: 1+; others n/a or 0+

Characteristics: creatures have no lifting and carrying capacity

Skills: Stealth 3+, Survival 1+, Unarmed Combat 1+

Special Abilities: Amorphous, Gaseous Body, Resistance (physical damage); Corrosion and Anaerobic Respiration are common

Mineral

Mineral life-forms possess bodies composed of non-carbon compounds. Their material constitution may be silicon-based, such as the Horta, or based on another element such as iron, sulfur, or mercury. Though different than carbon-based life-forms, mineral entities could demonstrate similar tissue specialization and body systems; alternatively, their forms could appear much more "elemental," having large, stony bodies or polished, fluid lines. Mineral-based beings are likely to evolve on hot (400-500 degrees Centigrade) Class-K or Y planets with fluorine-carbon dioxide atmospheres (such as the Excalbians) or near the molten or radioactive core of a planet (such as the Horta). Like other life-forms, mineral entities require some form of sustenance, be it other minerals, fluids, or energy. The way they go about feeding depends primarily on their exact physiology and diet, but gathering, and scavenging seem most probable.

The "Mineral Form Overview" lists the various qualities (sustenance, size, attributes, characteristics, skills, and special abilities) recommended for mineral life-forms. Mineral life-forms may demonstrate the same range of attributes as most animals or plants, depending on their incarnation and feeding habits. Special abilities commonly include Armor and Invulnerable (to melee weapons). Mineral life-forms that feed on rock might also have the Absorption ability. You may assign one or more statistics outside of the suggested range; but when doing so, you should explain the anomaly within its description on the creature profile.



Mineral Form Overview

Form: mineral

Sustenance

Diet: usually other minerals; also fluids or energy

Feeding Habits: usually gatherer, grazer or scavenger

Size: any

Attributes Range: Str 2+, Int 0+, Agl 0+, Vit 2+, Pre 0+, Per 0+

Characteristics: derived normally

Skills: Stealth 2+, Survival 3+, Ranged Combat or Unarmed Combat 1+

Special Abilities: Mineral Body; also Armor, Camouflage, Resistance, and/or Invulnerable common

Construct

Constructs are mechanical "robots" created by sapient species and employed for any number of tasks. Though not technically a life-form, advancements in artificial intelligence and mechanization enable them to function like creatures in your stories. Any role that you'd assign to a creature could also conceivably be assigned to a construct. Because they are not living, it is easy to imagine a construct that has no need of sustenance, and therefore, no acquired feeding habits. But robots and androids still require a power source, resulting in a fluid or energy diet, with no discernable feeding pattern. Unlike living creatures, however, constructs probably don't demonstrate any behavioral patterns tied into feeding; in other words, feeding does not factor as a motivation in their behavior the way it does for life-forms who take survival much more personally. Of course, it's fun to imagine sentient androids fighting for their survival, but those types of constructs fall more appropriately under the heading of species.

Constructs can be built in any imaginable shape or size. They might have multiple, mechanical appendages for performing various tasks, or they may look more human with synthetic hair, skin, and other organs to fit more comfortably into the manufacturer's society. Attributes, characteristics, skills, and abilities all fall subject to the construct's main function. If the construct is meant to serve as a weapons trainer, for example, then it may well be built with materials and motors that give it Strength and Agility, while being programmed with adequate weapon skills to use in combat simulations. When creating any construct, remember that robots, androids, and automatons are all mechanical simulacra. By choosing a living creature as a model, you can assign your constructs attributes, characteristics, skills, and abilities that represent not only the living creature, but also the mechanical features of the construct.

Construct Form Overview

Form: construct

Sustenance

Diet: fluids (fuel) or energy (power)

Feeding Habits: usually n/a; usually gatherer if programmed to find food

Size: any

Attributes Range: Vit: 1+; others n/a or 0+ depending on programming and function

Characteristics: derived normally

Skills: derived from function; may possess Academic

Special Abilities: Mechanical Body; Armor, Invulnerable, and/or Resistance are common

Creature Sustenance

Sustenance describes not only a creature's diet but also its feeding habits and other behavior predilections. Diet includes mundane foodstuffs such as meat and vegetation (common to Terran carnivores, herbivores and omnivores), but also allows for unusual or fantastical sources as well, such as fluids, minerals, gases, raw energy, and even psychic energies and emotions. Feeding habits cover a gamut of behavior patterns, ranging from solitary grazing and gathering, to pack hunting and parasitic dependencies. While alien races and creatures might demonstrate remarkable differences, both can be classified within these broad parameters.

Diet

Diet describes the primary substance from which the creature draws nutrition. Carnivores derive nutrients from flesh and tissue, including skin, organs, blood, and protoplasm. Herbivores eat vegetation and plant-like organisms such as fungi, plankton, and microbes. Energy beings might thrive on raw energy forms such as electricity, plasma, or emotions, whereas gaseous entities might feed by absorbing or

other gases liquids, or by dissolving tissue, vegetation, or minerals. Many life-forms require both solids and liquids (food and water) for sustenance, but small or highly specialized life-forms might derive all they need from a single substance (such as blood). If desired, you can also consider respiration an aspect of diet, since most beings require gases to facilitate the chemical exchanges that fuel their metabolism. See the "Creature Sustenance" chart for a summary of options.

Creature Sustenance

Diet

Carnivore	meaty tissue and bodily fluids
Herbivore	vegetation, fungus, and single-cell microbes
Energy	raw energy (antimatter, electricity, plasma, emotions.)
Minerals	mineral elements (crystals, metals, metalloids)
Fluid	raw liquid compounds (water, hydronium, acid)

Feeding Habits

Feeding habits describes the general procurement strategies various creatures use to acquire food. Filters (such as ocean sponges and leafy plants) typically draw nutrients from their immediate surroundings, whereas herbivores and carnivores must graze and hunt for food. The following sections classify common feeding habits for you to assign. While the habit describes how a solitary organism procures sustenance, you can apply the strategy to pack and herd animals as well. If a feeding habit is more common among pack/herd animals, it will be so noted within the entry.

Chaser

Chasers are a type of predator that uses speed and maneuverability to catch their quarry and make a kill. They devote most of their waking hours to hunting and feeding themselves. Chasers have great reserves of energy, enabling them to keep their victims on the run for long periods. By definition, chasers eat other life-forms that are mobile; so most chasers are carnivores. Chasers may work in packs, and can have quite sophisticated methods of communication. This combination allows them to overwhelm larger prey with multiple coordinated attacks. Because they invest a lot of energy in the chase, they don't give up easily. Chasers generally have superior Agility and Perception (often vision) and high Quickness and Stamina to reflect their speed and endurance. Special abilities relate to chasing (Extraordinary Sense, Flying, Speed) and killing prey (Natural Weapon, Toxin). Examples include the Terran cheetah and Tarkassian razor beast.

Chaser Qualities

Attributes Adjustments: Str +1, Int +1, Agl +4, and Per+3

Reaction Adjustments: Quickness +2, Stamina +3, Willpower +1

Characteristics: all derived normally

Skills: Stealth 0+, Survival 1+, Unarmed Combat (Energy Attack) 1+

Special Abilities: Evasion, Extraordinary Sense (usually vision), Ferocious, Natural Weapon, Speed

Filter

Filters procure food by passing the environment through their bodies and sifting out the vital nutrients. Filters living in nutrient-rich environments tend to be immobile, whereas mobile filters can deplete an area with scant foodstuffs then move on to another feeding ground. Mobile filters may be migratory or territorial. Although on Earth most filters live in the ocean, an alien filter might inhabit the upper atmosphere of a planet, filtering hydrogen or solar radiation through its body.

Filters generally have no appreciable intelligence or organizational patterns. In cases where an area is populated by many filters, such as a forest, it is simply a consequence of a nutrient-rich environment, organism immobility, and prolific reproduction as opposed to any herd or pack mentality. Many filters are tiny to small in size, though in low gravity or food-rich environments they can reach any size. If equipped with natural weapons, Filters usually attack reflexively (when stepped on or disturbed). Attributes across the board are typically low (1-2), but they may have a number of natural defenses—Armor (shells), Natural Weapons (spines, pincers), and Toxin. Examples include Terran sea-sponges and the spore-producing plants of Omicron Ceti III.

Filter Qualities

Attribute Adjustments: Vit +1

Reaction Adjustments: Stamina +1

Skills: none; mobile filters possess Athletics (Climb, Run or Swim) +1

Special Abilities: Absorption, Camouflage, and Lure common

Gatherer

Gatherers are similar to grazers, but spend more time and energy searching for particular foods. Because they are more active in their pursuits, they tend to be smaller and more discerning than grazers. Whereas grazers commonly feed in large herds, gatherers tend to be solitary or live in small groups. They may be migratory or territorial in their approach to feeding grounds, and they tend to defend themselves

and their territory rather than taking flight. Gatherers have good Intellect and Perception scores, as well as fair Willpower reactions. They also commonly possess special abilities and edges that help them locate food, such as Extraordinary Sense. Examples include the Terran chimpanzee and the Gunji jackdaw.

Gatherer Qualities

Attribute Adjustments: Int +1, Per +2

Reaction Adjustments: Willpower +1

Skills: Athletics (Climb, Jump, Run or Swim) 1+, Observation 3+, Survival 4+, Unarmed Combat (Natural Weapons) 1+

Special Abilities: Cunning and Extraordinary Sense

Grazer

Grazers consume food sources that constantly renew, like grass or leaves, though non-herbivores might feed on mineral veins or energy nodes. Herbivore grazers devote most of their time to eating because they must consume large quantities of food to extract sufficient nutrition; the same reasoning could apply to mineral grazers that have to digest large amounts of surrounding rock to feed on trace quantities of a vital ore. Grazers tend to be migratory or territorial. Grazers can either be solitary or live in herds, and their attributes run the gamut based on size. Because they tend to be slow moving and passive, grazers usually have good perception, enabling them to identify predators in time to take flight. Grazers usually rely on Armor, Camouflage, Deterrent, or Speed for defense. Examples include the Terran giraffe, the tribble, and the rectyne monopod.

Grazer Qualities

Attribute Adjustments: Per +2

Reaction Adjustments: Quickness +1

Skills: Athletics (Climb, Jump, Run, or Swim) 1+, Observation 2+, Survival 3+, Unarmed Combat 1+

Special Abilities: Armor, Camouflage, Deterrent, Evasion, or Speed

Parasite

Parasites thrive by feeding off a living host, usually an animal or plant life-form. Unlike carnivores, parasites don't kill their host before feeding; instead, they attach themselves to the host animal and feed on small amounts of tissue or blood incrementally to ensure the host remains alive. This ensures a constant supply of nutrition as the host regenerates lost tissue more quickly than the parasite consumes it. While parasitic infestation can overwhelm the host's regenerative powers and eventually result in it's death, some parasites live in symbiosis with the host indefinitely, perhaps even aiding the host by consuming certain waste materials or toxins that the host would otherwise need to discard.

Although most Terran parasites feed on the tissue of plants and animals, xenoforms might demonstrate remarkably different diets. "Psychovorous" parasites might feed on the emotions or psychic energies of a living host, whereas energy-feeding parasites might infest power conduits or other mechanical energy supplies. By the same reasoning, a rock mite could infest geodes and feed on trace minerals, while a gas feeder could prey on the air sacs of large, alien trees. In most cases, parasites are much smaller in size than their host organism, although this is not always the case. The salt vampire of M-113 is an example of a parasite roughly equal to its host in size (man-sized). Other examples include leaches, ticks, and the Denevan neural parasite.

Parasite Qualities

Attribute Adjustments: Str +1, Vit +1

Reaction Adjustments: Fort +1

Skills: Survival 3+, Unarmed Combat 1+

Special Abilities: Drain, Natural Weapon

Pouncer

Pouncers lie in wait, often stalking and hiding intermittently, to approach their prey and rush in for the kill. Because it is difficult to coordinate several simultaneous attacks, pouncers frequently hunt alone or in pairs. Infrequently they hunt in small groups, with one or two members driving their quarry towards the dominant attackers. Unlike chasers, pouncers don't have the energy reserves to give extended pursuit, so they tend to give up if they don't kill quickly, and save their energy for easier prey. Pouncers usually thrive by virtue of high Agility, Perception, and Quickness. They suffer from lower Stamina and Willpower than chasers. Pouncers also exhibit some of the most effective Natural Weapons—fangs, claws, poison, constriction. Examples include most Terran felines and the Aldebaran blue serpent.

Pouncer Qualities

Attribute Adjustments: Str +1, Int +1, Agl +4, and Per+3

Reaction Adjustments: Quickness +3, Willpower –1

Skills: Athletics (Climb, Jump, Run or Swim) +2, Stealth +4, Survival +3, Unarmed Combat (Natural Weapon) +3

Special Abilities: Camouflage, Cunning, Extraordinary Sense (usually vision), Natural Weapons

Scavenger

Scavengers feed on the carrion and debris left by other creatures. Carnivores feed on the carcasses of other beasts. Herbivores rummage through the muck of decaying vegetation. Mineral eaters might linger near refineries, mines, or other places where they can find crystal or metal cast-offs. Energy beings might feed off batteries or other unattended reservoirs of energy, and gas-eaters might sift industrial fumes or feed off other chemical byproducts. Scavengers rarely kill and gather, but they might work in groups and communicate the location of new foodstuffs among their members. Larger scavengers cannot bear such cooperation, because their size inhibits their ability to share food and survive. Scavengers generally have good Perception, Vitality, and Stamina. They may be strong, agile, or quick. Natural defenses usually include Armor, Camouflage, or Flying. Examples include the Terran hyena, carrion crow, Arbazon vulture, and Rakonian swamp rat.

Scavenger Qualities

Attribute Adjustments: Vit +3, Per +4

Reaction Adjustments: Stamina +4

Skills: Athletics (Climb, Jump, Run or Swim) +1, Stealth +1, Survival +3, Unarmed Combat +1

Special Abilities: Deterrent, Extraordinary Sense (any), Natural WeaponAttribute Adjustments: Vit +3, Per +4

Creature Defenses

All life-forms possess innate means of self-preservation. Natural defenses range from physical characteristics such as camouflage, speed, and armor, to instinctive behavior including evasion, ferocity, and traveling in numbers. You can define a creature's natural defenses in terms of species abilities (see "Species Abilities," page 183) or narrative description. For example, you could ascribe the species ability Armor to a large crab-like creature, or describe a herd animal as a creature that flees by scattering, enabling the herd to survive if one of its members falls prey to a predator.

Creature Defenses

Creature Form	Defenses (Species Abilities)
Animal	Armor, Burrow, Camouflage, Deterrent, Evasion, Natural Weapon, Regeneration
Plant	Armor, Camouflage, Deterrent, Toxin
Energy	Absorption, Energy Body, Invulnerable, Radiation
Gas	Absorption, Amorphous, Corrosion, Gaseous Body, Invulnerable
Mineral	Armor, Burrow, Camouflage, Invulnerable, Mineral Body, Resistance
Construct	Armor, Invulnerable, Mechanical Body, Resistance

Feeding Habit	Defenses (Species Abilities)
Chaser	Evasion, Ferocious, Natural Weapon, Speed
Filter	Camouflage, Deterrent, Toxin
Grazer	Armor, Camouflage, Deterrent, Evasion, Natural Weapon, Speed
Gatherer	Extraordinary Sense, Natural Weapon
Parasite	Chameleon, Deterrent, Drain
Pouncer	Cunning, Evasion, Natural Weapon, Speed, Toxin, Trap-building
Scavenger	Camouflage, Deterrent, Extraordinary Sense, Natural Weapon

In most cases, the creature's form (energy being) or behavioral feeding habits (pack hunter) make certain defenses more plausible than others. The "Creature Defenses" sidebar, above, pairs various forms and feeding habits with plausible natural defenses. By referencing a creature's form and/or feeding habits on the chart, you will find a number of species abilities that work well for creatures falling within the various categories. If you prefer, you can exercise creative license and select atypical natural defenses, thereby making the organism both fascinating and unpredictable.



CREATURE SIZE

Every life-form, from the smallest single-cell organism to the largest fish in the sea can be described in terms of its size. Size implies a lot about a life-form, especially when combined with form and feeding habits. Large organisms require sufficient quantities of food to grow and survive, whereas smaller organisms can thrive in seemingly barren environments.

Size affects creatures in several important aspects, including attribute adjustments, movement rate, and wound levels. While being of great size can also be considered a natural defense (large creatures generally have fewer potential predators), it also results in certain disadvantages such as being easy to spot and target, or being slow and clumsy. See the size modifiers on Table 6.17: Ranged Combat Modifiers, page 89.

While most intelligent, humanoid beings tend to fall within a particular range of height and weight, creatures can vary in size from the microscopic (bacteria) to the truly gargantuan (giant space amoeba). A creature's size affects its ability to perform physical tests and establishes its number of wound levels. Choose or roll randomly (2d6) on Table 12.1: Size Categories to find the creature's size and related modifiers. When calculating a creature's advancement pick value, size is worth a number of picks equal to its Strength + Vitality modifier total x 3. For example, Large size adds 6 picks (+2 x 3), whereas a Tiny size subtracts 12 picks (–4 x 3) from the creature's total value.

Attribute Modifiers

Size imposes attribute modifiers to both Strength and Vitality. The larger a creature is, the higher these two attributes will be. See Table 12.1: Size Categories. When assigning attribute levels to your creature, remember to apply the relevant Size modifiers.

Physical Test Modifiers

Size imposes a relative modifier to all physical tests (such as Armed Combat, Observe, Ranged Combat, Stealth, and Unarmed Combat skill tests) made by or against the creature. Generally, it is easier for an attacker to hit a target larger than itself, and harder to hit a smaller target. The same goes for spotting something or trying to go unnoticed. The physical modifiers account for these size-related effects.

While opponents of the same relative size (same size category) have a +0 TN size modifier to strike one another (spot one another, wrestle one another, and so on) opponents of different sizes suffer a +/–4 TN modifier plus an additional +/–2 TN for each category of difference in size. For example, a Medium-sized Human attacking a Huge scorpion (3 size categories different) reduces its TN to hit by 10 (–10 TN physical size modifier), meaning it's easier for the Human to hit due to the creature's larger size. Conversely, the Giant Scorpion attacking the Human increases its TN to hit by +10 because of the Human's smaller size. The fact that larger creatures are easier to hit is compensated for by the fact that larger creatures can withstand more damage than smaller foes.

Wound Level Adjustment

Size also affects a creature's Health characteristic and wound levels. As mentioned previously, size affects the Vitality attribute from which Health is derived. A Microscopic creature will likely have a modified Vitality level of 0, resulting in a derived Health level of 0. Since the minimum number of wound points for any creature is 1, the microscopic creature can withstand one point of damage. Larger creatures begin to benefit from multiple wound levels, meaning they possess a number of wound points equal to their Health in each wound level. See "Health" and

TABLE 12.1: SIZE CATEGORIES

Level	Description	+/–Str	+/–Vit	Wound Levels
0	microscopic (less than .01 cm)	–3	–3	1 (1 wound point regardless of Health)
1	minuscule (.11 to 1cm)	–3	–2	1 level
2	tiny (1.1 to 25cm)	–2	–2	2 levels
3	little (25.1cm to .5m)	–2	–1	3 levels
4	small (.51m to 1.5 m)	–1	–1	4 levels
5	medium (1.6 to 2.5m)	+0	+0	5 levels
6	large (2.6 to 5m)	+1	+1	6 (2 levels Healthy)
7	mammoth (5.1 to 10m)	+3	+2	7 (3 levels Healthy)
8	huge (10.1 to 25m)	+6	+4	8 (4 levels Healthy)
9	gigantic (25.6 to 50m)	+12	+8	9 (5 levels Healthy)
10	titanic (50.1 to 100m)	+24	+16	10 (6 levels Healthy)
11+	beyond titanic (+100m)	+48	+32	+1 (+1 level Healthy)

page 92 in *Chapter 6: Coda Rules* for more information. If you examine the medium size category (which happens to be the size of humanoid species), you'll see why all characters possess five wound levels.

Creatures bigger than medium size gain the benefit of additional wound levels, which increase the number of levels of damage they can sustain and still remain Healthy (and suffer no physical penalties from injury). The "Size Modifiers" chart breaks this out for you by showing how many total wound levels larger creatures possess (and how many of them add to a creature's "Healthy" status). See "Health and Wound Levels," on page 210 of this chapter for more information about these characteristics.

CREATURE ATTRIBUTES

Like character species, creatures may possess a range of attributes reflecting their innate physical and mental faculties. Creature attributes cover the same qualities that character attributes do—Strength, Intellect, Agility, Vitality, Presence, and Perception. Creature attributes are also measured in terms of level, starting at 0 and improving as the level increases.

Not all life-forms possess the full spectrum of attributes, though; an energy being might lack the Strength attributes innate to most corporeal organisms, for example, whereas plant-like organisms usually lack intelligence and motor skills. A life-form that is devoid of an attribute is not considered to possess the attribute at level 0; instead its complete lack of the attribute is represented by "n/a", meaning "not applicable" (or "no attribute," if you prefer). Creatures lacking an attribute do not suffer game effects targeting the attribute in question; they cannot be hindered by attribute reductions resulting from hazards such as poison and radiation. In game terms, this deficiency resembles the same benefits conferred by the Invulnerable ability (see page 217). On the down side, such creatures cannot possess any skills based on the attribute, nor can they possess any species ability requiring the missing attribute as a prerequisite.



TABLE 12.2: CREATURE ATTRIBUTE MODIFIERS

Attribute Level	Modifier
0	–6
1	–3
2	–2
3	–1
4–7	0
8–9	+1
10–11	+2
12–13	+3
14–15	+4
16–17	+5
18–19	+6
20–21	+7
22–23	+8
24–25	+9
26–27	+10
28–29	+11
30–31	+12
32+	+1 for every 2 levels

Other creatures might possess an attribute, but in such a small degree, that there is no appreciable way to measure it using the scale created for player characters. For example, a common ant certainly possesses some degree of Strength, but the amount is insignificant compared to even the weakest of Human characters. In such cases, the creature deserves an attribute assignment of 0, which enables the creature to make attribute tests and possess skills using the deficient attribute, albeit with a penalty (–6) for having the attribute at level 0.

Creatures that possess one or more attributes at level 0 or higher remain subject to attribute reductions and related game effects, just like characters do. If a poison effect initiates a Stamina reaction test to avoid a Strength attribute reduction, for example, a creature with the Strength attribute at any level (0 or higher) will be subject to this effect unless it also possesses some special ability (such as Invulnerable) that makes it immune to poison effects in general. Obviously, a creature with an attribute level of 0 cannot have an attribute reduced any further; however, it still suffers from any side effects associated with having an attribute reduced to 0 through another game effect.

EXCEPTIONAL ATTRIBUTES

Some creatures, because of their size or physiology, have attributes that exceed the standard maximum for player characters and supporting cast. An elephant, for example, has strength far beyond what is possible for the strongest Human or Vulcan. Exceptional attributes benefit creatures in the same way they do species, by conferring a bonus modifier to all related attribute and skill tests. Table 12.2: Creature Attribute Modifiers expands

on Table 4.1: Attribute Modifiers presented for characters in the *Star Trek Player's Guide*. It is worth noting that the attribute modifier for creatures differs from characters only at level 0. A character whose attribute is reduced to level 0 is still much more capable than a creature that possesses no appreciable degree of the attribute.

Attribute Descriptions

Creature attributes define innate qualities, including Strength, Intellect, Agility, Vitality, Presence, and Perception. The following entries describe how attributes pertain specifically to creatures, in order to help you assign appropriate levels when creating creatures.

Strength

Creatures rely on the Strength attribute to run, hunt, and kill. Larger creatures tend to possess higher degrees of Srength than small ones, reflected by the Strength modifiers listed on the "Creature Size" chart, page 205. As with player characters, creature Strength also modifies the Health characteristic.

No Strength: A creature with no Strength cannot physically manipulate its environment, including the ability to move from one location to another. Incorporeal entities usually have no Strength, nor do most plants. In order for such creatures to move physical objects and change location, they require the Psychokinesis and Flying special abilities, respectively. A creature lacking Strength automatically fails Strength-based tests, and cannot possess skills having Strength as the key attribute. Though Stamina reactions may be derived from Strength, a creature with no Strength can still exhibit high Stamina reactions derived from Vitality and Size.

Intellect

By definition, creatures universally demonstrate low Intellect scores. As a rule, if a life-form has an Intellect level above 3 it probably qualifies as a species, rather than a creature (even if it possesses no civilization or society). Of course, the role you assign might only require you to focus on the innate physical characteristics of a species; in such cases you can use the standard creature creation guidelines and simply assign a higher level of intelligence. For creatures, Intellect manifests primarily in its feeding habits: Gatherers usually possess the highest Intellect levels, followed by scavengers, pouncers, chasers, grazers, parasites, and filters.

Constructs are exceptional in that their Intellect level reflects their degree of programming. Like other creatures, Constructs with Intellect 3 or lower are considered robots or automata. True artificial intelligence begins at level 4 and higher, at which point the construct can be considered sapient and deserving of the species appellation.

No Intellect: Creatures with no Intellect scores—such as plants, and some automatons—have



no intelligence. A creature lacking Intellect automatically fails Intellect-based tests, and cannot possess skills having Intellect as the key attribute. Though Savvy reactions may be derived from Intellect, a creature with no Intellect can still acquire high Savvy reactions (by virtue of Presence or special abilities) to represent instinctive behavior or intuition.

Agility

Agility represents a creature's motor skills and level of refinement. It enables a creature to run gracefully or attack with precision. Predatory creatures such as chasers and pouncers tend to exhibit high Agility levels, while filters and grazers possess the least amount of Agility. A root-bound plant with tentacle-like vines uses agility to ensnare its prey; whereas a spore-shooting plant, which cannot otherwise move relies on Quickness rather than Agility, to perform such actions.

No Agility: Creatures with no Agility have no motor skills and cannot voluntarily manipulate their bodies or location. Root-bound plants and even tumbleweeds are good examples of creatures with no Agility. Incorporeal creatures also tend to lack Agility and rely on special abilities such as Psychokinesis or Flying to move objects and travel in the physical universe. A creature lacking Agility automatically fails Agility-based tests, and cannot possess skills having Agility as the key attribute. Though Quickness reactions may be derived from Agility, a creature with no Agility can still acquire high Quickness reactions (by virtue of Perception or special abilities) to represent fleet initiative or reflexive actions.

Vitality

Vitality represents a creature's health and resilience. Some creatures can withstand a lot of pain and injury before dying; others, especially very small organisms, have low Vitality to reflect their frailty. Constructs are usually very tough, and have high Vitalities to represent their industrial-strength materials and mechanical composition.

No Vitality: All creatures have some amount of Vitality, even if so slight as to merit level 0. Though mechanical constructs are not living organisms, they

possess Vitality as an expression of their durability. If you imagine a creature to be immune to game effects targeting Vitality, you can represent this by assigning the creature the Invulnerable special ability (page 217).

Presence

Presence is a social attribute, meaning that most creatures fall well below humanoid norms. For this reason, creatures rarely need to make any tests relating to Presence. Gregarious creatures such as pack and herd animals may demonstrate Presence as high as level 2 or 3, but rarely exceed that plateau. In most instances, you can assign a value of 1 to any animate creature, and assign no Presence to most creatures that exhibit the filter feeding habit.

Creatures that cause fear or intimidate (as with a guard dog or bear warning intruders by growling) have the Deterrent ability. This enables them to provoke social or emotional reactions (such as causing fear) without suffering from low Presence modifiers. Similarly, you can assign traits such as Cunning to increase a creature's Savvy reaction; you don't need to assign a high Presence score to simulate social awareness or sensitivity to emotions.

No Presence: Creatures with no Presence do not interact socially. They automatically fail tests based on Presence and cannot possess skills having Presence as the key attribute. Though Willpower reactions may be derived from Presence, a creature with no Presence can still acquire high Willpower reactions (by virtue of Intellect or special abilities) to represent its ferocity or stubbornness.

Perception

Creatures use perception to find food and identify threats. Regardless of what sense (sight, hearing, smell) it primarily relies on, a creature can sense food and danger by making a Perception test (TN 10). Physical modifiers such as visibility and wind direction apply to this test, as do range modifiers. Close range for creature perception equals Perception level x 10 meters. Medium range is Perception x 100 meters, long range is Perception x 1000 meters, and extended range increments equal the medium range increment beyond that. For example, a creature with Perception 5 can sense up to 50 meters at close range, 500 meters at medium range, and 5000 meters (5 km) at long range, with extended range increments of +500 meters beyond long range. Creatures with Perception 0 (such as microscopic organisms) have the following ranges: short (1 cm), medium (10 cm), long (100 cm or 1 m), and extended (+10 cm).

Lacking human-like intelligence, most creatures rely on their Perception for survival and demonstrate relatively high levels of ability. Feeding habit, rather than form, governs level: Pouncers typically reveal the highest degree of Perception, whereas filters demonstrate the least.



No Perception: Creatures with no Perception are exceedingly rare; even simple organisms such as plants and amoebas can sense food and threats to a limited extent. Not only do they fail to perceive the external world, but they also lack any sense of self-awareness. The fact that a creature lacks one sense (such as a blind. cave dweller) doesn't mean they don't have an extremely acute sense (such as hearing or smell) to compensate. Automaton constructs are the most common example of a creature with no Perception attribute. Creatures lacking Perception cannot sense the world around them, and automatically fail tests that rely on Perception. Creatures with no Perception cannot possess skills having Perception as the key attribute.

Assigning Attributes

Assigning attributes for creatures resembles a building process beginning with the creature's form. Start with the recommended attributes and attribute levels listed by form. Next, adjust these values with the attribute modifiers listed under the creature's feeding habits. Some of these adjustments might reduce an attribute to 0; that's okay. Now apply the attribute modifiers conferred by the creature's size. Again, this may reduce Strength or Vitality to level 0 or lower; just ignore negative levels and consider the attribute to be level 0.

Once you've made all the adjustments, you can "buy up" any attribute you want the creature to possess at a higher level. Each +1 you assign to an attribute (including giving a creature with "n/a" the attribute at level 0) counts as 3 picks if you're tracking picks for the purpose of play balance.

If you're creating a character for narrative color, or aren't worried about realism, you can also assign creature attributes as you would a character. You can roll randomly or just set the levels by whim. Keep in mind that creatures gain the same attribute modifiers any character would, so exceptionally high attributes are going to result in creatures that might prove invulnerable to the player Crew.

CREATURE CHARACTERISTICS

Deriving creature characteristics employs similar methods as those described for player characters. Creature reactions differ only in scope and magnitude. Creature movement rates vary somewhat depending on a creature's size. Health and wound levels also differ by size. Of the creature characteristics, only Defense and lifting/carrying capacity are derived in exactly the same way.

Reactions

Creatures have the same four reactions characters do—Quickness, Savvy, Stamina, and Willpower. You derive a creature's initial reaction modifiers the same way you do for characters (see page 146 in the *Star Trek Player's Guide)* except that you can choose either of the two attributes listed, not necessarily the one having the highest level. If both attributes exist at level 0, then assign a modifier of "+0" to the reaction. If a creature entirely lacks an attribute used as the basis for a reaction, you can either derive the reaction from the second attribute that applies or enter "n/a" for the reaction. If the creature lacks both attributes, it also lacks the derived reaction.

Like attribute levels, reaction modifiers can be modified upward or downward by special abilities. You can also "buy up" a reaction modifier at the cost of 2 picks per +1 increase. In most instances, a creature lacking a reaction ("n/a") is not subject to reaction modifiers—the logic that governs attribute assignments and derived reactions doesn't support the concept of modifying the degree of non-existent qualities. Nonetheless, you might assign some special ability to a creature that you believe justifies changing its reaction status. If so, the first +1 modifier you confer changes the reaction status from "n/a" to "0." Every +1 thereafter accumulates normally.

Defense

A creature's Defense rating measures it's innate ability to avoid injury during combat. A creature's defense rating equals 7 plus its Agility modifier. Certain special abilities may modify a creature's defense rating.

Movement Rate

A creature's movement rate is based on its size, and is potentially modified by special abilities (especially Immobility, page 217, and Flying, page 216). See Table 12.3: Movement Rates for pace and distance moved. Although creatures can imitate character movement paces (walk, jog, run, sprint) the Movement Rates table only lists the most common paces used in play. Careful movement represents how far a creature can move by spending one movement action in combat or other dangerous situations. Charging indicates how far the creature can move by performing a charge action in combat, and travel rate indicates how far the creature can move per hour when it devotes most of its energy to movement. Remember, any creature lacking Strength or Agility attributes (or having the Immobility ability) cannot move without the benefit of the Flying special ability (see page 216).

Lifting and Carrying Capacity

A creature's lifting capacity is derived from its Strength, just as it is for player characters. A creature can lift a maximum weight equal to its Strength level x 20 kg for a brief moment. But regardless of the weight it can lift, not all creatures possess dexterous hands, agile claws, or other prehensile appendages required to actually pick an item off the ground. Though most animals can pick small items up with their mouths or teeth, their oral lifting capacity is only Strength x 2 kg. Riding creatures, such as horses, can bear their normal lifting capacity for much longer periods of time (Vitality level in minutes) without sustaining injury. Of course,

TABLE 12.3: MOVEMENT RATES

Size	Description	Careful Movement (m/round)	Charge (m/round)	Travel (km/hour)
0	microscopic	.001 (1mm)	.007 (7mm)	.002 (20m)
1	miniscule	.06 (6cm)	.4 (40cm)	.1 (100m)
2	tiny	.3 (30cm)	2	.25 (250m)
3	little	1	7	2
4	small	3	20	5
5	medium	6	40	10
6	large	9	60	15
7	mammoth	24	160	40
8	huge	48	320	80
9	gigantic	96	640	160
10	titanic	180	1280 (1.3km)	320
11+	beyond titanic	+180	+1280 (1.3km)	+320

they can carry lighter loads for much longer periods than that. Remember, creatures lacking Strength and/or Agility attribute(s) (as well as creatures having the Incorporeal ability) cannot lift or move physical objects without the benefit of the Psychokinesis special ability (see page 219). In such cases, designate the creature's lifting and carrying capacity as "n/a."

Like player characters, most creatures can lift a great deal of weight momentarily, but only carry relatively light loads for long periods of time. A light load for a creature equals its Strength x 5 kg. A heavy load equals its Strength x 10 kg, while a very heavy load equals its Strength x 15 kg. Creatures employ the same fatigue rules as characters for carrying loads over extended periods of time. See "Fatigue," page 95 for more information. If by virtue of its attributes or special abilities a creature possesses a lifting capacity of "n/a" then its carrying capacity is also "n/a."

Health

Health determines how much damage a creature can withstand before becoming injured and dying (or becoming non-operational in the case of mechanical constructs). Large creatures tend to exhibit extraordinary Health scores due to their high Strength and Vitality attributes.

To determine a creature's Health characteristic, add its Strength modifier to its Vitality level. For example, if a creature has Strength 8 (+1 Str mod.) and Vitality 6, it has Health 7. If the total is less than 1, the creature still benefits from having a Health level of 1. For example, a lab rat with Strength 1 (–3 Str mod.) and Vitality 1 has Health 1 (even though the modified total is –2).

Wound Levels and Wound Points

A creature possesses a number of wound levels based on its size (see Table 12.11: Size Categoreies). Like characters, creatures possess a number of wound points per wound level equal to their Health characteristic. For example, a tiny creature with Health 3 has 3 wound points and 2 wound levels, meaning it can sustain 6 points of damage before dying. Microscopic creatures are the exception—they possess 1 wound point and 1 wound level, regardless of their Health.



Unlike characters who possess 5 wound levels (one "Healthy" with the rest representing various states of injury and corresponding test penalties), creatures may have as few as one wound level, or many more than five. When sustaining damage beyond the first level, which is always considered "Healthy," creatures progress through injury states similar to characters, with the following exceptions:

- Creatures having fewer than 5 wound levels don't suffer the injury penalties associated with wound levels beyond the number they have. In other words, whereas a Human would be Near Death (and suffer harsh injury penalties) after suffering 4 wound levels worth of damage, a lesser creature would be dead. The fact that it doesn't progress through the full range of injury modifiers is irrelevant.

- Creatures having more than 5 wound levels are considered to have "extra" levels of Healthy. For example, a large creature with 6 wound levels can sustain an entire wound level of damage and still have the same degree of health as a normal humanoid. Such creatures do not begin to suffer any injury penalties until they reach the Injured wound level, at which point they progress through exactly the same injury penalties as characters do. For more information about wound levels and injury, see *Chapter 6: Coda Rules*, page 74.

Creature Skills

Although creatures don't possess the level of intelligence required to learn and practice skills in the same way sapient races do, skills apply to creatures in the sense that they reflect a creature's ability to perform certain actions with varying degrees of success. If you feel uncomfortable with a life-form of animal intelligence possessing skills, then think of them as instinctive abilities or innate talents. Regardless, all life-forms share abilities enabling them to fight and flee, hunt and search, or swim and climb. These aptitudes and their relative level ability are reflected in terms of skills and skill levels, respectively.

Using Skills

Creatures use skills in the same way player characters do. They perform an action and make a skill test, adding the key attribute modifier to the test result. If a creature lacks a key attribute, it cannot possess corresponding skills. Creatures with a key attribute level of 0 can possess corresponding skills and make related tests, although the attribute penalty (–6) applies. See "Creature Attributes," page 206 for more information.

Some special abilities may confer a skill level or require a skill test without requiring the key attribute as a prerequisite. In such cases you must determine whether the creature can benefit from the special ability without the benefit of a skill and test, or whether you want to allow the creature to make this particular test as if the creature possessed a skill level of 0.

Assigning Skills

Creatures acquire skills as a result of their form, feeding habits, and special abilities. Start by choosing skills from those recommended by form, then record any additions or adjustments resulting from special abilities you assign. If you feel this process neglects some skill you want the creature to have, you can select skills (and specialities, for that matter) for your creature just as you would for a supporting cast character.

If you're keeping tabs on advancement picks for the purpose of maintaining play balance each new skill costs 2 picks, as does each +1 increase in level. Skill specialties also count as 2 picks, though specialties should be assigned sparingly. If you're not worried about numerical balance, just assign the skills and skill levels you deem reasonable.

Usually a creature's skills reflect its biology and nature. For example, most animals possess Athletics (particular to their form of movement), Observe, Stealth, and Unarmed Combat, whereas gatherers might also possess Conceal (for hoarding foods or nesting materials) with Scavengers having an extra Observe specialty such as Scent. Creatures can also gain skills by virtue of special abilities, such as the Trap-building ability that confers the Craft (Traps) skill. Constructs, on the other hand, may possess a much broader range of "programmed" skills, including various academic or intellectual skills normally unavailable to non-sapient creatures.

Ultimately, you must judge which skills a creature needs to fill its role in your stories. Don't hesitate to assign a skill that seems strange for a creature, such as Influence (Intimidate) if you feel it reflects some ability the creature should possess. Remember, skills are just a mechanism for initiating and resolving certain actions. Even though a creature might not possess the ability to study and train a particular ability, you can still use the skill to resolve the creature action that you feel is substantially similar.

PLAY BALANCE

Some abilities are intended for supporting cast characters and creatures only. These abilities, when assigned to a crewmember species, could be over-powering and unbalance the series in their favor. For example, the Changelings' ability to shape-shift enables characters to overcome many narrative hurdles, whereas the Medusans' energy form makes it difficult for them to interact with the physical world. The Narrator should exercise caution before granting these types of abilities to crewmember species. Each ability entry also lists the approximate value in terms of advancement picks. This gauge exists solely for the purposes of maintaining play balance, and can be ignored when selecting abilities for supporting character species and creatures. Many abilities offer a variable effect for additional picks. For example, Evasion confers a +1 Quickness modifier as part of its game effects. (This modifier increases by +1 for every 3 picks you devote to the ability).

Species and Creature Abilities

Species and creature abilities model the unusual and exotic capabilities seen in *Star Trek*. The Vulcan ability to concentrate strength and blood to injured organs and the Denevan neural parasite's ability to fly are both treated as special abilities. See page 183 for advice regarding alien species.

When creating your own aliens and creatures, you should reference the abilities described in the following entries. The selection of abilities presented herein covers the more common abilities shown on the various *Star Trek* shows. See Table 12.4 for the master list of abilities covered in this book. The list is comprehensive, but not exhaustive. For example, you may want to include a giant crystalline arachnid that stuns its prey with webs of neural energy. Don't be discouraged if you can't find an ability that exactly matches your concept; instead, use combinations of existing abilities for simulating these faculties, or use them as models for creating new abilities.

The best way to design an ability on your own is to think of it in game terms—test bonuses, range, damage modifiers, applicable reaction tests and so on. If you're worried about fairness and play balance, then evaluate the game effects in terms of advancement picks. If an effect can't be quantified in this way, then perhaps it's better left to an NPC or creature. Future products from Decipher will introduce additional abilities for both alien species and creatures.

Species abilities follow the following format:

Name: The ability's name. If marked with an asterisk ("*"), the ability is recommended for supporting cast characters and creatures only. The ability's advancement pick value appears in parenthesis after the name. For example, "Absorption* (3)" indicates the ability is recommended for supporting cast characters and creatures only, and that it is worth 3 advancement picks.

TABLE 12.4: SPECIAL ABILITIES MASTER LIST

Special Ability (pick value)	Prerequisite	Restrictions
Absorption* (3)	Invulnerable	Vulnerability
Amorphous* (–1)	n/a	Agl 3–, Incorporeal
Anaerobic Respiration (3)	n/a	n/a
Armor (3)	n/a	Incorporeal
Burrowing (3)	Str 0+, Agl 0+	Immobility, Incorporeal
Camouflage (3)	n/a	Incorporeal
Chameleon (4)	Stealth 1+	n/a
Corrosion (3)	Invulnerable	Incorporeal
Cunning (3)	Int 0+	n/a
Deterrent (3)	Pre 0+	n/a
Drain* (5)	Vit 1+	n/a
Energy Attack (3)	Vit 1+	n/a
Energy Body* (0)	Energy form, Amorphous, Resistance	n/a
Evasion* (3)	Str 1+, Agl 4+, Per 4+	Immobility
Extraordinary Sense (3)	Per 4+	n/a
Ferocious (3)	Willpower 1+	n/a
Flying (6)	Str 0+, Agl 0+ or Telekinesis	Immobility
Ganglia (5)	n/a	Agl 3–, Incorporeal
Gaseous Body* (0)	Gaseous form, Amorphous, Resistance	Str 3–
Immobility (–6)	n/a	Burrowing, Evasion, Flying, Speed
Incorporeal* (0)	Flying, Vulnerability	Animal, Plant, and Mineral Form
Invisible* (25)	n/a	n/a
Invulnerable* (variable)	n/a	Resistance, Vulnerability (same)
Lure (3)	Pre 1+	n/a
Mechanical Body* (0)	Construct form	Other Forms, Incorporeal
Mimicry* (12)	Pre 1+	n/a
Mineral Body* (0)	Mineral form	Incorporeal
Multiple Attacks (5)	Energy Attack or Natural Weapon	n/a
Natural Weapon (3)	Str 0+, Agl 0+	Incorporeal
Prehensile Appendage (5)	Str 1+, Agl 1+	Incorporeal
Psychokinesis (3)	Int 0+, Trait (Psi) 1+	n/a
Radiation* (variable)	Invulnerable (same Radiation)	n/a
Ranged Attack (3)	special	n/a
Regenerate (2)	Stamina 1+	n/a
Resistance (variable)	Stamina 1+	Vulnerability (same)
Speed (3)	Str 1+, Agl 4+, Quickness 1+	Immobility
Toxin (variable)	Invulnerable (same Toxin)	Incorporeal
Trait* (variable)	special	special
Trap-building (4)	Str 1+, Int 1+, Agl 1+	n/a
Vulnerability (variable)	n/a	Invulnerable and Resistance (same)

Effects: Describes the ability game effect. If the effect varies based on whether an alien species or a creature possesses the ability, it will be mentioned here. If the heading **"Prerequisites:"** appears in the entry, it indicates that the life-form must possess all listed attributes, abilities, or other qualifications. Similarly, the heading **"Restrictions:"** lists the attributes, abilities, or other factors that disqualify a life-form from possessing the ability. A life-form must meet all of the prerequisites and restrictions listed in order to possess the special ability.

For example, the Burrowing ability has the prerequisites "Str 0+, Agl 0+" and restriction "Incorporeal." This means that in order to possess the Burrowing ability, the life-form must possess both Strength and Agility attributes as levels 0 or greater (it cannot have "n/a" listed for either attribute), and that it may not also possess the Incorporeal ability. If an attribute level, such as "Agl 3–" is listed as a restriction, then the life-form must possess the attribute at the listed level or lower, including "n/a."

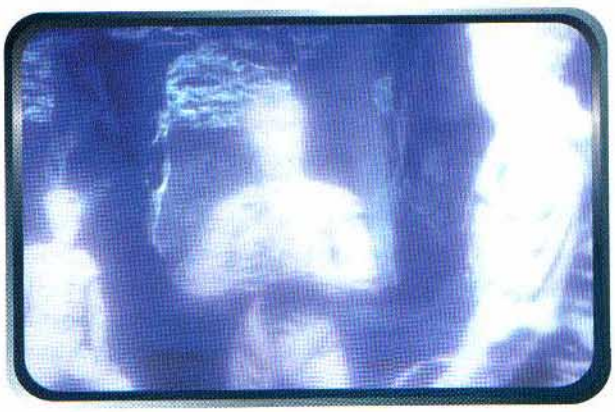
Absorption* (3)

The life-form can absorb certain harmful energies and grow stronger from contact. Life-forms with this ability usually evolve in an area where such energies are abundant. Depending on the type of energy, the environment might include an airless world, a radioactive swamp, a crystalline desert, and so on. Amorphous and Invulnerable complement this special ability.

Effects: When the life-form is exposed to an effect to which it is Invulnerable (see the Invulnerable ability, page 217), roll damage for the effect normally but do not make any reaction test for the life-form (since it is not vulnerable to the damage effect). Next, make an Absorption test by rolling 1d6 and adding the creature's Vitality modifier to the result. If the Absorption result exceeds the damage rolled, then add the entire amount of damage to the life-form's current wound points (adding to the Healthy wound level if the addition of new points exceeds the creature's wound point total). If the Absorption total is less than the damage inflicted, the life-form only absorbs (and adds to its wound points) the amount rolled. Added wound points are permanent.

For example, suppose a life-form (Vit mod. +2) is immune to phaser energy. When struck by a phaser for 26 points of damage, it ignores the damage by virtue of it being Invulnerable to phaser energy. But when it makes its Absorption test it rolls a 7 (die roll of 5+2 for Vitality). Since the total is less than the 26 points of damage, the creature can only absorb and add 7 points to its wound level total. If the creature has a Health of 10 and had suffered 3 points of damage from a previous knife wound, it would repair the 3 points and add the 4 remaining points of absorbed energy to its wound point total, tacking this onto it's Healthy wound level.

Using the Absorption ability is a free action. **Prerequisites:** Invulnerable (specific energy type). **Restrictions:** Vulnerability to same type of energy.



Amorphous* (-1)

The life-form's body lacks a definite shape and demonstrates substantial elasticity. If possessing the Animal form, an amorphous organism falls among the class of invertebrates. Amoebas, energy beings, and gaseous life-forms commonly possess amorphous bodies. Ganglia, Mimic, and Resistance complement this special ability.

Effects: The body of an amorphous creature lacks a rigid frame (such as that provided by an internal skeleton or external shell). While it may possess or be able to manifest pseudo-pods or other false appendages, it does not possess limbs and other appendages as permanent features. Unlike life-forms with rigid frames, amorphous organisms can mold their bodies to squeeze through tight areas, though they can't necessarily divide their body mass and re-emerge at will. To perform this type of movement, an amorphous creature requires the Regenerate ability. Amorphous life-forms possess half the normal movement rate for organisms of their size.

Because its body is elastic, an amorphous life-form sustains half damage from falling. While such life-forms never possess rigid armor, they might possess sufficiently thick or blubbery skins to warrant possessing the Armor special ability, although Resistance and Invulnerable are far more common. Amorphous organisms usually exhibit relatively low Agility, though they might demonstrate considerable quickness. **Restrictions:** Agility 3–.

Anaerobic Respiration (3)

The life-form can breathe and survive in the absence of oxygenated gaseous atmospheres, by virtue of gills, pores, or other respiratory organs and/or systems. Alternatively, the creature possesses no respiratory functions whatsoever. Aquatic animals, most plants, as well as many energy, gaseous, and mineral life-forms possess this ability.

Effects: Describe what conditions (if any) the life-form requires to breathe and function normally. You can either specify a chemical compound (such as methane, chlorine, or cyanide) and organ (gills, pores, and so on) or choose "no respiration required." Creatures living in vacuums, such as the conditions in space or planets lacking atmospheres, typically have no respiratory requirements. You can choose this ability multiple times to represent multiple respiratory methods. So long as the life-form remains within a suitable environment, it can function normally without suffering asphyxiation (see page 228). Otherwise, it needs an artificial breathing apparatus such as a breathing harness or environmental suit. If the creature cannot breathe in the same habitat as the Crew, but must interact with them, this ability can be considered a flaw, and warrant a (–3) pick adjustment.

Armor (3)

Some life-forms possess natural protection in the form of armor, such as a beetle carapace or tortoise shell. Natural forms of armor also include thick hide, scales, or chitinous plates. Armor complements the Resistance and Invulnerable abilities, though you should be careful not to confuse the two.

Effects: Choose the type of natural armor the life-form possesses. Each time an attack inflicts damage to the life-form, its armor "deflects" some of the damage, reducing the amount of damage that gets passed on as injury. A creature's armor deflects an amount of damage equal to 3 plus a creature's Strength and Vitality modifiers resulting from its Size (see Table 2.1 Size Categories, page 205). For example, the armor of a large creature deflects 5 points of damage (3+2). You can increase the armor protection by 1 point per advancement pick. See "Armor," page 91 for more information about resisting damage.

Burrowing (3)

The life-form can move or tunnel through solid matter, such as earth, rock, sand, ice, or metal. The Horta is an example of a creature with the Burrowing ability. Corrosion, Mineral Body, and Trap-builder complement this special ability.

Effects: The life-form can tunnel through wood, earth, and stone at 25% of its normal movement rate (see "Movement Rate," page 209). Burrowing at half normal movement rate costs 3 more advancement picks. **Prerequisites:** Str 0+ and Agl 0+. **Restrictions:** Immobility, Incorporeal.

Camouflage (3)

The life-form possesses physical markings or coloration enabling it to blend into its habitat.

Effects: All Observe (Spot) or Perception attribute tests relying on vision to detect the creature (including opposed tests) suffer a –3 test modifier. **Restrictions:** Incorporeal.

Chameleon (4)

The life-form's outer appearance mirrors the coloration and patterns of the surrounding environment, enabling it to hide more effectively.

Effects: Life-forms with this ability gain a +2 skill modifier to Stealth (Hide and Sneak) opposed tests. Chameleon does not apply to tests made against characters using technological devices such as sensors and tricorders. You can increase this modifier by +1 for every 2 picks you allocate. **Prerequisites:** Stealth skill 1+.

Corrosion (3)

The life-form secretes or discharges some sort of corrosive compound, be it digestive acids, alkaline bile, or caustic saliva. The Burrowing and Mineral Body abilities complement Corrosion.

Effects: Describe the method by which the creature expels the corrosive substance—this can include attacks (by virtue of Natural Weapons such as claws or teeth), contact (such as bleeding or secretion), or discharge (such as spitting or disgorging). In order for a life-form to spray corrosive materials at a distance, it must also possess the Ranged Attack special ability.

Next, create a corrosive substance using the rules provided for radiation in the *Hazards* chapter (see page 225) or choose from among the samples provided on Table 12.5: Corrosives. To determine the pick value of a corrosive you create, use the following calculations: Onset time (rounds 3 picks, minutes 1 pick, hours –3 picks); Potency (+/–1 pick per +/–1 Stamina test modifier); Effect (1 pick per 1d6 damage or –1 attribute reduction), and material (flesh, wood, plastics, metals, glass/ceramics, or concrete/rock). Like radiation, corrosives inflict damage upon expiration of the onset time. Unlike radiation, however, corrosive effects terminate upon resolution: a creature needs to keep exposing a Crewmember in order to keep inflicting corrosive damage.

Most corrosives affect certain materials (flesh and leather, plastic and rubber, or metals and metalloids for example) but have no effect on other materials. If you want a corrosive substance to affect additional categories of material, you must purchase this ability multiple times.

Secreting the corrosive substance counts as a free action. Performing an Unarmed (Natural Weapon) or Ranged Attack counts as a combat action. **Prerequisites:** Invulnerable (corrosive material named).

TABLE 12.5: CORROSIVES

Picks	Onset Time	Pot.	Effect	Material
2	1d6 minutes	+0	1d6 damage	Flesh
4	1d6 rounds	+0	1d6 damage	Plastics
6	1d6 rounds	+1	2d6 damage	Metals
8	1d6 minutes	+5	2d6 damage	Rock & Concrete

Cunning (3)

The life-form is particularly cunning for its Intellect. This ability is common among pouncers and scavengers, although it can reflect any type of unpredictable, instinctive, or intuitive behavior. The Trap-building ability complements Cunning.

Effects: Describe the situations in which the life-form is likely to reveal its cunning nature. You can pair this ability with another ability that hinges on Savvy or Intellect to define the situation. During such moments, the life-form reveals its cunning and gains a +3 Savvy reaction modifier or +3 Intellect modifier, whichever is appropriate. **Prerequisites:** Int 0+.

Deterrent (3)

The life-form exhibits a natural deterrent to potential predators. Possible deterrents include bright coloration, acrid odors, shrill sirens, deep growls, or psionic pulses.

Effects: Any organism that can perceive the deterrent must make an opposed Willpower reaction test against the deterrent TN in order to voluntarily approach the creature. The deterrent TN equals 10 plus the life-form's Presence modifier. You can increase the deterrent TN by +1 for each additional pick you devote to this ability. **Prerequisites:** Pre 0+.

Drain* (5)

The life-form feeds on some vital element possessed by its victims, ranging from blood to salt to psychic energy. Most parasites, including the Salt Vampire of M-113, and Beta XII-A Entity possesses this ability. The Ranged Attack and Multiple Attacks abilities complement Drain.

Effects: Choose a biological element, from which the life-form derives sustenance, and designate a game attribute (such as Strength, Vitality) affected by the drain. For example, a creature that drains blood might enervate a victim's Vitality attribute.

To perform a drain action, the life-form must first successfully make an Unarmed Attack test to physically hit the target. A successful test drains a number of attribute points from the victim equal to the life-form's Vitality modifier +1. The attack form may also inflict physical damage normally, such as in the case of a claw or bite attack. Upon making a successful attack, the life-form attaches itself to its host and can continue to drain the attribute on subsequent rounds without making additional attack tests (or inflicting additional damage). The victim can try to break free by making an opposed Strength test as a full-round action. You can increase the base amount of attribute drained per round by +1 for an additional 3 picks (you can do this *multiple times*). Victims regain lost attributes as per the healing rules (page 93).

Some creatures (especially "psychovores," which feed off psychic energies including brainwaves and emotions) may perform the drain by virtue of psionic ability. Such tests require a Psi attribute test opposed by the victim's Willpower reaction. The amount drained equals 1+ the life-form's Psi modifier. You can increase the base amount by +1 for 3 additional picks. If the victim possesses the Psi attribute, he may attempt to free himself by initiating an opposed Psi attribute test. Unless the psychovore also possesses the Ranged Attack skill, some sort of physical contact is usually required.

Regardless of type, using Drain counts as a full-round action (making the attack counts as a standard action). **Prerequisites:** Vit 1+ (Psi 1+ required for psychovore drains).



Energy Attack (3)

The life-form possesses a natural form of energy attack. This could be an electrical discharge, an energy blast, or a radiation field emitted from the life-form's body. Energy attack is common to organisms with the Energy Body special ability.

Effects: Select the form of energy (anti-matter, laser, electrical, fire, phaser, plasma, etc.) that the life-form emits. Upon making a successful Unarmed Combat attack test, the life-form delivers a short burst of energy. The base damage of this attack equals 1d6 plus the Vitality modifier of the life-form. The life-form can use this ability any number of times per day. To make an energy attack from a distance, the life-form must also possess the Ranged Attack ability (see page 219). **Prerequisites:** Vit 1+.

Energy Body* (0)

The life-form possesses a body composed of pure energy. Examples include the Medusans and the Beta XII-A Entity. Energy life-forms likely originate on stars, gas giants, or home worlds with a relatively close orbit to a star (likely Type B, A, or F) or some other source of intense, ambient radiation.

Effects: When assigning this ability, choose the type of energy—electricity, plasma, radiation, anti-matter, temporal, and so forth—of which the being is composed. Although the life-form doesn't possess a corporeal body, its body possesses enough substance to impede movement through non-conductive, opaque materials such as stone, plastic, or plaster. Movement rates through these materials are 25% the life-form's normal movement rate for its size. Energy fields such as deflector shields and security barriers impede movement normally. **Prerequisites:** Energy Form (creatures only), Amorphous, Resistance (physical damage).

Evasion* (3)

The creature relies on its natural Agility and Quickness to perform Dodge actions.

Effects: Evasion confers a +1 Quickness reaction. Additional reaction modifiers cost 3 picks per +1. In combat situations, the life-form may use its Quickness reaction to perform dodge actions. See "Dodge," page 87. **Prerequisites:** Str 1+, Agl 4+, Per 4+. **Restrictions:** Immobility.

Extraordinary Sense (3)

The life-form possesses extraordinary sensory faculties, such as hearing ultrasonic sounds, having keen night-vision, detecting infrared radiation (heat) or superior olfactory perception.

Effects: The life-form can perceive specific light spectra, heat radiation, sound frequencies, and so forth. Select one sensory ability from the chart. You can assign this ability multiple times to create a life-form with several extraordinary senses.

The range for enhanced senses is derived from the life-form's Perception attribute (see page 208); this ability confers no additional range modifiers or test bonuses. Using an enhanced sense counts as a free action. **Prerequisites:** Per 4+.

Sensory Abilities

Infrared Vision: The life-form can detect heat in varying degrees

Psionic Sensitivity: The creature can sense the presence of psionic aptitude and the use of psionic powers

Subsonic Hearing: The life-form can hear sounds of ultra-low frequency and pitch.

Ultraviolet Vision: The life-form can see radiation in the upper light bands (gamma radiation, UV Radiation)

Ultrasonic Hearing: The life-form can hear sounds of ultra-high frequency and pitch.

Chemoreception: The life-form can detect trace quantities of chemical compounds such as organic pheromones.



Ferocious (3)

The life-form demonstrates great ferocity with regard to killing prey, defending it's territory, or fighting when cornered.

Effects: Choose a narrative situation in which the life-form is likely to exhibit ferocity (attacking, defense). The creature gains a +3 bonus to any Willpower reaction tests made during such situations. **Prerequisites:** Willpower 1+.

Flying (6)

The life-form can move effortlessly through the air, using wings, gas bladders, telekinesis, or other means. Flyers proliterate on planets with low gravity and/or Thin atmospheres (see page 174). Except for floaters, most flyers require high-energy reserves to enable their power of flight. The speed ability complements flying.

Effects: The life-form possesses some means of moving through the air (or space). As a move action, the life-form can fly at 1.5x their normal movement rate. For 3 additional picks, you can increase the rate by +.5 (move 2x normal movement rate for 3 additional picks, or 2.5 x normal rate for +6 pics.). A successful Vitality test is required to increase flight speed (from careful movement to charge, for example) during combat; this test is considered a free action. **Prerequisites:** Str 0+, Agl 0+, or Telekinesis. **Restrictions:** Immobility.

Ganglia (5)

Most common among invertebrates, this ability reflects the complete lack of a central nervous system; instead, the creature possesses multiple neural nodes (also called ganglia) located toward bodily extremities where they provide rapid, synaptic response. Amorphous complements this ability.

Effects: Creatures with the Ganglia ability can react much more quickly than other organisms; however, they lack the dexterity and coordination afforded by a central nervous system. The life-form gains +3 Quickness reaction and the High Pain Threshold character edge. **Restrictions:** Agl 3–, Incorporeal.

Gaseous Body* (0)

The life-form possesses a body composed of vapor or gas. The dikironium cloud creature is an example of a creature with Gaseous Body. Gaseous beings likely evolve on metal-dense planets, gas giants with Thick atmospheres, or worlds near a protostar. Flight ability complements Gaseous Body.

Effects: Beings with this ability have no solid form, but instead possess bodies of free-floating gas. The life-form cannot manipulate physical objects (such as opening doors or carrying objects), but may be able to affect its surroundings with psionics. Though constrained by physical barriers such as walls, the gaseous

life-form can pass through small openings such as cracks and vents. Doing so reduces the life-form's movement rate by 50%. **Prerequisites:** Gaseous form (creatures only), Amorphous, Resistance (physical damage). **Restrictions:** Str 3–.

Immobility (–6)

The life-form lacks normal means of locomotion, such as legs, cilia, or pseudopods. It may be root-bound like most plant-life, or adrift, like kelp or airborne microbes.

Effects: Reduce the life-form's normal movement rate to "n/a." **Restrictions:** Burrowing, Evasion, Flying, Speed.

Incorporeal* (0)

The life-form lacks a physical body, though it may possess gaseous or energy form. Such beings may originate or exist in another dimension, temporal plane, or alternate reality, where they are governed by its physical laws and evolutionary patterns. The Invisibility and Trait (Psi) special abilities complement Incorporeal.

Effects: Incorporeal life-forms pass through solid matter and most energy fields completely unhindered. They are not especially fast, and possess only half the normal movement rate (rounding up) for organisms their size. This rate is increased by the Flying special ability. Incorporeal life-forms cannot manipulate physical organisms or objects except by means of psionics or special abilities. Physical and energy-based damage has no effect on incorporeal beings, so they are immune to heat, cold, fire, falling, material weapons, energy weapons, poison, corrosives, and radiation. Every Incorporeal being has at least one weakness, usually a susceptibility to psionics, though it could potentially be anything. See the Vulnerability special ability for more information. **Prerequisites:** Flying, Vulnerability. **Restrictions:** Animal, Plant, and Mineral creature forms.

Invisible* (25)

The life-form is invisible to one or more means of detection, usually sight, infrared detectors, or bio-scans.

Effects: Choose a means of detection, such as sight, sound, heat, motion, and so forth. The life-form is entirely imperceptible to that form of detection, establishing a base TN 24 for any detection test, such as an Observe (Spot) skill test or Perception attribute test. A creature can possess multiple forms of invisibility, such as Invisible (sight) and Invisible (motion) at your discretion; but it is unwise to create a being invisible to *all* forms of detection: the trick for PCs is to discover which *way* they can perceive the life-form.

Invulnerable* (variable)

The life-form is completely immune to a specific effect or phenomenon, such as corrosion, fire, poison, radiation, energy forms, physical damage, and so forth. Invulnerable usually manifests in beings that evolve under constant exposure to the phenomenon, such as on a planet exposed to harsh gamma radiation, or a corrosive atmosphere.

Effects: Select one type of phenomenon, from Table 12.6: Invulnerable. The life-form suffers no injury or hindrance from the designated effect. **Restrictions:** Resistance and Vulnerability (same category).

Lure (3)

The life-form produces a sound, vibration, scent, strobe, or psionic pulse enticing prey to investigate. When the prey approaches, the life-form then ensnares, entraps, or otherwise attacks it. The Trap-building ability complements Lure.

Effects: The creature gains Influence skill +1. Additional levels cost 2 picks each. As a free action the life-form can activate its lure to entice all within range. Close range equals the life-form's Presence attribute

TABLE 12.6: INVULNERABLE

Category	Picks	Effect
Corrosion	24	The life-form is completely resistant to corrosive substances and effects. No reaction test needed.
Energy Weapons	24	The life-form is completely resistant to laser, phaser, and disruptor energy and its damaging effects (including stun and disintegration). No reaction test needed.
Disease	18	The life-form is completely immune to all forms of biological disease. No reaction test is needed.
Fire	24	The life-form is completely resistant to combustion, fire damage, and extreme heat. No reaction test needed.
Physical Damage	48	The life-form is completely immune to damage dealt by physical weapons and objects, including injury from falling, crushing, cutting, piercing, slashing, etc. No reaction test needed.
Psionic Attack	18	The life-form is immune to all psionic skills, special abilities, and game effects.
Radiation	24	The life-form is completely resistant to all forms of electromagnetic radiation, including ion storms, gamma rays, solar flares, etc. No reaction test needed.
Toxin	24	The life form is completely immune to poisons, including chemical toxins and biological poisons. No reaction test needed.

level (use Psi for psionic lures) in meters. Medium range is twice this distance, long range three times this distance, with extended range increments equaling half the attribute level (rounding up). All life-forms within range of the life-form must make an opposed Willpower reaction test against the Influence test to resist the enticement. Life-forms that cannot perceive the lure (those which are deaf, blind, or Per "n/a") are immune to its effect. **Prerequisites:** Presence 1+.

Mechanical Body* (0)

Constructs, such as robots and androids, possess mechanical bodies. Although their bodies function like those of living organisms (they possess Health and wound points), they are generally sturdier by virtue of industrial materials and engineered superstructures. The Armor and Resistance abilities complement Mechanical Body.

Effects: Constructs with mechanical bodies do not feel pain. As a result, they suffer half the normal physical penalties from injury. Mechanical bodies do not heal, so constructs do not get the benefit of natural healing via Stamina tests unless they also possess the Regenerate ability, which represents self-sealing materials and/or nanotechnology. Nonetheless, constructs with Regenerate require twice the time interval between Stamina tests for healing. On the positive side, Constructs are immune to biological diseases and toxins, as well as most forms of radiation. Unless they encounter an effect that deteriorates inorganic materials and/or electrical systems, treat constructs as if they possessed the Invulnerable trait for biological hazards. Other forms of damage, such as fire, falling, and material weapons affect constructs normally. **Prerequisites:** Construct form. **Restrictions:** Other forms, Incorporeal.

Mimicry* (12)

The life-form can change its shape or appearance to imitate other things. This ability represents physical transformations (Changelings, Chameloids) as well as sensory manipulation caused by illusions or mind alteration (the M-113 Salt Vampire). The Amorphous and Lure abilities complement Mimic.



Effects: Life-forms with this ability can mimic any other form at will, although intelligent beings have a chance to notice the deception. Changing physical appearance takes a full-round action, and requires the mimic to sense (or be able to see, touch, or psionically contact) the thing it wishes to imitate. The life-form then makes an Intellect test, which establishes the TN for others to notice it with an Observe (Spot) test. You can simulate enhanced powers of mimicry by establishing universal modifiers to the Observe (Spot) test. For example, Chameloids might modify an opponent's Observe (Spot) test by –3. Every –1 test modifier you impose is worth 1 additional pick.

Usually, mimics can only assume the form of other animate objects (animals and people) of approximate mass and physical composition. If the mimic achieves its effect through non-physical means (psionics, mind-altering pheromones), mass is not a factor. In rare instances, mimics (such as Changelings) can alter their mass as well: when Odo changes his shape into a mouse, he weighs the same as a mouse. Such mimicry is considered Shape-shifting, and costs 24 picks. Most mimics are detectable through technological means, such as ship sensors and tricorders. Changelings, who are not detectible with tricorders, have the ability Invisible (to Tricorders). **Prerequisites:** Pre 1+.

Mineral Body* (0)

The life-form possesses a body of mineral composition, such as silicates, metalloids, and so on. Examples include the Horta and Excalbians. Mineral life-forms most likely evolve on hot (400-500 degrees Centigrade) Class-K (or even Class-Y) planets with a fluorine-carbon dioxide atmosphere (such as the Excalbians) or near the molten or radioactive core of a planet (such as the Horta).

Effects: Mineral life-forms are generally strong and resilient, but slow. Such beings may develop their Strength attribute or Stamina reaction as a favored attribute/reaction, thereby reducing the advancement pick cost by 1 increase (lowering the cost to increase Stength from 3 to 2 picks). They may also acquire one special ability—Armor, Resistance, or Invulnerable—at half the normal advancement pick cost. Life-forms with mineral bodies have half (50% rounding up) the normal movement rate of organisms their size. **Prerequisites:** Mineral form (creatures only). **Restrictions:** Incorporeal.

Multiple Attacks (5)

The life-form can use it innate abilities to perform multiple, distinct attacks each round. This ability complements Energy Attack, Natural Weapons, and Ranged Attack.

Effects: The life-form gains +1 combat action (attack) per round. You may select this ability a number of times equal to the number of Natural Weapons (see

next entry) and/or Energy Attacks the life-form possesses. **Prerequisites:** Energy Attack or Natural Weapon.

Natural Weapon (3)

The life-form possesses a natural weapon, such as fangs, claws, stingers, sharp spines, or pincers but not special attack forms such as Toxin (220) or Ranged Attack. Possessing envenomed claws, for example, requires both Natural Weapons (Claws) and Toxin (Natural Weapon) abilities, whereas shooting spines requires Natural Weapons (Spines) and Ranged Attack (Natural Weapon) abilities. This ability is common among organisms having the Animal or Plant form.

Effects: Select the form of natural weaponry that applies to the life-form. The being can use innate weapons to inflict damage by making a successful Unarmed Combat attack test. Base damage for the attack equals 1d6 + Strength modifier. You can select this ability multiple times to represent different attack forms (pincers and tail stinger, for example). Each time you select this ability, the life-form gains Unarmed Combat +1 with an automatic specialty in the attack form (Fangs, Spines, Claws). This ability does not increase the life-form's action allowance; the Multiple Attack ability is required to perform more than 2 actions per round without penalty. **Prerequisites:** Str 0+, Agl 0+. **Restrictions:** Incorporeal.

Prehensile Appendage (5)

The life-form possesses an additional appendage it can use to manipulate objects or facilitate movement (such as climbing). Examples include claws, hands, paws, pincers, tails, tentacles, or trunks. Multiple Attacks complements this ability.

Effects: The life-form possesses one extra limb that it can use with full Strength, Agility, and Quickness. If the appendage aids in locomotion, the creature gains +1 move action per round; otherwise the limb confers +1 standard action (non-combat) per round. Using the appendage costs actions normally. This ability can be selected multiple times, gaining one new appendage for every 5 advancement picks. **Prerequisites:** Str 1+, Agl 1+. **Restrictions:** Incorporeal.

Psychokinesis (3)

The life-form possesses the ability to manipulate physical objects by will of mind. Like psionic skills, Psychokinesis relies on the Psi trait to establish the relative psionic strength of the life-form. The Incorporeal and Trait (Psi) abilities complement Psychokinesis.

Effect: By virtue of its psionic power, the creature can manipulate objects without physically handling them. In theory, the being could open doors, operate starship controls, or brandish weapons. For such purposes, consider the life-form to have Strength and Agility attributes equal to one half its Psi level (see the Psi edge in the *Player's Guide* for more information). Use these "simulated attribute" levels to determine the life-form's modifiers for any tests involving Strength and Agility (usually for actions involving manual coordination), as well as its lifting/carrying capacity. With Psychokinesis the life-form can move or handle objects at range. The maximum range for Psychokinetic manipulation equals half the life-form's Psi attribute in meters, rounding down; range modifiers do not apply.

Manipulating objects with Psychokinesis only requires tests if the physical action normally requires a test; for example, no test is necessary to pick up a very light object; however, if the life-form attempts to hurl an object at a crewmember or attack someone with a sword, the life-form needs to make the appropriate skill or attribute test and apply its "simulated" Strength or Agility modifiers. **Prerequisites:** Int 0+, Trait (Psi) 1+.

Radiation* (variable)

The life-form emits some form of dangerous radiation. The Energy Body special ability complements Radiation.

Effects: Determine what sort of radiation the life-form emits. This can include any form of radiation presented in *Chapter 13: Hazards,* or any radiation you create. The radiation affects a perimeter around the creature with a radius equal to half the life-form's Vitality level in meters. Otherwise, this ability works exactly like the Corrosive ability (page 214). Use the guidelines presented under Corrosive for determining play balance and pick value, ignoring the materials effected category of Table 12.5: Corrosives. **Prerequisites:** Invulnerable (radiation of same type).

Ranged Attack (3)

The life-form can perform a ranged attack with an innate energy attack, psionic ability, natural weapons, and so on.

Effects: The life-form can perform one type of attack at range. Choose the corresponding type (Corrosive, Energy Attack, Psionic Attack, Natural Weapon, Radiation, or Toxin). The creature can perform this attack from a distance. The base range for the attack equals one of several key attributes. For Corrosive, Natural Weapon, and Toxin, the key attribute is Strength. For all other forms, the key attribute is Vitality. Short range for attacks is the base attribute level in meters. Medium range is twice this distance, long range three times this distance. Extended range increments equal the half the base range rounding up.

For example if an energy being possessed Vitality 9 and both Energy Attack and Ranged Attack abilities, it could shoot a pulse of energy with the following range increments: short range 9 meters, medium range 18 m, and long range 27 m, with extended range increments of +5 meters (half of 9, rounding up). **Prerequisites:** Special (one special ability representing the attack type and Str 1+ or Vit 1+).

TABLE 12.7: RESISTANCE

Category	Picks	Effect
Corrosion	12	The life-form is resistant to corrosive substances and effects. No reaction test needed.
Energy Weapons	12	The life-form is resistant to laser, phaser, and disruptor energy and its damaging effects (including stun and disintegration). No reaction test needed.
Disease	9	The life-form is resistant to all forms of biological disease. No reaction test is needed.
Fire	12	The life-form is resistant to combustion, fire damage, and extreme heat. No reaction test needed.
Physical Damage	24	The life-form is resistant to damage sustained by physical weapons and objects, including injury from falling, crushing, cutting, piercing, or slashing. No reaction test needed.
Psionic Attack	9	The life-form is resistant to all psionic skills, special abilities, and game effects.
Radiation	12	The life-form is resistant to all forms of electromagnetic radiation, including ion storms, gamma rays, or solar flares. No reaction test needed.
Toxin	12	The life form is resistant to poisons, including chemical toxins and biological poisons. No reaction test needed.

Regenerate (3)

The life-form heals rapidly, due to an enhanced metabolism, healing coma, or other innate quality.

Effects: Life-forms with this ability heal more rapidly, making Stamina tests for natural healing every hour (rather than every day). Upon making a successful test, the life-form regenerates a total number of wound points equal to 1 plus its Vitality attribute modifier. You can accelerate the regenerative process by increasing the frequency of the test. Making a test every half hour is worth 6 picks, making a test every fifteen minutes is worth 12 picks. Making a test every minute is worth 24 picks; and making a test every round is worth 60 picks. **Prerequisite:** Stamina 1+.

Resistance (variable)

The life-form has an innate resistance to the harmful effects of one type or phenomenon, such as poison, radiation, energy beams, or physical damage. Resistance is inherent to creatures having Energy or Gaseous forms.

Effects: Choose a Resistance category, such as corrosion, energy weapons, physical damage, radiation, and so forth. When sustaining damage from that source, the creature must make a Stamina reaction test (TN 7). If successful reduce the damage inflicted by half (50%, rounding up), and ignore any secondary effects such as sickness or stun effects. If unsuccessful, reduce damage by one quarter (25%, rounding up). Using Resistance counts as a free action. **Prerequisites:** Stamina 1+. **Restrictions:** Vulnerability (same category).

Speed (3)

The life-form moves extremely fast for its size. The Flying ability compliments speed.

Effects: Double the organism's normal movement rate or its adjusted movement rate when Burrowing, Flying, or using any other special ability. You may select this ability multiple times to increase the speed of various forms of movement (such as normal movement and Flying). **Prerequisites:** Str 1+, Agl 4+, Quickness 1+. **Restrictions:** Immobility.

Toxin (variable)

The life-form exudes, secretes, or spits some kind of venom, narcotic, or other toxic substance.

Effects: Describe how the life-form delivers the toxin—this can include inhalation, ingestion, contact, or injection (in the case where venoms are delivered through Natural Weapons such as teeth or claws). In order for a life-form to spit venom or shoot poisonous spines of some sort, it must also possess the Ranged Attack special ability.

Next, create a toxin using the rules provided in the *Hazards* chapter (see page 216) or choose from among the samples provided in Table 12.8: Toxins. To deter-

TABLE 12.8: TOXINS

Picks	Onset time	Pot.	Diag.	Treat	Effect	Stages	2nd Effect
2	1d6 minutes	+0	+0	+0	1d6 damage	1	half damage
4	1d6 rounds	+0	+0	+0	1d6 damage	1	half damage
4	1d6 hours	+4	-2	+0	1d6 damage	3	-1 Vit
6	1d6 rounds	-2	+0	+0	-3 Vit	3	-1 Vit
8	1d6 minutes	+5	+0	+0	3d6 damage	1	half damage

mine the pick value of a toxin you create, use the following calculations: Interval (rounds 3 picks, minutes 1 pick, hours –3 picks); Potency (+/–1 pick per +/–1 Stamina test modifier); Diagnosis and Treatment (–1 pick per +2 modifier, +1pick per –2 modifier, rounding down); Stages (+1 pick per stage beyond 1); Effect (1 picks per 1d6 damage or –1 attribute reduction).

Secreting or bleeding a poison counts as a free action. Delivering the toxin by another action (claw attack) costs a number of actions appropriate to the method of attack. **Prerequisites:** Invulnerable (toxin named). **Restrictions:** Incorporeal.

Trait* (special)

This ability enables a creature to acquire a trait (edge or flaw) normally available to only characters. In terms of play balance this ability costs the same number of picks as the character trait you select.

Effect: Select a trait for the creature and list it in parentheses behind the Trait ability on the creature profile such as "Trait (Enhanced Sense)." You may ignore trait prerequisites, but should increase the trait pick value by +1. Supporting characters do not need this special ability to gain the benefit of character traits.

Trap-building (4)

A trap-builder constructs lethal pitfalls such as webs, tripwires, sand traps, sticky pots, and so on to ensnare unsuspecting prey. Burrow and Lure special abilities complement Trap-building.

Effects: Trap-building confers the Craft (traps) skill at level 1. Additional levels cost 2 picks each. Creating a trap requires 2d6 hours minus the life-form's Intelligence level. To determine the quality of a trap, perform a Craft test using the final test result as the TN. Any attempt to discern the trap initiates an Observe (spot) test with a TN equal to the trapper's Craft test result. Creatures who stumble upon the trap may make a Quickness reaction test (TN same as Observe test) to avoid the trap altogether. Some traps such as pits and sand traps may confer damage upon activation (falling or asphyxiation damage, respectively). Determine damage normally (see *Chapter 13: Hazards*). Webs and other forms of ensnarement typically enable the subject to make a Strength test (TN equals creature's Strength plus Vitality modifier) to break free. Such attempts are treated as full round actions. **Prerequisites:** Str 1+, Int 1+, Agl 1+.

Vulnerability (–variable)

The life-form suffers from an innate susceptibility to the harmful effects of one type or phenomena, such as poison, radiation, energy beams, or physical damage. Resistance is inherent to creatures having energy or gaseous forms.

Effects: Choose a Vulnerability category, such as corrosion, energy weapons, physical damage, radiation, and so forth. When sustaining damage from that source, the creature must make a Stamina reaction test (TN 7). If unsuccessful, the life-form suffers double the damage or attribute reduction from the phenomena, including secondary effects (such as the duration of stun effects). For life-forms susceptible to corrosives, disease, radiation or toxins, also halve the exposure interval (50%, rounding up) prompting the Stamina test. To quantify vulnerability for absolute effects (those that cannot be partially resisted such as disintegration) the life-form suffers a –5 reaction modifier to any single test made to resist the effect. **Restrictions:** Invulnerable and Resistance (same category).

TABLE 12.9: VULNERABILITY

Category	Picks	Effect
Corrosion	12	The life-form is vulnerable to corrosive substances and effects. No reaction test needed.
Energy Weapons	12	The life-form is vulnerable to laser, phaser, and disruptor energy and its damaging effects (including stun and disintegration). No reaction test needed.
Disease	9	The life-form is vulnerable to all forms of biological disease. No reaction test is needed.
Fire	12	The life-form is vulnerable to combustion, fire damage, and extreme heat. No reaction test needed.
Physical Damage	24	The life-form is vulnerable to damage sustained by physical weapons and objects, including injury from falling, crushing, cutting, piercing, or slashing. No reaction test needed.
Psionic Attack	9	The life-form is vulnerable to all psionic skills, special abilities, and game effects.
Radiation	12	The life-form is vulnerable to all forms of electromagnetic radiation, including ion storms, gamma rays, or solar flares. No reaction test needed.
Toxin	12	The life-form is vulnerable to poisons, including chemical toxins and biological poisons. No reaction test needed



13 HAZARDS

Over the course of a mission, a starship crew faces a variety of hazards. An away team could be exposed to a strange, alien disease that causes them to age prematurely. A star or alien artifact might emit unusual radiation. Even mundane hazards like fire can complicate a the Crew's mission. Meanwhile, any number of space-born threats could emerge to endanger a ship and her crew—from a sudden subspace inversion to a powerful ion storm.

USING HAZARDS

As the Narrator, over the course of your series and episodes, you can confront your Crew with any number of events. In order to safely arrive at a planet with the Federation commissioner, the Crew's ship must pass through a plasma field. A Crewman brings back a case of Irumodic Fever from shore leave. Damage to the warp core causes Main Engineering to flood with deadly thermionic radiation. These types of encounters generally result not from the actions of a supporting cast character, but from the environment, and are not easily overcome. That is to say, the Crew must discover the source of the radiation, find the cure to the disease, or find a way to combat the subspace inversion. Hazards present the players with obstacles to overcome, often through original thinking. Hazards can either pose a momentary threat or serve as the subject of an entire episode.

Used as a momentary threat, hazards complicate a scene (or several scenes), such as dangerous gas venting into the phaser coupling chamber while the engineer tries to make repairs. Or they can serve as the focus of the scene, as when a starship must successfully navigate a nebula. For more information on scenes and scene goals, see *Chapter 4: Building Episodes*. As the focus for an entire episode, you can present the hazard as the main antagonist, the thing the Crew must overcome throughout the course of your story. For example, the Crew might have to find a cure for a deadly disease that recombines the victim's DNA before the Klingon ambassador melts away, or they must survive through the perfect ion storm. In this case, the hazard presents the bulk of the challenge for the episode.

How you use a hazard in your episodes defines their role. If you include a hazard as a scene complication, you should keep it simple (though not necessarily easily overcome). You intend the hazard to make things more difficult in the scene, not lead the story down an unrelated path. The hazard might be obvious—"Jim, this man's been poisoned"—or vague—"Scotty, find out where that gas is coming from"—depending on how you want to present it. The solution, once the Crew locates the problem, should be clear, however. While the alien leader's disease may be difficult to detect, for example, it should be something the Crew can deal with directly (they have medicine readily

available, for example). At best, it should add one or two skill tests to the scene. If the hazard is to play a central role in your episode, then you should plan for a lot of skill tests; it takes time for the Crew to deal with the hazard. The player characters must make a series of skill tests—isolate the pathogen, extract a sample, test various cures, synthesize the medicine. You want to break the hazard down into discrete parts, which establish scene goals.

Hazards generally depend on timing and setting rather than on the actions of a supporting cast character (though there are always exceptions to the rule, as when the antagonist poisons someone or depressurizes the bridge). Where and when does the hazard occur? Most take place regardless of character action. An earthquake occurs whether or not the PCs are there to witness it. Ensign Carstairs contracts Phyrox plague when he beams down to the planet. The star emits berthold radiation. As with other scenes, however, the hazard ought to have some kind of source. Where is the radiation coming from? Why is everyone on board the ship acting crazily? Who poisoned the ambassador? When you know the answers to these kinds of questions, you develop a good sense of how the hazard fits into your episode.

Clues

One special way in which you can include hazards in your episodes is as a clue to something else. For example, when Captain Picard was presumed vaporized in a bar on Dessica II, it was the presence of micro-crystalline damage that tipped La Forge off to the truth—that Picard had been beamed away. The presence of a disease might tip the Crew off to where the smuggler has recently traveled. Strange radiation might alert them to the presence of an Iconian relic. A subspace disturbance might clue them into the passage of a ship from the Mirror Universe. While hazards are a great way to endanger or delay the player characters, they can also help further the story along. Whether or not the hazards described herein threaten the Crew as well is up to you.



PERSONAL HAZARDS

Personal hazards endanger the Crew directly, jeopardizing their lives in some way. Radiation could kill them. Disease threatens their lives. Decompression causes them to asphyxiate. Personal hazards can be used either as plot complication, or as the goals of an entire episode.

DISEASE

Strange diseases are a staple of *Star Trek* episodes. The Crew, while exploring a disintegrating planet, becomes infected by a disease that reduces their inhibitions. A supply of ryetalyn must be obtained from a recalcitrant man in order to combat an outbreak of Rigelian fever. An ambassador vital to upcoming negotiations suffers from a debilitating degenerative disease. You can use various futuristic, alien diseases as maguffins to get your story started or center your entire episode around an outbreak.

Used as a McGuffin, or story hook, curing the disease isn't necessarily the focus of the adventure. It's the event that gets the Crew involved in the story. An outbreak of Sakuro's disease flares up on a remote mining colony, and the Crew must get the antibiotics to the planet in time. An important supporting cast character contracts Correllium fever and dies before she can complete her mission, leaving a player character to stand in her stead. In this case, you'll need to know which disease is involved, so the Crew knows the consequences of their failure. Generally, the goal of the episode isn't about curing the disease; it leads the players to something else.

To center an episode around a disease, thus making it the episode goal, the Narrator has several options. First, the goal usually involves finding the cure to a new or previously incurable disease. This could require Medicine skill tests to diagnose the disease, discover its transmission mode, locate the source, and synthesize a cure. Or it might require Negotiate tests to convince someone to turn over the remedy. In classic *Star Trek* tradition, the malady should affect a large group of people, like an entire colony. Second, you could design an episode surrounding an outbreak among the Crew. Generally, you should afflict supporting cast characters to give the PCs time to find a cure before the disease affects the rest of the crew (themselves included). Another approach is to afflict one or more of the player characters directly—they catch something on an away mission, a pathogen slips past the transporter's biofilters—which ups the stakes as the rest of the Crew races against time before their compatriots die. This can be tricky to pull off, as the players will want to make Stamina tests to resist the disease, one or more of the PCs will eventually sit out of the session, and few players like the idea of their characters dying in this way.

Many episodes revolve around obtaining medicine and getting it to the afflicted in time, which assumes the Crew knows the disease with which they are dealing. You

may, however, need to design your own malady to make the episode a real mystery. The focus in this case is that the Crew hasn't encountered the disease before, and has no idea how to treat it. Use the diseases listed below as a starting point. Consider the source of the illness. Is it a microbe mutated by the energy from a star about to nova, or an alien pathogen found on a strange, new world? Also consider its effects. While many of the diseases described herein affect attributes and wound points, others could cause madness, mutation, or hallucinations.

To determine whether or not a disease infects someone, make a Stamina reaction test against TN 7, plus the disease modifier (some diseases are more virulent than others). A successful test means the character resists the illness. This test need be made *each* time the character is exposed to the illness, but only one test should be made per scene. Each disease is expressed in the following terms:

Onset Time: This is the amount of time between a failed Stamina test and the point at which the disease manifests. Apply the described effect immediately upon passage of the onset time.

Modifier: This number modifies the target number of Stamina tests made to resist the disease.

Diagnosis: This modifies the base target number (TN 5) of skill tests made to diagnose the disease, establishing how hard it is to discover the cause. New or rare diseases have a higher modifier.

Treatment: This modifies the target number of skill tests made to treat the disease. The base TN of Medicine skill tests begins at 5. Successful treatment-related skill tests halt the disease's effects, but attribute and wound point loss must be recovered normally (see *"Health and Healing,"* page 93).

Effect: This is the disease's effect, usually expressed in damage caused to wound points, attributes, or both. Other effects are possible, such as modifiers to skill or reaction tests, or additional flaws.

Sample Diseases

The following are diseases appearing in *Star Trek*. Provided for each are Stamina test modifiers, modifiers to Medicine skill tests, and effects.

Aphasia Virus: Originally developed as a Bajoran bioterrorist weapon for use against their Cardassian oppressors, the aphasia virus is no longer contained within the Bajor system. **Onset:** 10 minutes; **Potency:** +3 TN; **Diagnosis:** +7 TN; **Treatment:** +8 TN; **Effect:** Victims initially suffer from aphasia, a condition that affects the speech centers of the brain, disconnecting words and meaning. Once the onset time has passed, the character automatically speaks in a disconnected gibberish of words. Every hour after the onset, an infected character must make a Willpower test against TN 15 or fall into a coma. The coma lasts for 24 hours before the virus kills the victim.

Correllium Fever: Correllium fever can affect any humanoid exposed to it. Its symptoms include a blue-black mottling of the skin, fever and sweating, and numbness in the extremities until eventually the victim becomes paralyzed and dies. **Onset:** 12 hours; **Potency:** +3 TN; **Diagnosis:** +6 TN; **Treatment:** +10 TN; **Effect:** –1d6 Strength and Agility per day. Once the character reaches zero-level in both attributes, he or she dies.

Paranisti Measles: This viral infection causes victims to break out in small, purple bumps all over their skin. The subject feels weak and begins suffering from cold symptoms that eventually force the victim into the hospital. If not treated, the virus eventually kills the subject. **Onset:** 3 days; **Potency:** +0 TN; **Diagnosis:** +4 TN; **Treatment:** +7 TN; **Effect:** 1d6 wounds per 4 hours until death.

Phyrox Plague: Victims of Phyrox plague suffer from high temperature and constant shaking for a day or two before red boils appear on their skin, at which point they must be hospitalized. Hours later, if not treated, the subject dies in a series of horrible seizures. **Onset:** 3 days; **Potency:** +5 TN; **Diagnosis:** +5 TN; **Treatment:** +9 TN; **Effect:** 2d6 wounds and –1d6 Strength and Vitality loss per-day. If the character reaches zero-level in both attributes, he or she dies.

Psi 2000 Virus: Named after the planet on which it was found, this water-based virus first causes an imbalance in the victim's brain chemistry that suppresses the subject's inhibitions. As the victim becomes gradually more carefree, he slowly loses control over his actions, behaving randomly and erratically. **Onset:** 30 minutes (character must first make physical contact with someone suffering from Psi 2000 virus); **Potency:** +8 TN; **Diagnosis:** +5 TN; **Treatment:** +7 TN; **Effect:** The character must make a Willpower test to resist the urge to follow his impulses (the Narrator chooses the impulse). The TN equals 3 + 1 for every ten minutes. Once the PC fails, he must make a TN 15 Willpower test to recover his wits to perform one action. The madness lasts permanently until a cure is administered.

Sakuro's Disease: Named after the colony planet on which it was first discovered, Sakuro's disease begins with flu-like symptoms that eventually weaken the victim to the point of immobility. Death follows soon thereafter. **Onset:** 2d6 days; **Potency:** +1 TN; **Diagnosis:** +8 TN; **Treatment:** +7 TN; **Effect:** 2d6 wounds per hour until death.

Terellian Death Syndrome: This rare, often misdiagnosed and therefore usually fatal, disease first causes dizziness and blurred vision. Often mistaken for Andronesian Encephalitis, the disease goes on to cause palpitations and the victim suffers from a stinging sensation along the spine. Finally, days later, the subject dies. **Onset:** One week; **Potency:** +13 TN; **Diagnosis:** +6 TN;

Treatment: +6 TN; **Effect:** –1d6 Agility and –5 from all physical skill test results per day. If the character reaches zero-level Agility, he or she dies.

Xenopolycytheia: This disease causes a rapid proliferation of red blood cells in the victim, reducing the amount of oxygen carried by each cell and essentially starving them. Once these symptoms—weakness followed by collapse—begin to manifest, the subject has only days to live. **Onset:** 2d6 weeks; **Potency:** +2 TN; **Diagnosis:** +3 TN; **Treatment:** +5 TN; **Effect:** –1d6 Strength per day. If the character reaches zero-level Strength, he or she dies.

Diseases in Star Trek

While the futuristic science of *Star Trek* can cure many of the maladies that afflict humanity today, throughout the Galaxy there are many new and exotic diseases waiting to be discovered. In the real world, curing diseases requires a great deal of time and research. If we haven't found cures to muscular dystrophy and cancer after decades of work, how long would it take Federation scientists to find the cure for Terellian Death Syndrome or Rigelian Fever? Even the best scientific minds in the Alpha Quadrant meet their match when pitted against the bacteria and viruses of hundreds of alien worlds. Although the super-science of the future can cure diseases once prevalent in the 21st century, this doesn't mean newer, more puzzling diseases can be cured as easily.

Throughout Starfleet's history, several methods have been employed to prevent crewmembers from becoming infected. From the decontamination gel used on board Captain Archer's *Enterprise* to the sophisticated biofilters used by 24th century transporters, player characters have tools at their disposal to prevent infection. How, then, can you include diseases in your episode?

First, protective measures only work against known pathogens. While the transporters can screen out Paranisti Measles (once programmed to), they cannot search for and remove germs previously unencountered. One way to get a disease past the ship's transporters or decon gel is to introduce a new or mutated disease in your episode.

Second, you can include a disease in an adventure that takes place off the Crew's ship. While they spend several days attending a diplomatic conference, an outbreak of Rigelian Fever occurs. Your players will have a difficult time arguing that they shouldn't be infected because of the ship's biohazard containment systems since they haven't beamed back to the ship. It's even better if you can find a reason preventing them from solving the crisis simply by beaming up to their ship (like an ion storm or transporter malfunction).

Third, some situations are so critical that the Crew circumvents biohazard protocols. This "bait-and-switch" tactic works well. For example, if you intend to include an outbreak among the ship's crew, mask this by an attack by Orion smugglers. Nine times out of ten, your players will have their PCs rush from the transporter to the bridge without stopping to decontaminate.

Radiation

Narrators can use radiation in numerous ways, the most common being to endanger the lives of the Crew. While various forms of radiation have been used in *Star Trek* episodes to explain everything from a hand phaser malfunction to the creation of the Psi 2000 virus, these are considered story effects. You can claim radiation as the cause of anything you want in your episodes. In the context of a game session, however, radiation is most often used as a source of damage.

You should be very careful when deciding to use radiation as an element in one of your episodes. The players aren't going to expect their characters to die as a result of radiation exposure. Using radiation as a threat and killing a red shirt or two is perfectly acceptable—space is a dangerous place. The circumstances of Captain Spock's death in *Star Trek II: The Wrath of Khan* would be unwise to duplicate in an RPG session. You don't want to create a situation in which one of the characters *must* sacrifice his life in order for the rest of the Crew to live. While it may sound great from a story-based point of view, this situation means one of the players must decide to kill off his character.

Instead, radiation usually serves to block certain options from the characters. If Main Engineering becomes bathed in radiation, two things happen in the episode. First, the medical officer has something to do: treating the radiation victims. Second, the players have a problem they must solve: how to stop the radiation, or how to work around it. Lastly, the best use for radiation lies in the exposure time. This sets a countdown timer for the characters, during which they must enter a radiation-filled area, achieve their goal, and get out before the exposure time lapses.

Radiation originates from any number of sources—stars, Class-Y planets, warp drives, and so on. In *Star Trek*, fictional types of radiation exist alongside real world examples, thermionic and hyperonic together with gamma and x-ray radiation. You should consider the source of the radiation when making up your own. Is it found in the crust of planetoids orbiting a red giant star? Or is it the byproduct of quantum slipstream drive technology? Consider strange radiation effects, too. Does it cause illness, attribute loss, or psionic mutation? If you need to complicate your episode with a radiation hazard, let your imagination run wild.

The associated test is always a Stamina reaction against TN 7, plus the radiation's potency modifier. The more lethal the radiation, the harder it is to resist its effects. With a successful reaction test, characters suffer half the listed effect (round down). For example, Berthold rays cause 3d6 wounds and –1d6 Agility, Strength, and Vitality loss, so the Narrator would roll these values, then

divide by two and round down to the nearest whole number. A failed reaction test results in the character suffering the full radiation effects.

Each form of radiation is expressed in the following terms:

Onset: This is the period of time between exposure to the radiation and the onset of effects. Once the onset time passes, players make Stamina reaction tests for their characters. For radiation, onset accrues over time; a character exposed to radiation with an onset of 30 minutes makes a Stamina test even if he leaves the area after 15 minutes and then returns for another 15 minutes later on. Once 30 minutes has passed, the character must make a Stamina test. A character must make a Stamina test after every onset period during which he remains in the affected area. Thus, the character above would make two tests if he remained in the irradiated area for an hour (once every half-hour).

Potency: This measures the radiation's strength, as a modifier to Stamina tests made to resist effects.

Effect: This is the amount of damage caused by the radiation with a failed Stamina test, either expressed in wound points, attribute loss, or both. While lost wound points can be recovered normally through healing and skill tests, lost attributes levels are recovered using the rules on page 93. Other effects are possible, from accelerated aging to psionic mutation.

Example: Gamma radiation (onset 1 minute) floods Main Engineering, and Lieutenant Ward rushes in to lock down the warp core. After one minute passes, the Narrator asks Ward's player to make a Stamina test against a total TN 10. She succeeds and the Narrator rolls 1d6, getting a 6. Ward takes half damage because of her successful test, and suffers –3 Str. After another minute, Ward's player must make another TN 10 Stamina test to resist the effects of the radiation. This time, she fails and the Narrator rolls a 5; Lieutenant Ward takes another –5 to her Str. This reduces her Str to zero, and she collapses to the deck (see *"Zero-level Attributes,"* page 228).

Sample Radiation

The following are forms of radiation appearing in *Star Trek*. Provided for each are the length of time before Stamina tests are required, test modifier, retest duration, and effect.

Berthold Rays: This deadly form of radiation is found in nebulae and certain forms of radioactive decay. Some energy-based life forms, such as the Calamarain, emit berthold rays naturally. **Onset:** 1d6 rounds; **Potency:** +9 TN; **Effect:** 3d6 wounds and –1d6 Strength, Agility, and Vitality.

Celebium: A rare compound found in the crust of unstable planets and planetoids, celebium radiation quickly kills those exposed to it unless heavy shielding is employed. **Onset:** 1d6+4 minutes; **Potency:** +4 TN; **Effect:** 3d6 wounds.



Delta: Emitted normally from stars and other quasi-stellar objects, delta radiation was responsible for confining Captain Christopher Pike—captain of the *U.S.S. Enterprise* before Kirk—to a wheelchair. **Onset:** One round; **Potency:** +6 TN; **Effect:** –1d6 Strength and Vitality.

Gamma: Damaged warp cores, unstable stellar objects and nuclear fission all emit high levels of this dangerous radiation. **Onset:** One minute; **Potency:** +3 TN; **Effect:** –1d6 Strength.

Hyperonic: Though humans can—after several generations—eventually adapt to high levels of hyperonic radiation, it remains a lethal killer in most instances. **Onset:** 1d3x10 minutes; **Potency:** +7 TN; **Effect:** 2d6 wounds and –2d6 Vitality. Randomizes the setting of phaser weapons after each shot and renders sensors and transporters inoperative (+20 TN or higher).

Nucleonic: Nucleonic radiation is a necessary component of Federation replicators, and presumably exists within other species' replicator technology as well. An incorrectly installed replicator, or one intentionally sabotaged, can quickly cause massive cellular mutation. **Onset:** 2d6 rounds; **Potency:** +5 TN; **Effect:** –1d6 Vitality.

Polaron: Polarons are subatomic particles that not only cause damage to living things, but can also force the shape-shifting Founders back to their original, gelatinous, form. **Onset:** One round; **Potency:** +10 TN; **Effect:** 2d6 wounds. A Founder exposed to polaron radiation doesn't suffer the listed effect, but instead reverts back to its gelatinous shape for 2d6 rounds, during which it cannot change shape.

Thermionic: Another hazardous form of energy, thermionic radiation is present in the atmosphere of Class-Y planets. **Onset:** One round; **Potency:** +10 TN; **Effect:** 4d6 wounds, –1d6 Strength, –2d6 Vitality.

Toxins

Characters can take damage from an attack by an envenomed creature, touching an object smeared with contact poison, consuming poisoned food or drink, or breathing toxic fumes. Unlike disease or radiation, most instances where you include toxins in

your episodes will occur as part of a scene. They rarely serve as the subject of an entire episode, unless the story is a murder mystery.

When a character encounters a toxic substance, he or she must make a Stamina reaction test against TN 7, plus the toxin's potency modifier. Apply the toxin's primary effect with a failed reaction test. With a successful reaction test, the character suffers the toxin's secondary effect.

Toxins are expressed in the following terms:

Type: This refers to the toxin's method of delivery—inhaled, injected, contact, injury, or ingested.

Onset: This is the period of time between exposure to the toxin and the onset of effects. Once the onset time passes, players make Stamina reaction tests for their characters. Unlike for radiation, only one test is made to resist; do not make additional tests for each onset period. Apply the resulting effects after each onset period (see "Stages").

Potency: This measures the toxin's lethality, modifying the Stamina test to resist.

Treatment: This modifies the base TN of First Aid and Medicine skill tests made to negate the toxin's effects (TN 5). Make two tests, one to diagnose the cause of the effect and one to treat the character (administering an antidote, for example). If treatment is successfully administered, the toxin ceases to endanger the character's health. Stop applying the toxin's effects (though attribute and wound point losses must be recovered normally).

Effect: This is the toxin's primary effect. Apply this effect immediately upon failing a Stamina reaction test. With a successful Stamina test, the character suffers the toxin's secondary effect.

Secondary Effect: This is the toxin's secondary effect, applied to characters succeeding at a Stamina reaction test.

Stages: The number of onset periods during which the character suffers the resulting effect. With the passage of each onset period, apply either the primary or secondary effect to the PC. Characters remaining in the area of effect of an inhaled toxin continue suffering effects until they leave.

Example: Lieutenant Ward is poisoned with Veraxa (onset 1d6 rounds, stages 3) at a banquet. The Narrator rolls the onset time, getting a result of 4. After four rounds, the Narrator tells Ward's player to make a Stamina test against a TN 13. Ward succeeds, but suffers the toxin's secondary effect, a –1 Vitality. After another four rounds, Ward loses another –1 Vitality due to the poison's secondary effect.

The ship's doctor notices that something is amiss, and makes a Medicine test to diagnose the Veraxa coursing through Ward's blood stream. His player succeeds at a TN 10 test, and attempts another test to administer the antidote (a TN 10 Medicine test). This test is a success, as well, and Ward stops losing Vitality.

Sample Toxins

The following are toxic substances and poisons appearing in *Star Trek*. Provided for each are Stamina test modifiers, modifiers to Medicine skill tests, and effects.

Anesthezine: Developed by the Federation to prevent the seizure of Starfleet ships and starbases, Anesthezine is a sedative gas rendering those who breathe it unconscious. **Type:** Inhaled; **Onset:** 2d6 rounds; **Potency:** +6 TN; **Treatment:** +2 TN (success negates effect after 1d6 rounds); **Effect:** Stunned (as per phaser stun rules, page 91); **Secondary Effect:** None; **Stages:** 0. So long as the character remains in the affected area, he suffers the resulting effects.

Coolant Leak: Any number of starship systems use highly toxic chemicals to cool components, or have toxic waste as a byproduct of their operation. Leaks caused by damage can prove hazardous to those in the area. **Type:** Inhaled; **Onset:** 1d6 seconds to 1d6 rounds; **Potency:** +0 to +10 TN; **Treatment:** + 0 to +10 TN; **Effect:** –1d6 to –3d6 Vitality; **Secondary Effect:** –1 Vitality; **Stages:** 0. So long as the character remains in the affected area, he suffers the resulting effects.

Keltara Blue: Used primarily by assassins who favor the knife, this toxin is extremely lethal. Its name comes from its distinctive blue color. **Type:** Injury; **Onset:** 1d3 rounds; **Potency:** +13 TN; **Treatment:** +2/+20 TN (the first number modifies tests to diagnose, the second to treat); **Effect:** 1 wound level; **Secondary Effect:** 1d6 Vitality; **Stages:** 5.

Neurozine: A lethal gaseous poison developed by the Cardassians to suppress rioters (who usually die). **Type:** Inhaled; **Onset:** 1d6 rounds; **Potency:** +8 TN; **Treatment:** +10 TN; **Effect:** 2d6 damage; **Secondary Effect:** 1d6 damage; **Stages:** 0. So long as the character remains in the affected area, he suffers the resulting effects.

Plasma Coolant: This highly corrosive fluid is used in warp drive systems to cool plasma conduits. Plasma coolant differs from coolant leak (above) in that this is corrosive, while the latter is inhaled. (The TN for diagnosis and treatment are standard as per skill descriptions for First Aid and Medicine skills, based on current wound level.) **Type:** Contact; **Onset:** 1 round; **Potency:** +18 TN; **Treatment:** N/A; **Effect:** 5d6 damage; **Secondary Effect:** 3d6 damage; **Stages:** 0. So long as the character remains in the affected area, he suffers the resulting effects.

Somnozine: Originally developed by the Ferengi as a potential anesthetic, Somnozine has quickly found a market among rogues as a knockout poison. **Type:** Inhaled or injected; **Onset:** 1d6 minutes; **Potency:** +5 TN; **Treatment:** +3 TN (success negates stun effect after 1d6 rounds); **Effect:** Stunned (as per phaser stun rules on page 91); **Secondary Effect:** None; **Stages:** 10.

Thalazine: Developed by the Bajoran resistance from the seeds of a native plant, Thalazine causes vic-

tims to be violently ill for short periods of time. **Type:** Ingested or Inhaled; **Onset:** 1 round; **Potency:** +4 TN; **Treatment:** +5 TN; **Effect:** –2 to all physical, academic, and social skill tests; **Secondary Effect:** –2 to physical skill tests; **Stages:** 2d6.

Veraxa: A Cardassian poison, Veraxa works well on all species except Vorta. Because of it's distinctive odor and taste, this lethal poison can only be put in strong food or drink, or else the victim can easily detect it (an Observe TN 5 skill test). **Type:** Ingested; **Onset:** 1d6 rounds; **Potency:** +6 TN; **Treatment:** +5 TN; **Effect:** –1d6 Vitality (if Vitality reaches zero, the character dies); **Secondary Effect:** –1 Vitality; **Stages:** 3.

Other Sources of Damage

Characters can suffer damage and injury from a variety of mundane sources, such as fire, falling, and exposure to the vacuum of space. The following sections describe the methods for handling these types of hazards during play, including rules for reducing or avoiding damage from these sources.

Drowning & Asphyxiation

A character can hold his breath to delay the onset of drowning or asphyxiation for one minute plus an additional 30 seconds per +1 Stamina modifier (for example, 2.5 minutes total for a +3 Stamina modifier—1 minute base time plus 30 seconds x 3). Every round thereafter, the character must make a successful Stamina reaction test against a TN described on Table 13.1: Asphyxiation Damage, or fall unconscious from oxygen deprivation. Once unconscious the character sustains automatic damage each round they remain unable to breathe (see Table 13.1).

Assuming a character does not die, the character recovers asphyxiation damage at a rate of 1d6 per quarter hour.

Zero-Level Attributes

Many hazards affect attributes directly, as with poison, disease, and radiation. Generally, should one or more of your character's attributes be reduced to zero or lower through a hazard, treat the character as though he has a zero-level attribute. Characters without Agility have difficulty moving. Characters with a zero Perception either cannot perceive the world around them, or suffer from powerful hallucinations. The character remains alive, however, unless otherwise noted in the hazard's entry. Certain toxins, for instance, affect Vitality and result in death when the attribute reaches zero. Apply the appropriate reduced attribute modifiers for the current attribute level to any skill tests. Lost attribute levels can be healed naturally, or through the use of Medicine skill tests.

Table 13.1: Asphyxiation Damage

Exposure Time*	Stamina TN	Damage
1st round	5	1d6
2nd round	10	1d6+3
3rd round	15	2d6+6
4th round	20	3d6+12
5th round	25	4d6+18
6th round	30	5d6+24

*** Beyond the length of time during which a character has held his breath.**

Smoke inhalation can be handled in the same manner as drowning, except that you might also include toxin effects if you decide the smoke contains poisonous elements (as is often the case in chemical fires). See "Toxins", page 226, for more information.

Vacuum

Characters caught in the vacuum of space without appropriate protective gear lose one full Wound Level per round (no resistance possible) until they die, are rescued, or make it into a safe environment. Use the asphyxiation rules for situations involving explosive decompression; once the character is exposed to the full vacuum of space, use these rules. Thus, a PC caught on a deck suffering a hull breach first suffers the effect of asphyxiation as the oxygen is sucked out into space, then, if he remains in the area, he suffers the effects of vacuum.

Generally, the amount of time for the oxygen to become depleted depends on the size of the breach and the affected area. A small hole in a single room depletes oxygen in 1d6 minutes, while an entire deck is affected in 2d6 to 3d6 minutes. A gaping hole might result in complete oxygen loss in as little as 1 round (though 1d6 to 2d6 rounds is standard for an entire deck). Apply asphyxiation rules before this time elapses, and vacuum rules afterwards.

Explosions

Sometimes, things blow up. Control panels erupt in a shower of sparks, a terrorist's bomb explodes, or unstable compounds release all their energy at once.

When a character is caught in an explosion, he may suffer damage based on whether or not he is caught in the explosion's blast radius. Blast radius is the area receiving the full effect of the explosion, measured in a radius in meters. Drop-off measures the amount of damage sustained by those outside the main blast area, expressed as points of damage per meter; subtract this amount from the total damage. Thus, Argine/Sorium affects a 4-meter blast radius, with a drop-off of –10/meter, so a PC standing 5 meters away in an explosion suffers damage equal to –10 to the amount rolled.

Characters caught in an explosion make a Quickness reaction test against TN 7 to reduce the damage by half.

Characters caught in the drop-off area gain a +1 bonus for each meter beyond the blast radius.

Explosions cause damage to the area around them. Using Table A.15 in the *Star Trek Player's Guide*, find the appropriate material type. Apply explosive damage to the amount the material can absorb, then the sustainable damage. Thus, a starship bulkhead can absorb 20 points of damage without being destroyed, and an additional 40 points of damage.

Argine/Sorium: This is an explosive compound initially developed by Starfleet for industrial uses. Sorium in its pure form is extremely unstable (+3 TN for Demolitions skill tests), but becomes stable when mixed with Argine. **Blast Radius:** 4 meters; **Drop-off:** –10/m; **Damage:** 5d6+10

Bilitrium Bomb: A crystalline element, Bilitrium is a potent energy source that can cause tremendous explosions when fitted with an antimatter converter. **Blast Radius:** 13 meters; **Drop-off:** –8/m; **Damage:** 6d6+15

Console Overload: When a starship sustains damage in battle or flies through dangerous stellar phenomena, system control panels have been known to explode as a result (see "Shield Strength Track", page 114 for more information). **Blast Radius:** 0.5 meters; **Drop-off:** –2/m; **Damage:** 1d6.

Dolamide: This chemical energy source has a wide variety of industrial applications. **Blast Radius:** 6 meters; **Drop-off:** –10/meter; **Damage:** 4d6+10

Plasma Charge: This small, powerful explosive causes a large explosion, and is often used in mining. **Blast Radius:** 20 meters; **Drop-off:** –20/m; **Damage:** 6d6+25

Tricobalt: Tricobalt devices are popular among terrorists and assassins because of its extremely stable nature (+4 TN to Demolition skill tests). **Blast Radius:** 5 meters; **Drop-off:** –10/m; **Damage:** 2d6+25

Trilithium: A byproduct of warp drive systems, when mixed with paralithium it can make a powerful explosive. It is very dangerous to use because of its instability (+10 TN to Demolition skill tests). **Blast Radius:** 50 meters; **Drop-off:** –2/m; **Damage:** 12d6+60

Unstable Particle: A variety of particles are known to be unstable and likely to explode unless precautions are taken, such as Omega particles. **Blast Radius:** 2-10 meters; **Drop-off:** –10/m; **Damage:** Variable (from 1d6+5 to 12d6+60 or higher).

Falling

When characters fall a distance of two meters or more in an environment having Earth-like gravity, the fall may result in injury. The amount of damage sustained depends on the distance fallen and the gravitational force of the environment. Table 13.2: Falling Damage describes the amount of damage sustained for falling various distances in gravitational conditions comparable to Earth's. For environments with stronger or weaker gravity, multiply the damage accordingly. For example, the planet Vulcan (1.4G), multiply the damage sustained by 1.4, rounding up.

TABLE 13.2: FALLING DAMAGE

Distance Fallen	Damage	Gymnastics Test TN*
0-2m	1d6-3	0
2.1-5	1d6	5
5.1-10m	2d6+3	10
10.1-15m	3d6+6	15
15.1-20m	4d6+12	20
20.1-25m	5d6+18	25
25.1-30m	6d6+24	30
31.1-33.3m	7d6+30	30
33.3m+	7d6+33	30

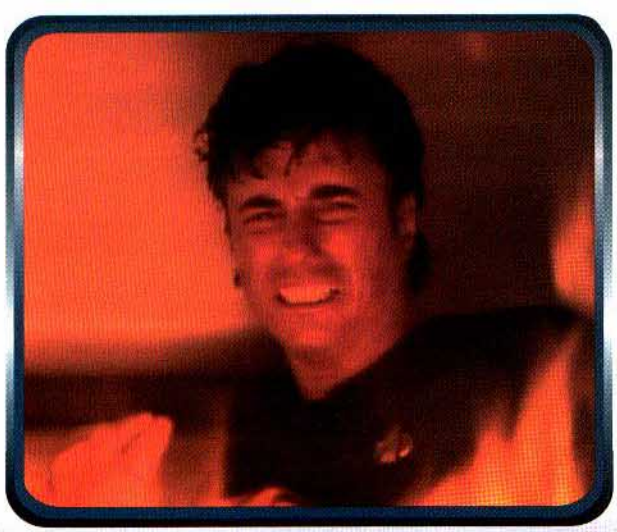
* A successful Gymnastics test halves damage (round up). Gymnastics cannot be used untrained to avoid falling damage.

Fire

When a character comes into contact with extreme heat or open flame, he suffers fire damage during each round of exposure (see Table 13.3: Fire Damage). Some protective gear, such as EVA suits, may alleviate the effects of fire and extreme heat. See *Chapter 8: Equipment* of the *Star Trek Player's Guide* for more information.

TABLE 13.3: FIRE DAMAGE

Fire/Heat	Damage/Round
Torch	1d6+3
Bonfire	3d6+6
Firebomb	6d6+12
Chemical Fire	6d6+18
Plasma Fire	9d6+24





SHIP HAZARDS

A starship must escape the gravitational pull of a star before it explodes or take refuge in the protective cover of a nebula. A subspace anomaly sends both ship and crew to an alternate dimension. Space can be a dangerous place for starship crews as they explore the scientific opportunities that lie among the stars. Space-based hazards endanger the Crew indirectly, by threatening the safety of their ship (though sometimes these phenomena jeopardize the crew directly in the form of radiation or temporal anomalies). Skill tests become more difficult. Unexpected situations must be dealt with.

As with personal hazards, interstellar hazards can either make an appearance in a scene (or scenes), as with a starship battle taking place inside a nebula, or they can be the subject of an entire episode—exploring a black hole, Lazarus star, or rogue comet and their attendant effects.

Chapter 10: Space describes a variety of interstellar phenomena, along with guidelines for placing them in your *Star Trek* milieu. The rules covered herein describe the game effects of many different types of ship hazard, including nebulae, ion storms, and black holes.

Clusters

A cluster arises when several stars are close enough to each other to mutually influence their gravity. Clusters range from enormous clumps containing thousands of stars (like the Pleiades) to tight knots of ten or twelve stars joined in a web of ionized gas, solar matter, light metals, and plasma.

Planets in various states of formation, intense gravitational fluctuations and anomalies (such as those in the Black Cluster, which destroyed the *S.S. Vico* in 2368), and high levels of radiation make clusters potentially dangerous. Starships traveling through a cluster typically experience problems with piloting, and difficulty obtaining clear sensor data. As a ship travels closer to the heart of a cluster, the intense energy weakens shields and causes damage to the ship (as it is buffeted by gravimetic shear – see page 231).

Clusters generally modify the target numbers for System Operation (Flight Control) or (Helm) tests, and System Operation (Sensor) tests. The more powerful the cluster's gravimetric forces and radiation, the higher the modifier. Table 13.4: Cluster Modifiers describes the effects of clusters on starships and their crew. Because a cluster's effects depend on its size and energy output, distance is expressed as point blank, short, medium, and so on. The Narrator establishes which range category is appropriate based on the cluster. Point blank range for a large, turbulent cluster may be greater than that of a small cluster. The Flight Control modifier and Sensor modifier apply to skill tests made by crewmembers while the ship travels through the listed range category. Damage is applied directly to a starship's structure (see page 44) once per round. Reduce shield strength accordingly.

In addition to the effects on Table 13.4, you can include the radiation effects (page 225-226), as well as.

Example: The crew of the *Resolute* explores a stellar cluster, when Lieutenant Ward discovers a sensor anomaly; the Crew decides to travel closer to investigate. Don, the Narrator, decides that the *Resolute* is currently at extended range from the cluster. As the ship moves into long range (again, established by Don), skill tests for the flight control officer are modified by +2 TN. Ward's player makes a sensor skill test and detects a Romulan warbird deeper in the cluster. The Crew decides to pursue. When the *Resolute* enters short range to the cluster's heart, the following occurs: Flight Control tests have a +6 TN, sensor tests have a +4 TN, the ship suffers 2 points of damage to its structure per round, and shield strength is reduced by 1.

Failed skill tests mean the flight control officer cannot lock the ship's navigational systems onto coordinates and fly the ship in the proper direction, and the sensor operator cannot eliminate electromagnetic interference. If the Conn suffers a complete or disastrous failure, he unknowingly puts the ship on the wrong course and/or steers it into some gravimetric shear that damages the ship (see damage column on Table 13.5).

TABLE 13.4: CLUSTER MODIFIERS

Distance	Flight Control	Sensor	Damage	ShieldStrength
Point Blank	+8 TN	+6 TN	4	-2
Short	+6 TN	+4 TN	2	-1
Medium	+4 TN	+2 TN	—	—
Long	+2 TN	—	—	—
Extended	—	—	—	—

TABLE 13.5: GRAVIMETRIC SHEAR DAMAGE

Source	Damage
Black Hole (Singularity)	Ship destroyed
Quantum Singularity	1d6 points/minute
Cosmic String	10d6+20 points/minute
Galactic Barrier	2d6+3 points/minute
Graviton Ellipse	1d6+3 points/minute
Neutron Star*	8d6+10 points/minute
Subspace Rift	1d6+2 points/minute
Superjovian planet (close approach)	1d3 points/minute

* In addition to this damage neutron stars may emit, at Narrator's discretion, dangerous radiation (see page 225).

Gravimetric Shear

Neutron stars, black holes, cosmic strings, Omega particles, chained graviton rings (also called gravitonic ellipses), and any number of other phenomena can set up incredibly intense fields of stressed space that can pass through conventional deflector shields. Apply the damage listed on Table 13.5: Gravimetric Shear Damage when the starship enters short range to the phenomena; the Narrator determines when this range applies, which can vary depending on the size of the phenomenon.

Gravimetric shear can tear an unprepared ship apart even if the shields are raised (see Table 13.5: Gravimetric Shear Damage for damage caused by various forms of shear). However, a prepared ship can modulate its deflector shields to diminish or withstand gravitic effects. This lessens gravimetric damage by 1-3 points for a marginal success on a System Operation (Deflector) test, by 2-6 points for a complete success, and 4-8 points for an extraordinary success.

Apply damage to starships as described under "Starship Combat", in *Chapter 8: Starship Operations*. Damage is applied per minute (or once every 10 rounds). Do not roll to hit; each automatically affect a starship. Reduce shield strength by 1 each time you apply damage. Compare the total damage rolled (as indicated on Table 13.5) to the shield threshold. Damage in excess of this is applied to the ship's structure. When an entire row of structure is removed, roll on Table 8.10: System Damage and remove 1 point of damage from the affected system. Make system reliability tests as normal (see page 116). Repair structure damage normally (see page 122).

Ion Storms

Ion storms are rated in levels from 1 to 10 (and occasionally higher), measuring the storm's severity. Ion storms affect tests involving sensors, communications, flight control, and transporters by imposing a modifier to the base TN, as indicated on Table 13.6: Ion Storm Effects. Malfunction entries mean a system on the starship malfunctions in some way; the Narrator should select a system and apply any story-effects (see "Malfunctions", page 108). Modify any system reliability tests as indicated for level 10 ion storms.

Starting at level 6, ion storms can cause damage to a ship. Apply damage as per the starship combat rules (see page 114). Damage is applied per minute (or once every 10 rounds). Do not roll to hit; ion storms automatically affect a starship. Reduce shield strength by 1 each time damage is applied. Compare the total damage rolled (as indicated on Table 13.6) to the shield threshold. Damage in excess of this is applied to the ship's structure. When an entire row of structure is removed, roll on Table 8.10: System Damage and remove 1 point of damage from the affected system. Make system reliability tests as normal (see page 116). Repair structure damage normally (see page 122).

TABLE 13.6: ION STORM EFFECTS

Level	Target Number Mod		Damage
	(Transporters/Communications)	(Flight Control/Sensors)	
1	+1 TN	—	—
2	+2 TN	—	—
3	+3 TN	+1 TN	—
4	+4 TN	+2 TN	—
5	+5 TN	+3 TN	—
6	+6 TN	+4 TN	1d6
7	+7 TN	+5 TN	2d6
8	+8 TN	+6 TN	3d6
9	Malfunc.*	Malfunc*.	Special**
10	Malfunc.*; –2 Reliability	Malfunc.*; –2 Reliability	Special**

*Choose or roll randomly between affected systems (such as either transporters or communications systems).

** A special, story-based effect, such as traveling to an alternate dimension or crew manifests psionic powers.

The "special" entry on Table 13.6 means something extraordinary could occur—the ship is transported to the Mirror Universe, everyone on board splits into two personalities, and so on. You should plan ahead for these effects as part of your episode; they shouldn't be applied randomly.

In addition to the damage on Table 13.6, you can apply radiation effects (page 225).

Example: The *Resolute* finds itself caught in a sudden, level 7 ion storm while orbiting a planet. When Lieutenant Ward attempts to beam the captain and away team back to the ship, the total TN is 12 (TN 5 + 7 = 12 TN). Once they are successfully aboard, the flight control officer has a +5 TN modifier to break out of orbit.

The ship itself suffers 2d6 points of damage every minute. Don, the Narrator, rolls a 10. He reduces the *Resolute's* shield strength by 1, compares the threshold (5) to the total damage (10) and applies the remaining damage to the ship's structure.

Plasma Fields and Storms

Plasma field and storm intensity is measured in levels from 1 to 10 (occasionally higher). They have the same effects as ion storms, though they do not affect transporters and communication systems (ignore this column on Table 13.6). For damage for Level 9 and 10 plasma fields and storms, apply 4d6 and 5d6 points of damage respectively (rather than the "special" entry).

Nebulae

Nebulae pose significant hazards to starships because of their energy emissions and collection of interstellar gasses, which can affect systems ranging from propulsion to sensors. A starship inside a nebula may find itself stranded as hyperonic radiation destabilizes warp fields, or blinded by energy discharges. The most famous starship battle in all of *Star Trek* took place within the Mutara Nebula, where ship sensors and shields were inoperative. This is an excellent example of how the crew of a ship can intentionally take advantage of a nebula. Various nebula types have different effects, which take effect as soon as the vessel enters the nebula. Nebulae might affect starships from truly alien species, such as the Tholians, Breen, and Species 8472, in entirely different ways.

In addition to the effects described below, you can include the effects of radiation (page 225).

The following are nebula types that have appeared in *Star Trek*:

Dichromic-type (Class G): Dicromic nebulae are interstellar gas clouds with intense gravimetric distortion. **Effect:** Ships entering Dichromic nebulae suffer 5 points of damage each round, applied to the shields normally, and must roll 2d6. If the result is a 12, the ship suffers a system critical and must roll on Table 7.10: System Damage.

Emission-type (Class T): Emission nebulae are powerful sources of electromagnetic radiation. Ships entering an emission nebula risk losing the functionality of their cloaking device. Emission nebulae are perfect battlegrounds for ships without cloaking devices facing ships with cloaking devices. **Effect:** Upon entering an Emission nebula, a cloaking device must make a system reliability test against TN 10 or cease to function. Make this test each time it is activated or deactivated while inside the nebula.

Gamma Eridani-class (Class E): These massive nebulaecontain stars, and even planetary systems, and span several light years. Ships within a Gamma Eridani-class nebula lose all subspace communication abilities. **Effect:** Ships entering a Gamma Eridani-class nebula must make a TN 20 reliability test for its subspace communications system each time a message is sent or received. Failure means the message does not get through. Radio and other methods may still be employed, however, and probes carrying a prerecorded message can be launched out of the nebulae.

Hugora-class (Class H): Ships entering these stellar clouds risk losing their sensor functionality. **Effect:** Ships entering a Hugora-class nebula must make a sensor system reliability test against TN 15, or lose all sensor functionality. Success means the sensor systems take one point of system damage automatically.

Mar Oscura-class (Class J): These rare dark-matter nebulas usually appear as the more mundane Idari-class dark matter nebula. Once within a Mar Oscura-class nebula, a ship faces a series of small rips in the fabric of space-time. Random sections of the ship will 'phase' out of normal space, possibly reappearing where they were, possibly reappearing imbedded in solid matter. The longer a ship spends within a Mar Oscura-class nebula, the greater the chance a crewmember will phase out and die upon phasing back in. **Effect:** For each round a ship is in a Mar Oscura nebula, roll 2d6. On a result of 2, one of the ship's systems fail entirely; roll on Table 8.10: System Damage to determine which system fails. On a result of 12, one of the PCs phases out for 2d6 rounds. While 'phased out' the crewman can see and hear everything going on around her, but cannot interact with the ship or crew. At the end of the duration of this effect, the PC harmlessly reappears.

A crewmember with Systems Operation (Flight Control) can try to pilot the ship safely through the nebula while avoiding the interspatial rifts. This requires a successful Systems Operation (Flight Control) test against TN 15 every round the ship remains in the nebula. Success means the ship does not suffer the effect listed above.

McAllister-class (Class P): These protostellar clouds limit sensor use, but the intense particle flux within the nebula also causes severe deterioration of ship's hulls. **Effect:** Ships entering a McAllister-class nebula must make a sensor system reliability test against TN 15, or suffer a –5 to all sensor based tests. Regardless of the outcome of this test, ships inside the nebula suffer one point of structural damage every minute. This damage bypasses shields.

Mutara-class (Class C): The constant discharge of ambient energy within these large nebulae renders all sensors and shields useless. **Effect:** Both sensors and shield systems must make a reliability test against TN 20 upon entering the nebula or be totally disabled. Sensor systems that make the test function with a –10 applied to all sensor-based tests, while shield systems that make their reliability test have their threshold reduced by two (to a minimum of zero), their protection reduced by two (to a minimum of zero) and their strength reduced to one.

Rolor-class (Class R): A Rolor-class nebula constantly emits hyperonic radiation, which interferes with ships' propulsion systems. **Effect:** Upon entering a Rolor-class nebula, a ship's propulsion systems must make a systems reliability test against TN 10 or suffer a temporary downgrade (from class A to B, B to C, and so on...). E class propulsion systems go offline if they fail their reliability test. See "Repairing Systems" page 121 in *Chapter 7* to bring a fully disabled system back online.

Shockwaves and Nucleonic Wavefronts

Imploding or exploding stars or planets create immense shockwaves. Nucleonic energy sources (some pulsars, alien artifacts, and explosive subspace anomalies) create wavefronts high in nucleonic energy that closely resemble conventional shockwaves in their effects.

Apply the damage listed on Table 13.7: Shockwave Damage if the starship is in point blank range of the phenomena; the Narrator determines when this range applies, which can vary depending on the size of the phenomenon.

A prepared ship can modulate its deflector shields to diminish or withstand shockwave effects. This lessens damage by 1d3 points for a marginal success on a System Operation (Deflector) test, by 2d3 points for a complete success, by 1d6+2 points for a superior success, and by 2d6 points for an extraordinary success.

Apply damage to starships as described under "Starship Combat," in *Chapter 8: Starship Operations*. Do not roll to hit; each automatically affects the starship. Reduce shield strength by 1 each time you apply damage. Compare the total damage rolled (as indicated on Table 13.7) to the shield threshold. Damage in excess of this is applied to the ship's structure. When an entire row of structure is removed, roll on Table 8.10: System Damage and remove 1 point of damage from the affected system. Make system reliability tests as normal (see page 231). Repair structure damage normally (see page 122).

Flying at Warp 1 or better allows a ship to outrun most shockwaves; only subspace or hyperwarp shockwaves travel at faster-than-light speeds. At impulse power, evading a shockwave (for no damage), or turning the ship into it (for half damage), requires a Systems Operation (Flight Control) test success, using the TNs from Table 13.7: Shockwave Damage. Six hours of work on the warp core and a successful a Propulsion Engineering (Warp Drive) TN 10 test can create an inverse warp field to anchor a ship against shockwaves by creating a warp in space around which they flow harmlessly. In addition to the damage on Table 13.7, unsecured crew or cargo may be damaged by the ship's shaking and tumbling as artificial gravity systems overload.

TABLE 13.7: SHOCKWAVE DAMAGE

Source	Damage	Evasion TN
Exploding starship	1d3 points	5
Nucleonic wavefront (level 1-12)	2d6 points1	5
Exploding Borg cube	2d6+3 points	15
Exploding moon	5d6 points	20
Exploding planet	7d6 points	20
Nova	10d6 points	25+
Supernova	Ship destroyed	25+

Subspace Anomalies

Subspace is a spatial continuum completely tangent to normal space, but with widely divergent physical laws. Warp engines and subspace radio, crucial elements of interstellar travel, depend on subspace, but can also distort it under the wrong conditions. There are a wide array of recorded anomalies.

Some of the recorded types of subspace anomalies include the following:

Subspace Compression: This anomaly has the same effect on a ship as gravimetric shear (page 231. Use "Galactic Barrier" entry for damage).

Subspace Corridor: This anomaly draws in warp-driven ships and moves them at speeds of up to 40 light-years per minute. With a TN 15 System Operation (Shields) test, a ship can emit a deflector resonance pulse to change its shield harmonics and thrust itself out of the corridor.

Subspace Interphase Pocket: Similar to chaotic space (see sidebar, page 162), these sometimes arise where chaotic space intersects with subspace. In a pocket, subspace intrudes into normal space, possibly allowing subspace life-forms or other phenomena to enter normal space.

Subspace Rifts or Ruptures: Tears in subspace that have a gravity-like effect, pulling starships and objects to and into them, often destroying them via intense gravimetric shear (see Table 13.5).

Subspace Shockwave: This anomaly resembles normal shockwaves, but occurs in subspace. Choose an effect based on the strength of the shockwave you desire using Table 13.7: Shockwave Damage. The TN to avoid subspace shockwaves equals the related TN+5. Apply the damage directly to ship systems (see page 115).

Subspace Turbulence: This phenomenon can prevent a starship from generating a stable warp field (and thus from attaining warp speed). Starfleet has banned research into Omega particles because they can create subspace turbulence. Any attempt to travel at warp speed affected by subspace turbulence requires a successful TN 20 System Operation (Flight Control) skill test. Failure indicates an inability for the ship to create a stable warp field.



14 SUPPORTING CAST

Although your players' Crew are the stars of the series, they still need foes to foil, innocents to save, and loyal "redshirts" to endanger. Everybody else in the universe is the supporting cast, or "non-player characters" (NPCs). For advice on using the supporting cast in your series, see pages 60-61 in *Chapter Four: Building Episodes*. This chapter exists to provide guidelines (and shortcuts) for building supporting cast members, and some handy prebuilt examples, ranging from Interchangeable Alien Thug #10 to Captain Jean-Luc Picard.

CREATING SUPPORTING CAST

You can build your supporting cast in as much, or as little, detail as you wish; in general, the more prominent the role she plays in your series, or the more episodes in which she will appear, the more time you should probably spend on creating the character. You might want to create detailed, complex, challenging characters ("special guest stars") simply by using the standard character creation rules in the *Star Trek Player's Guide*, along with any necessary advancements from pages 152-169 of that rulebook. (You can also "cheat" by refitting the Series Characters on pages 239-245. Simply by changing names and species and tweaking a few skills, any of the captains could serve as the basis for a fine Andorian starbase commander, Romulan scout captain, or Klingon planetary governor.)

For "extras," quickie supporting cast who appear in one scene, you only need to use the supporting cast profiles beginning on page 235; their key attributes, professional abilities, traits, and skills are bought, listed, and ready. Of course, you can always spend the time to build a special guest star in stages; perhaps the Romulan spy you introduced as an extra survives the phaser fight, and shows up again in a couple of episodes as a more-important "also appearing" character. After enough episodes, he might eventually graduate to main villain status, and become a full-fledged special guest star!

SUPPORTING CAST PROFILES

These profiles provide "instant supporting cast" for scenes added at the last minute, for Narrators in a hurry, or when something basic is needed during episode building. Each profile presents the bare bones skills, professional abilities, traits, and so forth dramatically necessary to present a supporting cast member in the story. These profiles do not necessarily follow the specifics of character creation; prerequisites, professional boundaries, and so on, do not necessarily apply to Narrator characters.

To create a supporting cast member using these profiles, select the role you need to fill from the choices below. Decide on the supporting cast member's species, add the correct modi-

fiers to attributes, and any species abilities or skills (including Culture, Language, and Specific World skills). You're done! You can alter these profiles at will; they exist for your narratorial convenience. However, they should serve as a guideline for similar supporting cast members you design yourself: a security guard with no weapons skills (for example) is unrealistic—and not particularly useful! Skills essential to the character function are primary skills, while those that such a character would likely possess are secondary skills. For skills not present on the supporting cast profile or in the species profile, assume no skill level.

These profiles present "extras," supporting cast members with beginning-level skills that should not seriously threaten the Crew or their objectives. You can place additional customization skill levels in skills already present in the profile, or in any skill you think appropriate for the specific character. For "also appearing" supporting cast, who may present major opportunities or obstacles for the Crew, double the skill levels in the basic profile (including the customization skill levels), increase favored attributes and reactions by +1, and add two more professional abilities and two more edges. (Alternately, you can add a professional background package (*Star Trek Players' Guide*, pages 90-96), if one exists that fits your need.) For any skill not present on the profile, assume a skill level of +1.

For super-skilled, "special guest star" or "series regular" level supporting cast, triple the skill levels in the basic profile (including the customization skill levels), increase favored attributes and reactions by +2, and add four more professional abilities and four more edges. Assume a skill level of +2 for any skill not present on the profile. For supporting cast at this level, however, you should probably develop them individually, using the full character creation system as described in the *Star Trek Player's Guide*.

Agent

This might be an actual spy for a foreign power, a low-profile factor for a merchant house, or an undercover police operative. A Federation anthropologist or first contact specialist on a primitive planet might fit this profile as well.

Attributes: Agl 8 (+1), Int 9 (+1), Per 10 (+2)*, Prs 5, Str 7, Vit 6

Reactions: Quik +2, Savv +2*, Stam +0, Will +1

Defense: 8

Primary Skills: Impersonate (Undercover) +4, Knowledge: Specific World +4

Secondary Skills: Investigate +3, Inquire (Fraternize) +3, Observe +2, Enterprise: Streetwise +2

Other Skills: Ranged Combat: Energy Weapon (any) +1, Influence +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specializations to above skills.

Professional Abilities: Pick one of the following: Connections, Gather Intelligence, Inquisition, Insight, Power Player, Reconnaissance, Sabotage.

Edges: Pick one of the following: Alert, Blends In, Contacts, Dead Aim, Friendly, Shrewd, Skill Focus (Furtive).

Flaws: Pick one of the following: Dark Secret, Rival.

Health: 6

* Favored attribute or reaction

Aristocrat

This character type is suitable for planetary rulers, or at least members of the governing class. Wealthy Orion clan lords, noble Klingon admirals, and Romulan senators can also use this profile.

Attributes: Agl 5, Int 7, Per 9 (+1), Prs 10 (+2)*, Str 6, Vit 8 (+1)

Reactions: Quik +1, Savv +2*, Stam +1, Will +1

Defense: 7

Primary Skills: Influence (Intimidate) +4, Knowledge: Politics +4

Secondary Skills: Enterprise: Administration +3, Appraise +2, Inquire (Fraternize) +2, Sport +2

Other Skills: Athletics +1, Gaming (any) +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specializations to above skills.

Professional Abilities: Pick one of the following: Anticipate Opposition, Bluff, Commanding Presence, Connections, Credit, Power Player.

Edges: Pick one of the following: Ally, Confident, Fame, Likeable, Shrewd, Skill Focus (Eloquent), Skill Focus (Persuasive), Wealth.

Flaws: Pick one of the following: Arrogant, Dark Secret, Dim-witted, Easily Distracted, Proud.

Health: 8

* Favored attribute or reaction





Bureaucrat

This can be the meddling administrator from Starfleet who interferes with the ship whenever possible, the cagy local official negotiating for trade privileges, or the helpful manager of the spacedock.

Attributes: Agl 7, Int 9 (+1), Per 8 (+1), Prs 10 (+2)*, Str 5, Vit 6

Reactions: Quik +1, Savv +2*, Stam +0, Will +1

Defense: 7

Primary Skills: Enterprise: Administration +4, Law +4

Secondary Skills: Knowledge: Politics +3, Inquire (Interview) +3, Negotiate +2, Persuade (Oratory) +2

Other Skills: Computer Use (Retrieve) +1, Influence +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specialties to above skills.

Professional Abilities: Pick one of the following: Adamant Resolve, Bluff, Diplomatic Tact, Power Player, Stranglehold, Tough Negotiator.

Edges: Pick one of the following: Contacts, Meticulous, Shrewd, Skill Focus (Eloquent), Skill Focus (Persuasive).

Flaws: Pick one of the following: Arrogant, Proud.

Health: 6

* Favored attribute or reaction

Colonist

This can be any "civilian" from a frontier or low technology planet, such as a farmer on a Federation agricultural colony or Romulan border world. They might form the resistance to Klingon or Cardassian occupation, or suffer from a plague that only the Crew can cure.

Attributes: Agl 6, Int 9 (+1), Per 7, Prs 5, Str 8 (+1), Vit 10 (+2)*

Reactions: Quik +0, Savv +0, Stam +2, Will +2*

Defense: 7

Primary Skills: Craft: Farming +4, Survival (as per environment) +4

Secondary Skills: Construct OR Craft: Masonry/Carpentry +3, Athletics +3, Enterprise:Business +3, Repair (Any) +2

Other Skills: Armed Combat: Any +1, First Aid +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specializations to above skills.

Professional Abilities: Pick one of the following: Field Medicine, Focus, Horse-Trading, Jury-Rig, Rounded, Wanderer.

Edges: Pick one of the following: Alert, Curious, Dodge, Innovative, Unyielding.

Flaws: Pick one of the following: Dark Secret, Devotion, Dullard.

Health: 11

* Favored attribute or reaction

Entertainer

Whether a Shakespearean actor, a cryogenically-preserved standup comedian, or a renowned Ressikan flautist, an entertainer can make an intriguing change from the general run of devious Romulan spies or murderous Nausicaan thugs. Entertainers can be flamboyant rivals, or romantic interests, for Crew members, or their seeming harmlessness might be cover for something else.

Attributes: Agl 9 (+1), Int 7, Per 8 (+1), Prs 10 (+2)*, Str 5, Vit 6

Reactions: Quik +1, Savv +2*, Stam +0, Will +0

Defense: 8

Primary Skills: Entertain: Any (any) +4, Influence (Charm, Fast Talk, or Seduce) +4

Secondary Skills: Impersonate (Stage Acting) +3, Gymnastics +2, Entertain: Any Other (any) +2, Sleight of Hand +1

Other Skills: Armed Combat: Archaic Weapons +1, Craft +1, Gaming +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specialties to above skills.

Professional Abilities: Pick one of the following: Bluff, Business Savvy, Educated, Gain Trust, Magnanimous, Master of Disguise, Pandering, Scoundrel's Fortune.

Edges: Pick one of the following: Blunt Attack, Competitive, Confident, Cultural Flexibility, Dodge, Fame, Likeable, Skill Focus (Eloquent or Seductive).

Flaws: Pick one of the following: Addiction, Arrogant, Coward, Dark Secret, Dim-witted, Easily Distracted, Familiar Face, Reckless.

Health: 6

* Favored attribute or reaction

Guard

This can be the basic "redshirt" security guard on a ship (yours or an enemy vessel), the palace (or prison) guard on some alien planet, or the escort for a visiting dignitary. Select combat and weapon skills according to the guard's culture and tech level.

Attributes: Agl 7, Int 5, Per 9 (+1), Prs 6, Str 10 (+2)*, Vit 8 (+1)

Reactions: Quik +1, Savv +1, Stam +2*, Will +1

Defense: 7

Primary Skills: Observe +4, Ranged Combat: Any +4

Secondary Skills: Unarmed Combat: Any +3, Inquire (Interrogation) +2, Armed Combat: Any +2, Influence (Intimidate) +2

Other Skills: Athletics +1, First Aid +1, Gaming (any gambling) +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specialties to above skills.

Professional Abilities: Pick one of the following: Battle-Hardened, Physically Fit, Responsive, Security Protocols, Unbreakable, Underworld Contacts.

Edges: Pick one of the following: Alert, Blunt Attack, Deliberate Attack, Quick Draw, Resolute.

Flaws: Pick one of the following: Easily Distracted, Flat-Footed, Reckless.

Health: 10

* Favored attribute or reaction

Researcher

This might be a scientist working on an isolated planet, a mystic looking for enlightenment, or a diplomat tracing the history of an interplanetary war. Researchers tend to find interesting things, which often make trouble for other folk. Famous, brilliant researchers may also have Renown levels.

Attributes: Agl 6, Int 10 (+2)*, Per 9 (+1), Prs 8 (+1), Str 5, Vit 7

Reactions: Quik +1, Savv +1, Stam +0, Will +2*

Defense: 7

Primary Skills: Investigate (Research) +4, Any academic skill** (any specialization) +4

Secondary Skills: Any other academic skill (any specialization) +3, Computer Use (Retrieve) +3, Inquire (Interview) +2

Other Skills: Observe +1, System Operations +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specialties to above skills.

Professional Abilities: Pick one of the following: Area of Expertise, Educated, Field Research, Focus, Material Acquisition, Technophile.

Edges: Pick one of the following: Competitive, Curious, Eidetic Memory, Meticulous, Psionic.

Flaws: Pick one of the following: Arrogant, Low Pain Threshold, Sickly.

Health: 7

* Favored attribute or reaction

** Any skill classified as academic on Table 6.9: Master Skill List in the *Star Trek Player's Guide*

Shopkeeper

Rather than the free trading merchant who travels from star to star, the shopkeeper stays on his home planet, or space station, or starship, and lets the customers come to him. Some shopkeepers provide illicit goods alongside their legitimate stock.

Attributes: Agl 7, Int 10 (+2)*, Per 8 (+1), Prs 9 (+1), Str 5, Vit 6

Reactions: Quik +1, Savv +2*, Stam +0, Will +2

Defense: 7

Primary Skills: Enterprise: Business +4, Appraise (any) +4

Secondary Skills: Negotiate (Bargain) +3, Enterprise: Administration +2, Influence (Fast Talk) +2, Persuade +2

Other Skills: Conceal (Cache) +1, Inquire +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specialties to above skills.

Professional Abilities: Pick one of the following: Astute, Business Acumen, Con Artist, Connections, Credit, Horse-Trading, Streetsmart.

Edges: Pick one of the following: Blends In, Competitive, Contacts, Everyman, Friendly, Healthy, Likeable, Meticulous, Wealth.

Flaws: Pick one of the following: Coward, Devotion, Intolerant, Low Pain Threshold.

Health: 6

* Favored attribute or reaction

Soldier

This is a military professional, essentially a quick-and-dirty version of the Soldier character profession (*Star Trek Player's Guide*, pages 63-64) for the Narrator who needs to staff a secret Cardassian base or fill out the ranks of some planetary despot's army. Weapons and similar skills may vary with the soldier's technological level.

Attributes: Agl 10 (+2)*, Int 5, Per 7, Prs 6, Str 8 (+1), Vit 9 (+1)

Reactions: Quik +2*, Savv +0, Stam +1, Will +1



Defense: 9

Primary Skills: Armed Combat: Any (any) +4, Ranged Combat: Any (any) +4

Secondary Skills: Unarmed Combat: Any +3, Observe (Spot) +2, Tactics +2

Other Skills: Athletics +1, Conceal +1, Demolitions +1, Survival (any) +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specialties to above skills.



Professional Abilities: Pick one of the following: Battle-Hardened, Combat Leader, Evasion, Favored Weapon, Ground Tactics, Lightning Strike, Reconnaissance, Survival Training.

Edges: Pick one of the following: Alert, Command, Deliberate Attack, Dodge, Fit, Sherpa.

Flaws: Pick one of the following: Bloodlust, Intolerant, Proud.

Health: 10

* Favored attribute or reaction

Spacer

Anyone whose life is spent knocking around the space lanes; a Starfleet civilian contractor, an asteroid prospector, a petty criminal on a frontier station, a crewman from a rattletrap freighter.

Attributes: Agl 7, Int 8 (+1), Per 9 (+1), Prs 5, Str 6, Vit 10 (+2)*

Reactions: Quik +1, Savv +1*, Stam +2, Will +2

Defense: 7

Primary Skills: Enterprise: Business OR Enterprise: Streetwise +4, System Operation (Flight Control) +3

Secondary Skills: Appraise (any) +2, Gaming (any gambling) +2, Negotiate +2 OR Unarmed Combat: Any +2, Other Language: Any +2, Repair +2

Other Skills: Science: Space Science (Stellar Cartography) +1, Influence +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specialties to above skills.

Professional Abilities: Pick one of the following: Astrogation, False Credentials, Jury-Rig, Low Profile, Stranglehold, Tinkering.

Edges: Pick one of the following: Blends In, Contacts, Cultural Flexibility, Innovative, Likeable, Suit Trained, Zero-G Trained.

Flaws: Pick one of the following: Dark Secret, Reckless.

Health: 10

* Favored attribute or reaction

Technician

This might be a lab assistant, an engineering-branch crewman on a passing ship, or the job foreman at a spacedock or shipyard.

Attributes: Agl 9 (+1), Int 10 (+2)*, Per 7, Prs 6, Str 8 (+1), Vit 5

Reactions: Quik +1*, Savv +0, Stam +1, Will +2;

Defense: 8

Primary Skills: Engineering: Any +4, Repair +4

Secondary Skills: Construct +3, Engineering: Any Other +3, Observe (Spot) +2, System Operation (any) +2

Other Skills: Computer Use +1, Science: Physical +1, Unarmed Combat: Brawling +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specialties to above skills.

Professional Abilities: Pick one of the following: Applied Engineering, Area of Expertise, Computer Whiz, Miracle Worker, R&D Specialist, System Overhaul, Technophile.

Edges: Pick one of the following: Curious, Everyman, Exceptional Concentration, Innovative, Zero-G Trained.

Flaws: Pick one of the following: Arrogance, Coward.

Health: 10

* Favored attribute or reaction

Thug

This can be a low-level local criminal, an undisciplined pirate crewman, or the cruel enforcer of the petty planetary tyrant. Weapons and combat skills may vary.

Attributes: Agl 9 (+1)*, Int 5, Per 6, Prs 7, Str 10 (+2), Vit 8 (+1)

Reactions: Quik +1*, Savv +0, Stam +2, Will +1

Defense: 8

Primary Skills: Armed Combat: Any +4, Unarmed Combat: Brawling +4

Secondary Skills: Enterprise: Streetwise +3, Ranged Combat: Any +3, Stealth +2, Influence (Intimidate) +2, Observe (Listen) +2

Other Skills: Appraise +1

Customization: Add +2 skill levels in any other personal interest, increase above skills by two levels total, or add two specialties to above skills.

Professional Abilities: Pick one of the following: Favored Weapon, Fleet of Foot, Lurking in Shadows, Streetsmart.

Edges: Pick one of the following: Blends In, Deliberate Attack, Dodge, Skill Focus (Furtive), Thick Skull.

Flaws: Pick one of the following: Bloodlust, Dim-witted, Weak Willed.

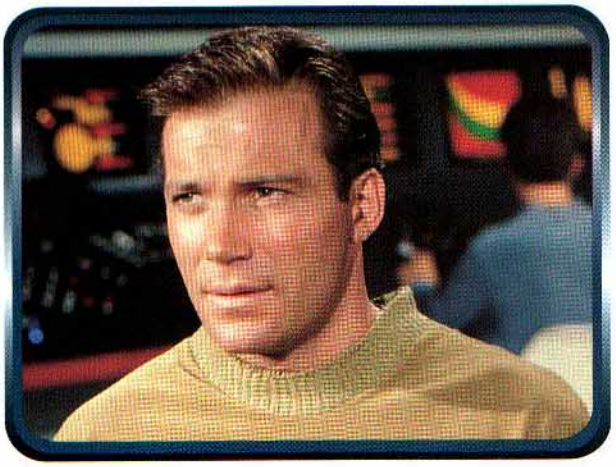
Health: 10

* Favored attribute or reaction



Series Characters

These entries depict characters from the various *Star Trek* series at the conclusion of their series' televised run; *Star Trek: Original Series* characters are therefore presented as of 2269; *Star Trek: The Next Generation* characters are presented as of 2370; *Star Trek: Deep Space Nine* characters (including Worf) are presented as of 2375 (although before Sisko's ascension as a Bajoran Prophet); *Star Trek: Voyager* characters appear as of 2378.



Original Series Characters

Captain James T. Kirk

Species: Human

Species Abilities: Adaptable (+2 to Will); the Human Spirit; Skilled

Attributes: Agl 10 (+2), Int 8 (+1), Per 9 (+1), Prs 12 (+3)*, Str 10 (+2), Vit 10 (+2)*

Reactions: Quik +3, Savv +3, Stam +3, Will +4*

Profession(s): Starship Officer (Command)

Professional Abilities: Capable, Command, Commanding Presence, Intrepid, Starship Tactics, Starship/Starbase Protocol, Starship Duty, Universal Renown

Advancements: 66

Skills: Armed Combat: Simple Weapons (Sword) +5, Athletics (Climb) +9, Computer Use (Retrieval) +4, Enterprise: Administration (Starfleet) +7, First Aid (Human) +2, Gaming (Poker, 3-D Chess) +4, Impersonate (Undercover) +4, Influence (Charm, Seduce) +9, Inquire (Interview) +6, Knowledge: Culture (Federation, Human) +6, Knowledge: History (Federation, Human) +6, Knowledge: Law (Starfleet Regulations) +6, Knowledge: Specific World (Earth) +6, Language: Federation Standard +6, Negotiate (Entreat) +6, Observe (Spot) +8, Persuade (Oratory) +8, Ranged Combat: Archaic Weapons (Bow, Spear) +4, Ranged Combat: Energy Weapons (Hand Phaser, Phaser Rifle) +9, Repair (Computer) +3, Science: Space Science (Astronomy) +3, Sport (Ride) +6, Stealth (Sneak) +6, Survival (Desert) +6, System Operation (Command) +8, Tactics (Ground, Space) +9, Unarmed Combat: Brawling +10

Edges: Alert, Blunt Attack, Bold, Command 2 (Captain of *U.S.S. Enterprise*), Commendation 10 (numerous medals, ribbons, and other honors), Competitive, Confident, Contacts 3 (Starfleet; Administration), Courageous, Dodge, Famous Event 5 (various major events), Fit, Promotion 5 (Captain), Resolute, Skill Focus (Seductive), Thick Skull

Flaws: Enemy (Kor), Intolerant (Klingons), Species Enmity (Klingons)

Health: 12 **Courage:** 6 **Renown:** 38

* Favored attribute or reaction

Background: Born 2233 in Iowa, Earth. Served on the *U.S.S. Republic* (2250, 2253) and the *U.S.S. Farragut* (2254-2258). Captain, *U.S.S. Enterprise* (2263-present). Repelled Romulan incursion (2266). First starship captain ever court-martialed (2267), exonerated. Made first contacts with Horta, Gorn, Tholian Assembly, Melkots, many others.



Dr. Leonard "Bones" McCoy

Species: Human

Species abilities: Adaptable (+2 to Will); the Human Spirit; Skilled

Attributes: Agl 6 (+0), Int 10 (+2)*, Per 9 (+1)*, Prs 9 (+1), Str 6 (+0), Vit 8 (+1)

Reactions: Quik +2, Savv +3, Stam +3*, Will +4

Profession(s): Starship Officer (Medical)

Professional abilities: Diagnosis, Field Medicine, General Medicine, Immunization, Rehabilitation, Starship Duty

Advancements: 18

Skills: Computer Use (Retrieval) +8, Enterprise: Administration (Starfleet) +6, First Aid (Human) +10, Influence (Charm) +5, Knowledge: Culture (Federation, Human) +7, Knowledge: History (Federation, Human) +7, Knowledge: Specific World (Earth) +7, Language: Federation Standard +7, Medicine (Exoanatomy, General Medicine, Neurosurgery) +12, Observe (Spot) +6, Persuade (Oratory) +4, Ranged Combat: Energy Weapons (Hand Phaser) +2, Repair (Medical Systems) +4, Science: Life Science (Biology, Zoology) +10, Science: Physical Science (Chemistry) +9, System Operation (Medical Systems) +10, Unarmed Combat: Brawling +5

Edges: Command 1 (head of Medical department on *U.S.S. Enterprise*), Commendation 2, Cultural Flexibility, Promotion 4 (Commander), Resolute, Skill Focus (Compassionate), Thinker

Flaws: Pacifist 2

Health: 8 **Courage:** 5 **Renown:** 19

* Favored attribute or reaction

Background: Born 2227 in Georgia, Earth. Graduated (M.D., 2253) from the University of Mississippi. Chief Medical Officer, *U.S.S. Enterprise* (2266-present).

Commander Spock

Species: Half-Vulcan, half-Human (Vulcan is dominant)

Species abilities: Enhanced Rapid Healing, Keen Hearing, Mind Meld, Nerve Pinch, Psionic

Attributes: Agl 8 (+1), Int 12 (+3)*, Per 11 (+2)*, Prs 10 (+2), Str 12 (+3), Vit 10 (+2), Psi 4 (+0)

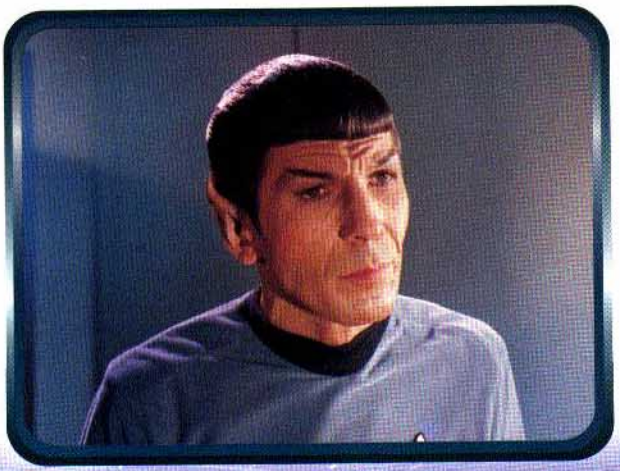
Reactions: Quik +2, Savv +4, Stam +4*, Will +5

Profession(s): Starship Officer (Science)

Professional abilities: Field Research, Intrepid, Journeyman, Science Tech, Scientific Protocols, Starship Duty, Theorize

Advancements: 51

Skills: Armed Combat: Simple (Sword) +3, Armed Combat: Traditional Vulcan Weapons (*Lirpa*) +5, Athletics +3, Computer Use (Programming, Retrieval) +10, Construct (Electronics) +12, Engineering: Propulsion Engineering (Warp Engines) +8, Engineering: Systems Engineering (Computers) +10, Enterprise: Administration (Starfleet) +6, Entertain: Play Instrument (Vulcan Lute) +6, Gaming (3-D Chess) +6, Investigate (Deduce) +8, Knowledge: Culture (Federation, Vulcan) +6, Knowledge: History (Federation, Vulcan) +8, Knowledge: Law (Starfleet Regulations) +6, Knowledge: Religion (Vulcan Philosophy) +6, Knowledge: Specific World (Vulcan) +6, Language: Federation Standard +6, Language: Vulcan +6, Mind Meld +10, Observe (Spot, Listen) +7, Persuade



(Debate) +5, Ranged Combat: Archaic Weapons (Bow, Spear) +4, Ranged Combat: Energy Weapons (Hand Phaser) +5, Repair (Computer) +10, Science: Life Science (Biology) +5, Science: Physical Science (Chemistry, Mathematics, Physics, Temporal Physics) +10, Science: Planetary Science (Geology) +5, Science: Space Science (Astronomy) +10, Science: Social Science (Anthropology) +6, Stealth (Sneak) +2, Survival (Desert) +7, System Operation (Sensors) +9, Tactics (Space) +4, Unarmed Combat +8

Edges: Command 1 (head of Science Department on *U.S.S. Enterprise*), Commendation 3, Curious, Eidetic Memory, Exceptional Concentration, High Pain Threshold, Promotion 4 (Commander), Thinker

Flaws: Arrogant

Health: 13 **Courage:** 3 **Renown:** 28

*Favored Attribute or Reaction

Background: Born 2230 in *ShirKahr*, Vulcan. Son of Ambassador Sarek of Vulcan and a Human woman, Amanda Grayson. First Vulcan to join Starfleet (2249). Served on *U.S.S. Enterprise* (2252-present); Science Officer from 2254; First Officer from 2264.

Star Trek: The Next Generation Characters

Lieutenant Commander Geordi La Forge

Species: Human

Species abilities: Adaptable (+2 to Will); the Human Spirit; Skilled

Attributes: Agl 8 (+1), Int 10 (+2)*, Per 10 (+2)*, Prs 8 (+1), Str 6 (+0), Vit 7 (+0)

Reactions: Quik +2, Savv +2, Stam +2*, Will +2

Profession(s): Starship Officer (Engineer)

Professional abilities: Engineering Certification, Engineering Expertise (Propulsion Engineering (Warp Engines)), Jury-Rig, Miracle Worker (Propulsion Engineering (Warp Engines)), Starship Duty, System Overhaul

Advancements: 20

Skills: Athletics (Climb) +3, Computer Use (Programming) +9, Construct (Electronics) +10, Engineering: Propulsion Engineering (Warp Engines) +10, Engineering: Structural Engineering (Aeronautical) +8, Engineering: Systems Engineering (Computer) +10, Entertain: Play Instrument (Piano) +3, Gaming (Poker) +3, Knowledge: Culture (Federation) +6, Knowledge: History (Human, Federation) +6, Knowledge: Law (Starfleet Regulations) +5, Knowledge: Specific World (Earth) +6, Language: Federation Standard +6, Language: Hahliian +3, Observe (Spot) +5, Ranged Combat: Energy Weapons (Hand Phaser) +6, Repair (Computer) +10, Science: Physical Science (Physics) +8, Science: Space Science (Astronomy) +4, Survival (Ocean) +4, System Operation (Engineering) +8

Edges: Command 1 (Chief Engineer of the *U.S.S. Enterprise*-D), Contacts 3 (Federation engineers; Administration), Curious, Night Vision, Promotion 3 (Lieutenant Commander), Skill Focus (Keen Sight)



Flaws: None

Health: 7 **Courage:** 4 **Renown:** 18

*Favored Attribute or Reaction

Background: Born 2335 on Starbase 23. Served on the *U.S.S. Victory* (2362-2364), *U.S.S. Enterprise*-D (2364-present). Flight control officer (2364-2365); Chief Engineer (2365-present). Born blind, wears a VISOR device.

Captain Jean-Luc Picard

Species: Human

Species abilities: Adaptable (+2 to Will); the Human Spirit; Skilled

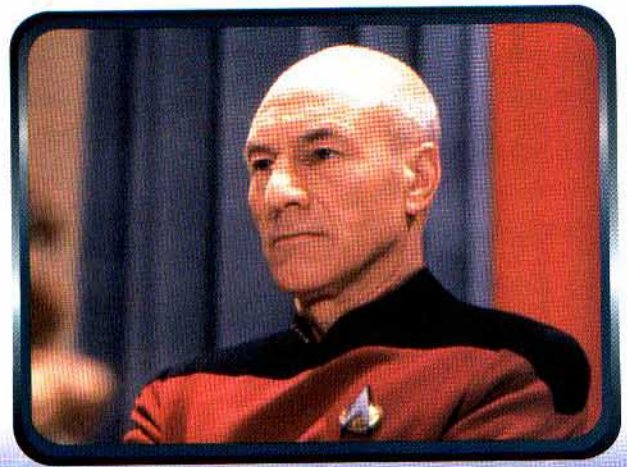
Attributes: Agl 8 (+1), Int 11 (+2)*, Per 10 (+2), Prs 10 (+2)*, Str 8 (+1), Vit 8 (+1)

Reactions: Quik +2, Savv +3, Stam +2, Will +4*

Profession(s): Starship Officer (Command)

Professional abilities: Capable, Command, Commanding Presence, Intrepid, Rounded (Social Science, Space Science), Starship Duty (Command), Starship/Starbase Protocol, Starship Tactics, Universal Renown

Advancements: 53



Skills: Athletics (Running) +5, Computer Use (Retrieve) +4, Demolitions +3, Enterprise: Administration (Starfleet) +6, Entertain: Play Instrument (Ressikan Flute) +4, Gaming (Poker) +2, Inquire (Interview) +5, Knowledge: Culture (Federation) +8, Knowledge: History (Human) +7, Knowledge: Law (Human, Klingon, Starfleet Regulations) +6, Knowledge: Politics (Federation) +6, Knowledge: Specific World (Earth) +6, Language: Federation Standard +6, Language: Klingon +4, Language: French +4, Negotiate (Mediate) +10, Observe (Spot) +6, Persuade (Debate) +8, Ranged Combat: Energy Weapons (Hand Phaser) +5, Science: Planetary Science (Geology) +4, Science: Social Science (Archaeology) +10, Science: Space Science (Astronomy) +5, Sport (Ride, Fencing) +5, Stealth (Sneak) +4, Survival (Desert) +4, System Operation (Command, Flight Control) +7, Tactics (Space) +8

Edges: Command 2 (Captain of *U.S.S. Enterprise*-D), Confident, Contacts 3 (Starfleet; Administration), Contacts 1 (Archaeological community; Administration), Contacts 1 (Klingon High Council; Administration), Promotion 5 (Captain), Skill Focus (Diplomatic), Thinker

Flaws: Infamy (role as Locutus of Borg), Intolerant (Borg)

Health: 9 **Courage:** 4 **Renown:** 35

* Favored attribute or reaction

Background: Born 2305 in France, Earth. Served on the *U.S.S. Stargazer* (2330-2333; captain 2333-2355). Captain, *U.S.S. Enterprise*-D (2364-present). Invented the "Picard Maneuver" (2355). Made first contact with the Q (2364). Captured by the Borg, rescued, and instrumental in their defeat (2366). Served as Arbiter of Succession for the Klingon Empire (2367). Captured and tortured by Cardassians (2369).

Star Trek: Deep Space Nine Characters

Colonel Kira Nerys



Species: Bajoran

Species abilities: Artistic; Faithful; *Pagh*

Attributes: Agl 11 (+2)*, Int 8 (+1), Per 10 (+2)*, Prs 10 (+2), Str 8 (+1), Vit 9 (+1)

Reactions: Quik +4*, Savv +4, Stam +3, Will +5

Profession(s): Soldier

Professional abilities: Battle-Hardened; Capable; Combat Leader; Ground Tactics; Reconnaissance; Survival Training

Advancements: 43

Skills: Armed Combat: Simple (Knife) +5, Athletics (Climb) +5, Computer Use (Retrieval) +4, Conceal (Cache) +4, Demolitions (Build Explosives) +5, Enterprise: Administration (Bajoran) +6, First Aid (Bajoran) +2, Inquire (Interrogation) +7, Investigate (Inspect) +6, Knowledge: Culture (Bajoran) +6, Knowledge: Religion (Bajoran) +6, Knowledge: Specific World (Bajor) +6, Language: Bajoran +6, Negotiate (Bargain) +3, Observe (Spot) +7, Persuade (Debate) +5, Ranged Combat: Energy Weapons (Hand Phaser, Phaser Rifle) +8, Repair (Communications) +2, Science: Space Science (Astronomy) +2, Sport (Springball) +4, Stealth (Sneak) +7, Survival (Mountains) +7, System Operation (Flight Control) +6, Tactics (Unit, Space) +7, Unarmed Combat: Brawling +6

Edges: Alert; Blunt Attack; Command 1 (first officer of DS9); Confident; Contacts 3 (Bajoran Provisional Government; Administration); Dead Aim; Famous Event 2 (liberation of Gallitep; rescue of Li Nalas); Promotion 5 (colonel in the Bajoran Militia)

Flaws: Dark Secret (did some things during the resistance that she's not proud of), Devotion (Odo), Species Enmity (Cardassians)

Health: 10 **Courage:** 4 +1 Pagh **Renown:** 18

* Favored attribute or reaction

Background: Born 2343 in Dahkur Province, Bajor. Joined Bajoran resistance 2355. Served on *Deep Space 9* (2369-present), First Officer. Promoted Colonel in 2375.

Quark

Species: Ferengi

Species abilities: Eye For Profit, Four-Lobed Brain, Head For Numbers, Keen Hearing, Lobes For Business

Attributes: Agl 8 (+1), Int 9 (+1)*, Per 9 (+1)*, Prs 8 (+1), Str 5 (+0), Vit 6 (+0)

Reactions: Quik +2, Savv +3*, Stam +1, Will +2

Profession(s): Merchant

Professional abilities: Astute; Business Acumen; Connections; Horse-Trading; Pandering; Procurement

Advancements: 39

Skills: Appraise (Antiques, Contraband) +10, Computer Use (Invasion) +6, Conceal (Cache) +6, Enterprise: Administration (Bajoran, Cardassian) +5, Enterprise: Business (Service Industry) +10, Enterprise: Streetwise (Ferengi Underworld) +10, Gaming (Tongo) +12, Influence (Charm, Fast Talk) +8, Inquire (Fraternize) +6, Knowledge: Culture



(Ferengi) +6, Knowledge: Politics (Ferengi) +5, Knowledge: Religion (Ferengi) +4, Knowledge: Specific World (Ferenginar) +6, Language: Ferengi +6, Negotiate (Bargain) +9, Observe (Listen) +6, Persuade (Oratory) +4, Ranged Combat: Energy Weapons (Hand Phaser) +2, Stealth (Hide) +5, System Operation (Replicators) +4

Edges: Ally 5 (Grand Nagus Rom), Contacts 1 (Orion Syndicate; Streetwise), Contacts 2 (Ferengi Commerce Authority; Business), Contacts 2 (Bajor sector criminal element; Streetwise), Skill Focus (Furtive), Wealth 3 (ownership of Quark's; latinum)

Flaws: Enemy (Liquidator Brunt)

Health: 6 **Courage:** 3 **Renown:** 6

* Favored attribute or reaction

Background: Born 2330 on Ferenginar. Bartender and proprietor, Quark's Bar on *Deep Space 9* (2365-present). Grand Nagus of Ferengi for one week (2369).

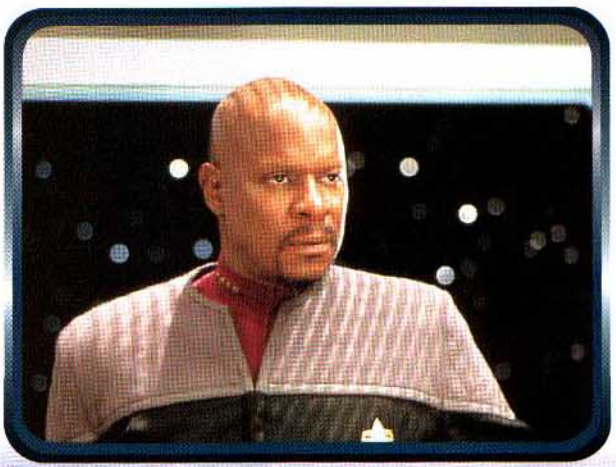
Captain Benjamin Sisko

Species: Human

Species abilities: Adaptable (+2 to Will); the Human Spirit; Skilled

Attributes: Agl 10 (+2), Int 11 (+2)*, Per 11 (+2), Prs 12 (+3)*, Str 8 (+1), Vit 9 (+1)

Reactions: Quik +4, Savv +5, Stam +4, Will +6*



Profession(s): Starship Officer (Command)

Professional abilities: Capable, Command, Commanding Presence, Intrepid, Rounded (Structural Engineering, System Engineering, Space Science), Starship Duty (Command), Starship/Starbase Protocol, Starship Tactics, Universal Renown

Advancements: 47

Skills: Athletics (Run) +5, Computer Use (Retrieval) +5, Craft: Cooking +4, Engineeering: Structural Engineering (Spaceframes) +6, Engineering: System Engineering (Weapon Systems) +4, Enterprise: Administration (Starfleet) +8, Entertain: Play Instrument (Piano) +2, Influence (Intimidate) +10, Inquire (Interrogation) +5, Knowledge: Culture (Federation, Bajor) +6, Knowledge: Law (Starfleet Regulations) +5, Knowledge: Religion (Bajoran) +5, Knowledge: Specific World (Earth, Bajor) +6, Language: Federation Standard +6, Language: Bajoran +4, Negotiate (Mediate) +4, Observe (Spot) +6, Persuade (Debate) +6, Ranged Combat: Energy Weapons (Hand Phaser, Phaser Rifle) +9, Repair (Computer) +3, Social Science (Archaeology) +4, Space Science (Astronomy) +2, Sport (Baseball) +6, Stealth (Sneak) +7, Survival (Forest) +4, System Operation (Command) +8, Tactics (Space) +8, Unarmed Combat: Boxing +6

Edges: Blunt Attack, Bold, Command 2 (Commander of *Deep Space 9*), Commendation 2 (Christopher Pike Medal of Honor), Contacts 2 (Bajoran Provisional Government; Administration), Famous Event 2 (discovery of Bajoran wormhole; leader of Operation Return), Fast On Your Feet, Promotion 5 (Captain in Starfleet), Promotion 5 (Emissary of the Prophets), Resolute, Shrewd, Skill Focus (Tactics)

Flaws: Devotion (son, Jake Sisko), Devotion (girlfriend/wife, Kasidy Yates), Rival (Captain Solok)

Health: 10 **Courage:** 6 **Renown:** 25

* Favored attribute or reaction

Background: Born 2332 in Louisiana, Earth. Served on Pelios Station (2355), *U.S.S. Livingston* (2358-2360), *U.S.S. Okinawa* (2360-2364; first officer 2362-2364), *U.S.S. Saratoga* (2365-2367; Executive Officer), Utopia Planitia Shipyards (2367-2369). Commanding officer, *Deep Space 9* (2369-present; promoted Captain 2371). Captain, *U.S.S. Defiant* (2372-2375). Briefly served on Starbase 375 when *Deep Space 9* expelled Starfleet personnel (2373-2374). Temporary chief of Starfleet Security (2372). Emissary of the Bajoran people (2369-present).

Lieutenant Commander Worf

Species: Klingon

Species abilities: *Brak'lul*, Ferocity, High Pain Threshold, Honor, Traditional Klingon Weapons

Attributes: Agl 10 (+2)*, Int 7 (+0), Per 8 (+1), Prs 10 (+2), Str 11 (+2)*, Vit 10 (+2)

Reactions: Quik +4*, Savv +3, Stam +4, Will +4

Profession(s): Starship Officer (Security)



Professional abilities: Rounded (Armed Combat), Physically Fit, Responsive, Security Ops, Security Protocols, Starship Duty, Tactical Officer

Advancements: 38

Skills: Armed Combat: Klingon Traditional Weapons (*Bat'leth*) +10, Athletics (Run) +6, Computer Use (Retrieve) +4, Entertain: Sing (Klingon Opera) +3, First Aid (Human) +2, Gaming (Poker) +3, Inquire (Interrogation) +7, Investigate (Inspect) +8, Knowledge: Culture (Federation, Klingon) +6, Knowledge: History (Klingon) +6, Knowledge: Law (Starfleet Regulations) +5, Knowledge: Politics (Klingon) +6, Knowledge: Religion (Klingon) +6, Knowledge: Specific World (Earth, *Qo'nos*) +6, Language: Federation Standard +6, Language: Klingon +6, Observe (Spot) +6, Repair (Weapons) +3, Ranged Combat: Energy Weapons (Hand Phaser, Phaser Rifle) +10, Stealth (Sneak) +4, Survival (Mountains) +5, System Operation (Tactical) +10, Tactics (Ground, Space) +9, Unarmed Combat: *Mok'bara* +8

Edges: Blunt Attack, Command 1 (Chief of Security on *U.S.S. Enterprise*-D; Strategic Operations Officer of DS9), Contacts 2 (Starfleet; Administration), Contacts 2 (Klingon Empire; Administration), Defensive Attack, Deliberate Attack, Dodge, Martial Artist, Promotion 3 (Lieutenant Commander), Resolute

Flaws: Devotion (girlfriend/wife, Jadzia Dax)

Health: 12 **Courage:** 5 **Renown:** 22

* Favored attribute or reaction

Background: Born 2340 on *Qo'no*S, orphaned by Khitomer Massacre (2346), adopted by Starfleet officer Sergey Rozhenko. First Klingon in Starfleet (2357). Served on *U.S.S. Enterprise*-D (2364-2371); flight control officer (2364-2365); Security Officer (2365-2371). Resigned Starfleet commission during Klingon Civil War (2367-2368). Served on *Deep Space 9* (2372-2375) as Strategic Operations Officer. Chancellor of the Klingon Empire (2375), Federation Ambassador to *Qo'noS* (2375-present).

Captain Kathryn Janeway

Species: Human

Species abilities: Adaptable (+2 to Will); the Human Spirit; Skilled

Attributes: Agl 7 (+0), Int 11 (+2)*, Per 9 (+1), Prs 9 (+1)*, Str 5 (+0), Vit 7 (+0)

Reactions: Quik +2, Savv +2, Stam +2, Will +4*

Profession(s): Starship Officer (Command)

Professional abilities: Commanding, Intrepid, Starship Duty, Starship/Starbase Protocol, Starship Tactics

Advancements: 37

Skills: Athletics (Run) +3, Computer Use (Retrieve) +5, Craft: Knitting +4, Engineering: Propulsion Engineering (Warp Engines) +3, Engineering: Systems Engineering (Computers) +3, Enterprise: Administration (Federation) +3, First Aid (Human) +2, Gaming (Pool) +7, Influence (Charm) +4, Investigate (Research) +2, Knowledge: Culture (Federation, Human) +6, Knowledge: History (Federation, Human) +6, Knowledge: Law (Starfleet Regulations) +6, Knowledge: Politics (Federation) +6, Knowledge: Specific World (Earth) +6, Language: Federation Standard +6, Negotiate (Bargain, Mediate) +5, Observe (Spot) +5, Persuade (Oratory) +4, Ranged Combat: Energy Weapon (Hand Phaser, Phaser Rifle) +4, Repair (Tricorder) +2, Science: Physical Science (Physics) +6, Science: Space Science (Astrophysics, Stellar Cartography) +7, Sport (Skiing, Tennis, Velocity) +5, Stealth (Sneak) +4, Survival (Water) +2, System Operation (Sensors) +5, Tactics (Space) +5, Unarmed Combat: Self Defense +2

Edges: Command 2 (Captain of *U.S.S. Voyager*), Commendation, Contacts 2 (Starfleet; Administration), Curious, Promotion 5 (Captain), Resolute

Flaws: None

Health: 7 **Courage:** 5 **Renown:** 19

* Favored attribute or reaction

Background: Born 2333 in Indiana, Earth. Served on the *U.S.S. Al-Batani* (2355-2360), science officer (2355-2358), first officer (2358-2360).



Commanding officer, *U.S.S. Bonestell* (2365-2368), *U.S.S. Billings* (2368-2371; promoted Captain, 2369), *U.S.S. Voyager* (2371-present).

Ensign Harry Kim

Species: Human

Species abilities: Adaptable (+2 to Stam); the Human Spirit; Skilled

Attributes: Agl 10 (+2), Int 10 (+2)*, Per 10 (+2)*, Prs 6 (+0), Str 7 (+0), Vit 8 (+1)

Reactions: Quik +2*, Savv +2, Stam +3, Will +2

Profession(s): Starship Officer (Operations)

Professional abilities: Duty Officer, Level-Headed, Professional Edge, Starship Duty, Station Proficiency

Advancements: 9

Skills: Athletics (Swim) +2, Computer Use (Programming) +5, Engineering: Propulsion Engineering (Warp Engines) +5, Engineering: Systems Engineering (Electroplasma Systems) +6, Entertain: Play Instrument (Clarinet) +3, First Aid (Human) +1, Knowledge: Culture (Federation, Human) +6, Knowledge: History (Federation, Human) +6, Knowledge: Law (Starfleet Regulations) +6, Knowledge: Specific World (Earth) +6, Language: Federation Standard +6, Observe (Spot) +3, Ranged Combat: Energy Weapons (Hand Phaser) +4, Repair (Sensors) +5, Sport (Parrises Squares, Volleyball) +4, Stealth (Sneak) +3, Survival (Forest) +1, System Operation (Operations Management) +6, Unarmed Combat: Brawling +2

Edges: Athletic, Curious

Flaws: Devotion (fiancee, Libby)

Health: 8 **Courage:** 4 **Renown:** 4

*Favored Attribute or Reaction

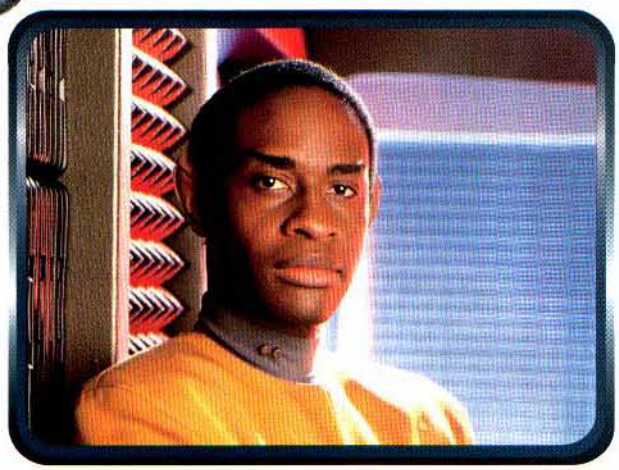
Background: Born 2348 in South Carolina, Earth. Served on *U.S.S. Voyager* (2371-present), operations officer.

Lieutenant Commander Tuvok

Species: Vulcan

Species abilities: Enhanced Rapid Healing, Keen Hearing, Mind Meld, Nerve Pinch, Psionic





Attributes: Agl 9 (+1)*, Int 11 (+2), Per 10 (+2)*, Prs 6 (+0), Str 11 (+2), Vit 9 (+1), Psi 4 (+0)

Reactions: Quik +2, Savv +2, Stam +3*, Will +2

Profession(s): Starship Officer (Security)

Professional abilities: Physically Fit, Responsive, Security Protocols, Security Ops, Starship Duty, Tactical Officer

Advancements: 18

Skills: Armed Combat: Traditional Vulcan Weapons (Ritual Knife) +2, Athletics (Run) +3, Computer Use (Retrieval) +5, Engineering: Structural Engineering (Spaceframes) +1, Entertain: Play Instrument (Vulcan Lute) +2, First Aid (Human) +1, Impersonate (Undercover Work) +4, Inquire (Interview) +4, Investigate (Deduce, Inspect) +6, Knowledge: Culture (Federation, Vulcan) +6, Knowledge: History (Federation, Vulcan) +6, Knowledge: Law (Starfleet Regulations) +6, Knowledge: Religion (Vulcan Philosophy) +4, Knowledge: Specific World (Vulcan) +6, Language: Federation Standard +6, Language: Vulcan +6, Mind Meld +5, Mind Shield +2, Observe (Spot, Listen) +4, Persuade (Debate) +4, Ranged Combat: Archaic Weapons (Bow) +5, Ranged Combat: Energy Weapons (Hand Phaser, Phaser Rifle) +6, Repair (Sensors) +3, Science: Life Science (Botany) +3, Science: Social Science (Sociology) +1, Science: Space Science (Astronomy) +3, Survival (Desert) +4, System Operation (Sensors, Tactical) +6, Tactics (Space) +4, Unarmed Combat: Nerve Pinch +4, Unarmed Combat: Ponn-Ifla +4

Edges: Bold, Command 1 (Chief Security Officer of the *U.S.S. Voyager*), Curious, Promotion 3 (Lieutenant Commander)

Flaws: Devotion (wife T'Pel and children)

Health: 11 **Courage:** 4 **Renown:** 12

* Favored attribute or reaction

Background: Born 2264 in Gol, Vulcan. Served on *U.S.S. Excelsior* (2293-2294). Resigned Starfleet 2298, married T'Pel (2306). Rejoined Starfleet (2349), served on *U.S.S. Wyoming* (2349-2354), *U.S.S. Billings* (2368-2371), *U.S.S. Voyager* (2371-present), Security Officer.

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SERIES PROFILE

ERA:

REGION:

TRAVELING:

SETTING

ORGANIZATION:

MISSION FOCUS:

COMPOSITION:

CREW

BASE TYPE:

BASE OF OPERATIONS

ERA TECHNOLOGY:

AVAILABLE TECHNOLOGY:

TECHNOLOGY

THREAT AND OPPOSITION:

CRISIS AND DISASTER:

ADVERSITY

FEEL:

FEEL

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NAME:

BASE PROFILE

001 N45 749854 • UPC IN 87 W-934 224 146 919 442 897 333 459 757 876 937 757 989 865 989
65 387 822 822387 82 • V-AST PARSE 65 773 757 158 970 881 343 224 146 937 333 73 876 989 114 97 876 223
L62 194 249426 • LP 74R MLE3-6 767 918 791 535 040 548 146 076 390 224 390 040 224 146
H76 224 146397 • STD 19-1 L47 RQX 989 555 077 065 151 737 146 937 333 937 643 761 333 757

TYPE:

57482

COMMAND:

8531-0

PERSONNEL:

9-8854

RESOURCES:

TECHNICAL DATA:

22336-12

ENVIRONMENT:

AGENDA:

558 00871

NAME:

BASE PROFILE

001 N45 749854 • UPC IN 87 W-934 224 146 919 442 897 333 459 757 876 937 757 989 865 989
65 387 822 822387 82 • V-AST PARSE 65 773 757 158 970 881 343 224 146 937 333 73 876 989 114 97 876 223
L62 194 249426 • LP 74R MLE3-6 767 918 791 535 040 548 146 076 390 224 390 040 224 146
H76 224 146397 • STD 19-1 L47 RQX 989 555 077 065 151 737 146 937 333 937 643 761 333 757

TYPE:

57482

COMMAND:

8531-0

PERSONNEL:

9-8854

RESOURCES:

TECHNICAL DATA:

22336-12

ENVIRONMENT:

AGENDA:

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SCENE CARD

SCENE

12-110

PURPOSE

NPCs

ACTION

LOCATION

5523

985-99

0800-1

SM8991

SCENE CARD

SCENE

12-110

PURPOSE

NPCs

ACTION

LOCATION

5523

985-99

0800-1

SM8991

SCENE CARD

SCENE

12-110

PURPOSE

NPCs

ACTION

LOCATION

5523

985-99

0800-1

SM8991

SCENE CARD

SCENE

12-110

PURPOSE

NPCs

ACTION

LOCATION

5523

985-99

0800-1

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STARSHIP PROFILE

STARSHIP NAME

411 00812 9923
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9129

676 224 146 937
937 757 767
548 876 223 676
989 555 077 067
343 151 737 146

DIAGRAM

SPECIFICATIONS

CLASS AND TYPE
YEAR LAUNCHED

PRODUCTION DATA

STRUCTURE
SIZE/DECKS
LENGTH/HEIGHT/BEAM
COMPLEMENT

HULL DATA

TRANSPORTERS
CARGO UNITS
SHUTTLEBAY
SHUTTLECRAFT
TRACTOR BEAMS

OPERATIONAL DATA

SEPERATION SYSTEM
MASKING SYSTEM
SENSOR SYSTEM
OPERATIONS SYSTEM
LIFE SUPPORT

OPERATIONAL DATA

IMPULSE SYSTEM
WARP SYSTEM

PROPULSION DATA

TACTICAL DATA

TACTICAL DATA

MANEUVER MODIFIERS
TRAITS

MISCELLANEOUS DATA

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5879-9

NAME
PROFESSION
SPECIES
GENDER

SUPPORTING CAST PROFILE

	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH			
AGILITY			
INTELLECT			
VITALITY			
PRESENCE			
PERCEPTION			

	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS			
SAVVY			
STAMINA			
WILLPOWER			

INITIATIVE — QUICKNESS | MISC. MODIFIER | TOTAL

DEFENSE 7+ — AGILITY MODIFIER | MISC. MODIFIER | TOTAL

WOUND STATUS

	MODIFIER
HEALTHY	
DAZED	
INJURED	
WOUNDED	
INCAPACITATED	
NEAR DEATH	

SKILLS

ABILITIES

586-87

08-1113

08887-7

5879-4

NAME
FORM
DIET
SIZE

MOVEMENT
LIFTING
CARRY CAPACITY
FEEDING HABIT

CREATURE PROFILE

	SPECIES MODIFIER	TOTAL	ATTRIBUTE MODIFIER
STRENGTH			
AGILITY			
INTELLECT			
VITALITY			
PRESENCE			
PERCEPTION			

	ATTRIBUTE MODIFIER	MISC. MODIFIER	TOTAL
QUICKNESS			
SAVVY			
STAMINA			
WILLPOWER			

INITIATIVE — QUICKNESS | MISC. MODIFIER | TOTAL

DEFENSE 7+ — AGILITY MODIFIER | MISC. MODIFIER | TOTAL

WOUND STATUS

	MODIFIER
HEALTHY	
DAZED	
INJURED	
WOUNDED	
INCAPACITATED	
NEAR DEATH	

SKILLS AND ABILITIES

DESCRIPTION

586-87

08-1113

08887-7

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553 00871

NAME:

PLANET PROFILE

001 N45 749854 • UPC IN 87 W-934 224 146 919 442 937 333 459 757 876 937 757 989 065 989
85 387 822 822367 92 • V-AST PARSE 65-773 757 159 970 881 343 224 146 937 333 73 876 969 114 97 876 223
L82 194 249426 • LP 74R MLE3-8 767 916 761 535 040 548 146 076 390 224 390 040 224 146
H76 224 146367 • STD 19-1 L47 RQX 989 555 077 065 151 737 146 937 333 937 643 761 333 757

CLASS:

57482

MOONS OR RINGS:

0531-0

GRAVITY:

CLIMATE:

9-8854

DEMOGRAPHICS:

22338-12

CIVILIZATION:

RESOURCES:

558 00871

NAME:

SYSTEM PROFILE

001 N45 749854 • UPC IN 87 W-934 224 146 919 442 937 333 459 757 876 937 757 989 065 989
85 387 822 822367 92 • V-AST PARSE 65-773 757 159 970 881 343 224 146 937 333 73 876 969 114 97 876 223
L82 194 249426 • LP 74R MLE3-8 767 916 761 535 040 548 146 076 390 224 390 040 224 146
H76 224 146367 • STD 19-1 L47 RQX 989 555 077 065 151 737 146 937 333 937 643 761 333 757

SYSTEM TYPE:

57482

AFFILIATION:

0531-0

INHABITED PLANETS:

9-8854

OTHER PLANETS:

OTHER STELLAR OBJECTS:

22338-12

ARTIFICIAL OBJECTS:

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SPECIES PROFILE

SPECIES NAME

VISUAL REPRESENTATION

PHYSICAL DESCRIPTION

CULTURE

LANGUAGES

COMMON NAMES

HOMEWORLD

FAVORED PROFESSION

411 00812 9823
927 03473 6732
372 31057 8242
919 89190 1310
858 11394 9129

676 224 146 937
937 757 767
548 876 223 676
989 555 077 067
343 151 737 146

SPECIES ADJUSTMENTS

SPECIES ABILITIES

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| | | |

STARSHIP RECORD SHEET

STAR TREK ROLEPLAYING GAME
EXPANDED SPACECRAFT OPERATIONS

PRODUCTION DATA

SHIP NAME
CLASS AND TYPE
ORIGIN
REGISTRY NB. | RENOWN
YEAR LAUNCHED | RENOWN MOD.

COM.	HELM	TAC.	SIZE	PICKS	FREE SPACE

PRIMARY SYSTEMS STATUS

ALL SYSTEMS HIT ON | ALL SYSTEMS HIT x2 ON

SHIELDS — RELIABILITY | HIT ON
- (F) -1 Shield Strength
- (E) -1 Shield Strength
- (D) -1 Shield Protection
- (C) -1 Shield Threshold
- (B) -2 Shield Protection
- (A) SYSTEM OFFLINE: Shields down

WEAPONS — RELIABILITY | HIT ON
- (F) Immediately lose Lock On
- (E) -1 to Tactical maneuvers
- (D) -1 Penetration all arrays
- (C) No Tier 2 Tactical maneuvers
- (B) -2 to Tactical maneuvers
- (A) SYSTEM OFFLINE

PROPULSION — RELIABILITY | HIT ON
- (F) -1 to Initiative
- (E) -1 to Helm maneuvers
- (D) -1 to Initiative
- (C) -2 to Helm maneuvers
- (B) -2 to Initiative
- (A) SYSTEM OFFLINE: Critical reactor overload

LIFE SUPPORT — RELIABILITY | HIT ON
- (F) Emergency lighting: -1 to all Physical tests
- (E) Panel shorts: Stamina test (TN 10) or stun 1D6 rounds
- (D) Panel explodes: Quickness test (TN 10) or 1D6 wounds
- (C) Gravity failing: -2 to all Physical tests
- (B) Thin atmosphere: Stamina test (TN 10) or stun 1D6 rounds
- (A) SYSTEM OFFLINE: 2D6 rounds to abandon ship

SENSORS — RELIABILITY | HIT ON
- (F) -1 to Helm maneuvers
- (E) -1 to all maneuvers
- (D) -1 to Initiative
- (C) -2 to Tactical maneuvers
- (B) Cannot execute Lock On
- (A) SYSTEM OFFLINE: Vessel blind

OPERATIONS — RELIABILITY | HIT ON
- (F) -1 to Initiative
- (E) -1 to Command maneuvers
- (D) -1 to Computer Use tests
- (C) -2 to Initiative
- (B) -2 to all maneuvers
- (A) SYSTEM OFFLINE: Cloaking device offline

CREW DATA

COMPLEMENT | ON DUTY | PENALTY
PASSENGERS | WOUNDED | REM. IN SICKBAY

DAMAGE REPORT	% CASUALTIES	AS WOUNDED	AS DEATHS
PRIMARY SYSTEM HIT	10%	90%	10%
SMALL BREACH	5%	70%	30%*
HULL BREACH	10%	50%	50%*
MINOR REACTOR OVERLOAD	10%	100%	

* If emergency forcefields (Secondary sys. 17) online; otherwise, 100% deaths

HULL DATA

LENGTH (m) | HEIGHT (m) | BEAM (m) | NB. OF DECKS
STRUCTURE | SPACE

	INTEGRITY	DAMAGE RANGE	LOCATION
MICRO BREACHES		TO	
SMALL BREACHES		TO	
HULL BREACHES		TO	

DEFENSIVE DATA

DEFENSIVE SYSTEM | SPACE
PROTECTION | THRESHOLD

STRENGTH

10	9	8	7	6	5	4	3	2	1	0
Full strength	Panel shorts: STA TN 10 or stun 1D6 rds		-1 Shield Protection		Critical system hit	-1 Shield Threshold		Panel explodes: QCK TN 10 or stun 1D6 wds	Critical system hit	Shields down!

OFFENSIVE DATA

BEAM WEAPONS | PENETRATION | SPACE
MISSILE WEAPONS | PENETRATION | SPACE

PROPULSION DATA

SUBLIGHT DRIVE | SPACE
FTL DRIVE | SPACE

ROLL	REACTOR STATUS	EFFECTS
(OK)	NOMINAL	If system hit: add 2D6 + remaining blocks' reliability, TN 10, to avoid overload
1-2-3	MINOR OVERLOAD	6D6 damage to personnel in Engineering, or 10% crew casualties (all wounded)
4-5	MAJOR OVERLOAD	RDS. LEFT: 2D6
6	CRITICAL OVERLOAD	RDS. LEFT: 1D6 + 2

EXT'D TEST TN FOR CONTAINMENT (1 test/round): 45 + DAMAGE/5 | -RELIAB. MOD. | SPACE

SECONDARY SYSTEMS STATUS

(3) ESCAPE PODS
(4) MEDICAL FACILITIES
(5) NAVIGATIONAL DEFLECTOR
(6) AUTODESTRUCT SYSTEM
(7) SEPARATION SYSTEM
(8) PERSONNEL INTRASHIP TRANSPORTATION
(9) SHUTTLEBAYS & SHUTTLECRAFT
(10) HOLOGRAPHIC & RECREATION SYSTEMS
(11) CARGO HOLDS & REPLICATOR NETWORK
(12) TRANSPORTERS
(13) TRACTOR BEAMS AND MAGNETIC GRAPPLERS
(14) AUXILIARY SCIENCE SYSTEMS
(15) INERTIAL DAMPENING FIELDS & SHIELD MODULATORS
(16) COMMUNICATIONS SYSTEM
(17) INTERNAL SECURITY SYS. & EMERGENCY FORCEFIELDS
(18) FIRE SUPPRESSION SYSTEM

OPERATIONAL DATA

OPERATIONS SYS.	SPACE		LIFE SUPPORT SYS.	SPACE	
CARGO UNITS	SPACE		ATMOS. CAPABLE	SPACE	
TRACTOR BEAMS	SPACE		SHUTTLEBAYS	SPACE	
SENSORS	SPACE				
TRANSPORTERS	SPACE				
SEPARATION SYS.	SPACE				
CLOAKING DEVICE	SPACE				

SHUTTLECRAFT

EDGES | SPACE

FLAWS | SPACE

STATION RECORD SHEET

STAR TREK ROLEPLAYING GAME
EXPANDED SPACECRAFT OPERATIONS

PRODUCTION DATA

STATION NAME
TYPE AND ROLE
ORIGIN
IDENTIFIER | RENOWN
YEAR PUT ONLINE | RENOWN MOD.

COM.	HELM	TAC.	SIZE	PICKS	FREE SPACE

PRIMARY SYSTEMS STATUS

ALL SYSTEMS HIT ON | ALL SYSTEMS HIT x2 ON

SHIELDS — RELIABILITY | HIT ON

- (F) -1 Shield Strength
- (E) -1 Shield Strength
- (D) -1 Shield Protection
- (C) -1 Shield Threshold
- (B) -2 Shield Protection
- (A) SYSTEM OFFLINE: Shields down

WEAPONS — RELIABILITY | HIT ON

- (F) Immediately lose Lock On
- (E) -1 to Tactical maneuvers
- (D) -1 Penetration all arrays
- (C) No Tier 2 Tactical maneuvers
- (B) -2 to Tactical maneuvers
- (A) SYSTEM OFFLINE

POWER — RELIABILITY | HIT ON

- (F) -3 to Engineering Facilities bonuses (minimum 0)
- (E) +5 TN to transferring power tests
- (D) -2 to Helm maneuvers and orbital corrections
- (C) -1 to Tactical maneuvers
- (B) -1 to Command maneuvers
- (A) SYSTEM OFFLINE: Critical reactor overload

LIFE SUPPORT — RELIABILITY | HIT ON

- (F) Emergency lighting: -1 to all Physical tests
- (E) Panel shorts: Stamina test (TN 10) or stun 1D6 rounds
- (D) Panel explodes: Quickness test (TN 10) or 1D6 wounds
- (C) Gravity failing: -2 to all Physical tests
- (B) Thin atmosphere: Stamina test (TN 10) or stun 1D6 rounds
- (A) SYSTEM OFFLINE: 2D6 rounds to abandon ship

SENSORS — RELIABILITY | HIT ON

- (F) -1 to Helm maneuvers
- (E) -1 to all maneuvers
- (D) -1 to Initiative
- (C) -2 to Tactical maneuvers
- (B) Cannot execute Lock On
- (A) SYSTEM OFFLINE: Vessel blind

OPERATIONS — RELIABILITY | HIT ON

- (F) -1 to Initiative
- (E) -1 to Command maneuvers
- (D) -1 to Computer Use tests
- (C) -2 to Initiative
- (B) -2 to all maneuvers
- (A) SYSTEM OFFLINE: Cloaking device offline

CREW DATA

COMPLEMENT | ON DUTY | PENALTY
PASSENGERS | WOUNDED | REM. IN SICKBAY

DAMAGE REPORT	% CASUALTIES	AS WOUNDED	AS DEATHS
PRIMARY SYSTEM HIT	10%	90%	10%
SMALL BREACH	5%	70%	30%*
HULL BREACH	10%	50%	50%*
MINOR REACTOR OVERLOAD	10%	100%	

* If emergency forcefields (Secondary sys. 17) online; otherwise, 100% deaths

HULL DATA

LENGTH (m) | HEIGHT (m) | BEAM (m) | NB. OF DECKS
STRUCTURE | SPACE

	INTEGRITY	DAMAGE RANGE		LOCATION
MICRO BREACHES		TO		
SMALL BREACHES		TO		
HULL BREACHES		TO		

DEFENSIVE DATA

DEFENSIVE SYSTEM | SPACE
PROTECTION | THRESHOLD

STRENGTH

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Full strength		Panel shorts: STA TN 10 or stun 1D6 rds	-1 Shield Protection	+1 Orbital decay	Critical system hit		-1 Shield Threshold	Critical system hit	+1 Orbital decay	-2 to Orbital maneuvers	Panel explodes: QCK TN 10 or stun 1D6 wds	-1 Shield Protection	+2 Orbital decay	Critical system hit	Shields down!

ORBITAL CORRECT. | SPACE

ORBITAL DECAY	0	1	2	3	4	5	6	7	8	9	10

OFFENSIVE DATA

BEAM WEAPONS | PENETRATION | SPACE
MISSILE WEAPONS | PENETRATION | SPACE

POWER DATA

POWER SYSTEM | SPACE

ROLL	REACTOR STATUS	EFFECTS
(OK)	NOMINAL	If system hit: add 2D6 + remaining blocks' reliability, TN 10, to avoid overload
1-2-3	MINOR OVERLOAD	6D6 damage to personnel in Engineering, or 10% crew casualties (all wounded)
4-5	MAJOR OVERLOAD	RDS. LEFT: 2D6 ; EXT'D TEST TN FOR CONTAINMENT (1 test/round)
6	CRITICAL OVERLOAD	RDS. LEFT: 1D6+2 ; 45 + DAMAGE/5 ; -RELIAB. MOD.

SECONDARY SYSTEMS STATUS

(3) ESCAPE PODS
(4) MEDICAL FACILITIES
(5) ORBITAL CORRECTORS AND SUBLIGHT DRIVE
(6) AUTODESTRUCT SYSTEM
(7) ENGINEERING FACILITIES
(8) PERSONNEL INTRASHIP TRANSPORTATION
(9) DOCKING FACILITIES & DOCKED SHIPS
(10) HOLOGRAPHIC & RECREATION SYSTEMS
(11) CARGO HOLDS & REPLICATOR NETWORK
(12) TRANSPORTERS
(13) TRACTOR BEAMS AND MAGNETIC GRAPPLERS
(14) AUXILIARY SCIENCE SYSTEMS
(15) INERTIAL DAMPENING FIELDS & SHIELD MODULATORS
(16) COMMUNICATIONS SYSTEM
(17) INTERNAL SECURITY SYS. & EMERGENCY FORCEFIELDS
(18) FIRE SUPPRESSION SYSTEM

OPERATIONAL DATA

OPERATIONS SYS.		SPACE	LIFE SUPPORT SYS.		SPACE
CARGO UNITS		SPACE	TRACTOR BEAMS		SPACE
SENSORS					SPACE
TRANSPORTERS					SPACE
SEPARATION SYS.					SPACE
CLOAKING DEVICE					SPACE
SUBLIGHT DRIVE					SPACE
DOCKING BAYS		SIZE WORTH / MAX.			SPACE
DOCKING PORTS		SIZE WORTH / MAX.			SPACE
PYLONS / BERTHS		SIZE WORTH / MAX.			SPACE
EDGES					SPACE
FLAWS					SPACE

VEHICLE RECORD SHEET

STAR TREK ROLEPLAYING GAME
EXPANDED SPACECRAFT OPERATIONS

PRODUCTION DATA

VEHICLE NAME
SERIES AND ROLE
ORIGIN
IDENTIFIER | CREW
YEAR DEPLOYED | PASSENGERS

MAN. | TAC. | SIZE | FREE SPACE

PRIMARY SYSTEMS STATUS

ALL SYSTEMS HIT ON | ALL SYSTEMS HIT x2 ON

SHIELDS — RELIABILITY | HIT ON

- (F) -1 Shield Strength
- (E) -1 Shield Strength
- (D) -1 Shield Threshold
- (C) -1 Shield Strength
- (B) -2 Shield Protection
- (A) SYSTEM OFFLINE: Shields down

WEAPONS — RELIABILITY | HIT ON

- (F) Immediately lose Lock On
- (E) -1 to Tactical modifier
- (D) -1 Penetration all cannons
- (C) Only basic fire allowed
- (B) -2 to Tactical modifier
- (A) SYSTEM OFFLINE

ENGINE — RELIABILITY | HIT ON

- (F) Cannot charge
- (E) -1 to Initiative
- (D) -1 to Maneuverability modifier
- (C) -1 to Initiative
- (B) -1 to Maneuverability modifier
- (A) SYSTEM OFFLINE: Vehicle immobilized

LIFE SUPPORT — RELIABILITY | HIT ON

- (F) Emergency lighting: -1 to all Physical tests
- (E) Panel shorts: Stamina test (TN 10) or stun 1D6 rounds
- (D) Panel explodes: Quickness test (TN 10) or 1D6 wounds
- (C) Depressurization: -2 to all Physical tests
- (B) Thin atmosphere: Stamina test (TN 10) or stun 1D6 rounds
- (A) SYSTEM OFFLINE: 1D6 rounds to abandon vehicle

SENSORS — RELIABILITY | HIT ON

- (F) +5 TN to System Operation (Sensors) tests
- (E) -1 to Initiative
- (D) -1 to Maneuverability modifier
- (C) -1 to Tactical modifier
- (B) Cannot execute Lock On
- (A) SYSTEM OFFLINE: Vessel limited to Speed factor 1

OPERATIONS — RELIABILITY | HIT ON

- (F) +5 TN to Computer Use tests
- (E) -1 to Initiative
- (D) -1 to Maneuverability modifier
- (C) -1 to Tactical modifier
- (B) -2 to Maneuverability modifier
- (A) SYSTEM OFFLINE: Camouflage offline, no steering

HULL DATA

LENGTH (m) | HEIGHT (m) | BEAM (m) | NB. OF DECKS
STRUCTURE | SPACE

DEFENSIVE DATA

DEFENSIVE SYSTEM | SPACE
PROTECTION | THRESHOLD

STRENGTH

5	4	3	2	1	0
Full Strength	-1 Shield Protection	Panel shorts: STA TN 10 or stun 1D6 rds	-1 Shield Threshold	Critical system hit	Shields down

OFFENSIVE DATA

BEAM WEAPONS | PENETRATION | SPACE
MISSILE WEAPONS | PENETRATION | SPACE

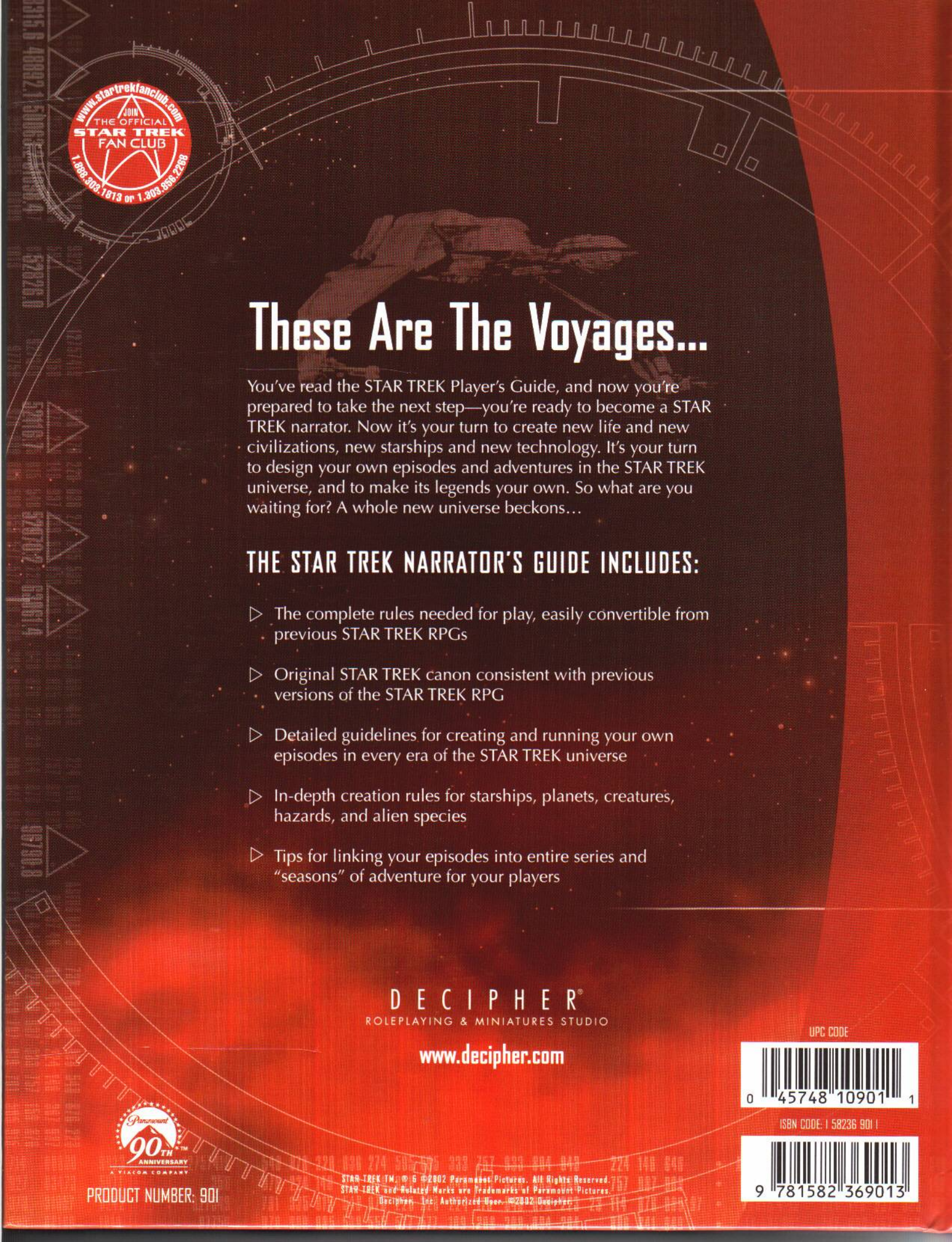
ENGINE DATA

POWERED BY | ALTITUDE CONTROL | SPACE
SPEED FACTORS | RELIABILITY | SPACE

OPERATIONAL DATA

OPERATIONS SYS. | SPACE | LIFE SUPPORT SYS. | SPACE
CARGO UNITS | SPACE | TRACTOR BEAMS | SPACE
SENSORS | SPACE
TRANSPORTERS | SPACE
CAMOUFLAGE SYS. | SPACE
SHUTTLEBAYS | SIZE WORTH / MAX. | SPACE
EDGES | SPACE
FLAWS | SPACE

PROFILE



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SPACEDOCK

THE ADVANCED STARSHIP AND CONSTRUCTION MANUAL

STAR TREK
THE EXPANDED UNIVERSE

The Starfleet Vessel Classification System

Starfleet Command classifies vessels according to their primary (and, in some cases, secondary) mission profiles, which in turn determine the sizes, shapes, and systems of vessels in a particular category. A ship whose primary purpose is to explore distant star systems will have a different shape, and different systems, than one intended to escort merchantmen in times of conflict.

However, one of Starfleet's primary moral and tactical principles is that of adaptability. Thus, unlike the often more mission-dedicated vessels of the Klingon Empire or Romulan Star Empire, any Starfleet ship can perform a wide variety of missions (even ones for which it is not primarily designed). For example, a Starfleet escort will have more advanced scientific and research systems than a comparative Klingon vessel, but will not be as heavily armed. Nevertheless, Starfleet ships are best used for the primary missions for which they were created.

HEAVY, LIGHT AND FAST

Within any given category of vessels, subcategories exist. In many cases, subcategories include Heavy, Light and Fast versions of the ship type.

Heavy vessels indicate a subtype which is more heavily armed and protected than the standard vessel of that category. Heavy subtypes often sacrifice a small amount of speed, maneuverability, or sensor capacity to compensate for the additional tactical systems.

Light vessels, conversely, are not as well armed or protected as standard vessels of that category. Instead, they typically possess more sophisticated peripheral systems, such as sensors or other scientific systems, and are intended for relatively specific mission profiles.

Fast vessels are similar to Light ones, but concentrate on speed and maneuverability (and sometimes on the capacity to perform long-range or extended missions). Those built for defense or tactical missions often have heavier weaponry than Light ships, however. Most of the Fast categories, such as Fast Frigates and Fast Cruisers, are relatively new additions to Starfleet and have helped to redefine rapid deployment and response doctrines.

STARSHIP CLASSIFICATIONS

Ship Type	Classification Code
Explorers	
Explorer	EX
Heavy Explorer	EXH
Light Explorer	EXL
Cruisers	
Cruiser	CA
Exploratory Cruiser	CEX
Fast Cruiser	CF
Light Cruiser	CL
Heavy Cruiser	CH
Strike Cruiser (proposed)	CS
Frigates	
Frigate	FR
Fast Frigate	FF
Heavy Frigate	FH
Light Frigate	FL
Escorts	
Escort (Perimeter Defense)	ES
Heavy Escort	EH
Light Escort (Corvette)	EL
Scouts	
Scout	SS
Heavy Scout	SH
Specialized	
Courier	SC
Deep Space Surveyor	SVH
Fighter	XF
Medical	MD
Research/Laboratory	SRS/SRL
Surveyor	SV
Support/Auxiliary	
Armored Transport	TTA
Cargo Carrier	TC
Runabout	RU
Shuttle (impulse)	IS
Shuttle (warp)	WS
Tanker	TA
Tender	TN
Transport	TT
Tug	TG

EXPLORERS

Explorers are the largest, most powerful, most versatile ships fielded by Starfleet. As their classification indicates, their primary purpose is exploration. Because they can encounter virtually any situation (including many threatening ones), and because they often conduct multi-year missions far from Federation space, they contain a wide variety of systems, including ones designed to ensure the comfort of the crew during extended assignments. They are also Starfleet's most heavily-armed vessels.

Since the earliest days of Starfleet, Explorers have served prominently in the fleet. From the early *Daedalus*- and *Ranger*-class ships, to the famous *Constitution*-class of James T. Kirk and his contemporaries, to the *Ambassador*-class developed earlier this century (now downgraded to Heavy Cruiser), each previous design has influenced the modern Explorers such as the *Galaxy*- and *Sovereign*-classes. The design style which now characterizes the Explorer ship type—primary hull ("saucer"), engineering hull, and nacelle-and-pylon—can be seen in even the earliest Explorers. Some Cruisers have also contributed design elements to the modern Explorers.

At present, Starfleet fields five classes of Explorers—*Andoria, Andromeda, Galaxy, Intrepid,* and *Sovereign*. The *Andoria*-class is one of the newest Explorers. It was launched in 2361, and is an "explorer" in the true sense of the word. Most *Andoria*-class vessels undertake multi-year deep space missions; they are equipped with some of the most state of the art sensory and scientific equipment available to the Federation. Prior to the Dominion War, Starfleet had planned to build three *Andoria*-class vessels per year. A re-evaluation of ship construction priorities following the War may dictate an alteration or cancellation of that plan.

The *Galaxy*-class, only recently displaced as the most powerful vessel fielded by the Federation, remains a mainstay of the fleet, particularly during military situations. After the initial planned production run of six vessels was completed in the early 2360s, no more were built until the early 2370s. The vessels under construction when the Dominion War broke out were rushed into production without complete exploratory and secondary systems so that they could assist with the war effort. Most came through the War intact, albeit damaged.

The *Intrepid*-class, the first of a planned line of Light Explorers which pack substantial exploratory capability into a spaceframe much smaller than most Explorers use, has proven an able ship and a fine premiere for the line. Equipped with bioneural gel pack computer systems, powerful warp engines, and many other state of the art systems, it is one of the most advanced ships in Starfleet. The resilience of the *U.S.S. Voyager,* NCC-74656, which remains lost in the Delta Quadrant, testifies to the ship's prowess.

Starfleet's most recent efforts in this area yielded the *Sovereign*-class Explorers, of which only two (the *U.S.S. Sovereign* and *U.S.S. Enterprise-E*) have been built. Designed following initial contact with the Borg, and thus reflecting the perceived need for greater defensive and tactical capabilities, the *Sovereign*-class features fewer exploration-oriented and more defense-oriented systems and design elements than any Explorer ever built.

EXPLORER CLASSES CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Andoria	EX
Andromeda	EX
Galaxy	EX
Intrepid	EXL
Sovereign	EXH

CRUISERS

Cruisers are mid- to large-sized vessels which Starfleet can optimize for a wide variety of general or specialized mission profiles, from exploration, to interdiction, to tactical/defense. Although smaller than Explorers, they are easier and less expensive to produce, and therefore more of them have been built. In many ways they could be said to form the backbone of Starfleet.

Because of this ship type's versatility, Starfleet has created many subcategories for this classification to better designate a given ship's primary function. The basic Cruiser is a mid-size, multifunction vessel, able to perform many different duties well. The venerable *Miranda*-class ship and the somewhat younger *Renaissance*-class vessel are representative examples. As of 2375, "standard" Cruisers are typically tasked to one of three broad duty classifications: scientific/research vessels, which usually have

expanded scientific/sensor packages; military/interdiction, which usually have improved tactical packages; and long-range patrol craft, with uprated drive systems. *Miranda*-class ships are an example of the first type; *Renaissance*-class craft of the second type. The long-range patrol Cruisers are gradually being phased out in favor of Fast Cruisers and Fast Frigates.

Exploratory Cruisers are, in essence, a "junior" version of an Explorer, similar in some ways to a Light Explorer. They are equipped with many of the same systems (though space limitations on the CEX vessels may restrict the amount of equipment which they can carry vis-a-vis an Explorer) and are expected to perform the same wide variety of duties. The *Constellation-, Excelsior-,* and *Nebula*-classes are typical Exploratory Cruisers.

Fast Cruisers, such as the *Niagara-, Istanbul-,* and *Osaka*-class vessels, are relatively new additions to the fleet. They are intended to perform long-range diplomatic and courier missions. During the Dominion War, many also served as reconnaissance craft which performed daring behind-the-lines scouting and forward observation missions to gather information on Dominion-Cardassian alliance fleet movements.

Heavy Cruisers, which have been a part of the fleet for almost two centuries, often serve as flagships for Sector Deployment Commands or various branches of the fleet. Thanks to their heavy armament, they served at the forefront of many battle task forces during the Dominion War, and have also helped to counter recent Borg incursions. Examples include the *Akira*-class, with its multiple torpedo launchers, and the older *Wambundu*-class vessels, which have often been testbeds for phaser uprating packages. Heavy Cruisers remain a favorite with the ASDB; five new CH ships, including the proposed *Legacy*- and *Morningstar*-classes, are on the ASDB drawing boards as of stardate 52372.4.

Additionally, a modification of the CH ship tentatively designated as the *Strike Cruiser* has been proposed. A Strike Cruiser (CS) would take advantage of recent developments in warp field theory and warp engine technology to create a Heavy Cruiser with the speed and maneuverability of a regular Cruiser. Only one design, the *Falcon*-class vessel, is currently under development.

The longest-lived of Starfleet's Heavy Cruisers is the *Ambassador*-class, which has been in use since 2322. As the flagship of the fleet in its day, the *Ambassador*-class (originally designated an Explorer, but downgraded in light of modern fleet developments) incorporated many technological innovations and paved the way for the development of the *Galaxy*-class vessel, which it strongly resembles. Despite their age, surviving *Ambassador*-class ships remain in good condition and are expected to be able to serve, with standard repairs and maintenance, for an average of another 20 years.

Last but certainly not least, Light Cruisers fulfill many functions, including diplomatic and courier duties, support for Explorers and larger Cruisers in conflict situations, reconnaissance, and patrol of outlying (but relatively quiet) sectors. Because they rarely include breakthrough or experimental technology, they can be built quickly and cheaply, making them very com-

CRUISER CLASSES CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Akira	CH
Ambassador	CH
Amsterdam	CA
Apollo	CL
Centaur	CA
Challenger	CL
Cheyenne	CL
Constellation	CEX
Curry	CA
Excelsior	CEX
Istanbul	CF
Miranda	CA
Nebula	CEX
Niagara	CF
Osaka	CF
Prometheus	CH
Renaissance	CA
Saber	CL
Sequoia	CH
Wambundu	CH
Yeager	CL
Zodiac	CA
Falcon (proposed)	CH (CS proposed)
Hermes (Apollo refits)	CF
Odin (proposed)	CL
Legacy (proposed)	CH
Morningstar (proposed)	CH

mon. Starfleet fields many classes of CLs, including the *Apollo*-class (due for substantial modifications and uprating to CF status as part of the *Hermes* Development Program), *Cheyenne*-class, and the proposed *Odin*-class.

Caveat: The term "cruiser" (lower case) is often employed in a general sense to indicate any large ship (frigate or larger) capable of extended missions and/or possessing substantial tactical "punch." While the term is not so employed in this report, the reader should be aware of it to avoid confusion in other venues.

FRIGATES

A *Frigate* is a medium-sized vessel designed for military, escort, patrol and rapid response missions. Although typically smaller than Cruisers, some Heavy Frigates are in fact larger than some Cruiser categories. Due to the Frigate's general utility, Starfleet has often had difficulty finding a "niche" for it within the fleet, leaving it simply to fill the ranks of the various fleets and Sector Command ship rosters. In fact, as of 2375, more Frigates are in active service than any other category of ship except Cruisers.

In general, Frigates are the most overtly "military" vessels fielded by Starfleet (with the exception, perhaps, of some Heavy Cruisers and Heavy Escorts). They tend to incorporate the latest technological developments, particularly in the fields of tactical systems, shields, and sensors.

The basic Frigate, such as the *New Orleans*- or *Mediterranean*-class vessels, are among the oldest designs still being actively produced by Starfleet. Having proved themselves over decades, they need only basic modifications to take advantage of the latest technology to keep them up to speed with ships of more recent design. Frigates are often assigned to duties such as convoy support and defense, planetary defense, and evacuation. During the Dominion War, Frigates typically served in reserve line support positions or to anchor wings of Fast Frigates or smaller ships. Some newer Frigates, such as the *Shir'Kahr*-class, are optimized for specific duties (in that case, scientific research and exploration). Similarly, the upcoming Aegean Development Project refits for the *Mediterranean*-class will make it more suited for orbital and near-system support duties.

Fast Frigates, such as the *Chimera*- and *Norway*-class vessels, are the slightly smaller cousins of the Fast Cruiser. They typically serve as part of Starfleet's various Perimeter Patrol and Rapid Deployment Forces, thus freeing up Escorts for the duties from which they derive their name. Thanks to the successful record amassed by the FF category, Starfleet has plans to produce many more to help patrol the Federation's ever-expanding borders.

Heavy Frigates, as mentioned above, can be larger than some Cruisers. Historically, FH vessels have filled a support role for Cruisers, but some of the newer FHs, such as the *Steamrunner*- and *El Dorado*-classes, have sufficient tactical punch to anchor strike wings themselves. The proposed *Oberon*-class FH has the most potent tactical package ever seen on a Frigate, surpassing the almost as heavily armed *El Dorado*-class thanks to Dominion War technological breakthroughs.

Light Frigates, including the *Springfield*- and *Ukora*-classes, are common sights along the Federation frontiers. Designed primarily for standard patrol duties in sectors with low to medium levels of activity, they are in many ways not very different from CLs.

FRIGATE CLASSES CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Bradbury	FH
Chimera	FF
El Dorado	FH
Freedom	FR
Mediterranean	FR
New Orleans	FR
Norway	FF
Santa Fe	FL
Shir'Kahr	FR
Springfield	FL
Steamrunner	FH
Ukora	FL
Aegean (upcoming Mediterranean refit)	FR
Newport (Santa Fe class refits)	FL
Oberon (proposed)	FH
Pyrenees (proposed)	FR

ESCORTS

Escorts are, as their name indicates, primarily intended to escort transports, cargo convoys, and in some cases even larger Starfleet vessels. Design and production of them has increased markedly since the mid-24th century, when the

increasing number of threats to the Federation prompted Starfleet to begin creating more Escorts. As more Escorts sailed out of the shipyards, Frigates were freed up for other duties.

The standard Escort is a small, but relatively heavily armed, vessel which combines good speed with sufficient offensive power to deter many threats. Depending upon the availability of Frigates, they may also assume some Frigate duties in addition to their standard low-risk escort and patrol functions. *Capella*- and *Pollux*-class vessels are good examples of typical Escorts.

Heavy Escorts, such as the *Frontier*-class, are even more combat-oriented than the standard Escort. At most times they function as part of Starfleet's Perimeter Defense and Patrol forces. They often served as key components of attack wings during the Dominion War, and also proved their mettle during patrol of disputed regions during that conflict. The new *Defiant*-class EH, which has served as a testbed for numerous experimental tactical systems, was an instrumental part of the Federation's victory in the Dominion War.

Light Escorts usually escort troop and personnel transports, and sometimes cargo transports as well, through potentially dangerous regions of space. During times of conflict, they serve as backups to front-line Perimeter Defense vessels, and also perform troop drops, landings in hot zones, and other planetary support functions. The *Merced*- and *Nomad*- ship classes are the most common examples of ELs in the present fleet; a new EL developed in conjunction with Starfleet's Rapid Response forces, the *Umbria*-class, is projected to enter the service in the late 2370s (the Dominion War delayed its initial projected 2375 deployment).

ESCORT CLASSES CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Capella	ES
Defiant	EH
Frontier	EH
Merced	EL
Nomad	EL
Pollux	ES
Surak	ES
Bolarus (proposed)	ES
Umbria (proposed)	EL

SCOUTS

The presence and mission profile of Scouts has diminished over the course of the 24th century. As technological capabilities improved, and the Federation became larger, the deep space exploration function once assigned to scouts was assumed by larger vessels, and their role as reconnaissance ships in times of war has similarly been assumed by other, stronger ships.

Still, there remains a place for the Scout within the present service. With their small bodies and large warp nacelles, they remain well-suited for stellar cartography missions, light exploration, system surveillance and reconnaissance, and similar duties. During the Dominion War, when larger ships were often engaged in direct confrontation with the enemy, Scouts ran many observation missions into Dominion-Cardassian territory, returning with valuable information.

The *Rigel*-class vessel and proposed *Orion*-class ship (part of the Long Range Survey Directive implemented in 2369, but delayed by the War) are both designated Heavy Scouts. "Heavy" in this case connotes a larger body, and thus the capacity to stay in the field for longer periods, more than it does heavier armament (though in fact those ships do have greater tactical capabilities than other Scouts).

SCOUT CLASSES CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Hokule'a	SS
Rigel	SH
Talon	SS
Vigilant	SS
Orion (proposed)	SH

FIGHTERS

Fighters are small, heavily-armed ships which provide support for larger vessels in combat situations. Typically crewed by no more than one to four persons, they have no real function other than combat. For this reason, Starfleet, unlike the Cardassians, Dominion, or many other species, makes relatively little use of them. In fact, only one design, the Starfleet Attack Fighter, is being fielded at present, with no plans for any additional designs.

SPECIALIZED, AUXILIARY AND SUPPORT VESSELS

Obviously, any fleet of ships the size of Starfleet requires numerous auxiliary and support vessels to keep it running efficiently. From Cargo Carriers to Medical ships to Research/Laboratory (a.k.a. "Science") vessels, these ships form a vital, if somewhat unglamorous, link in the Starfleet chain.

A complete catalog of every specialized, support and auxiliary vessel used by Starfleet is beyond the scope of this document. Interested readers are advised to consult Document ASDB-1958573-Beta for complete information on this category of ships.

Armored Transports

This type of vessel, represented by the *Iowa* and *Utah* classes, came into its own during the recent Klingon-Federation and Dominion War conflicts after years of being regarded as something of an "ugly stepchild" by many Starfleet pilots. While not a sleek, beautiful ship, it makes up in functionality what it lacks in grace. Protected by ablative armor and heavy shields, Armored Transports carry key personnel and troops through extremely dangerous areas, such as war zones. Capable of atmospheric flight, they can set down, release a squad or two of troops, and then take off before enemy weapons can track and attack them.

Couriers and Surveyors

Couriers and Surveyors are, in essence, highly specialized Scout and Explorer ships. Couriers, of course, are ships designed for high speeds which Starfleet uses to transport important messages and personnel. At present Starfleet fields only two types of Couriers, the *Peregrine*- and *Loki*-class ships, though the proposed *Mercury*-class may soon replace *Loki*-class vessels lost during the Dominion War. Except for those vessels designed specifically for ferrying important dignitaries, Couriers tend to be spartan.

Surveyors, on the other hand, come in a variety of designs, including the venerable *Oberth*-class general science vessel, the *Korolev*- and *Sagan*-class Deep Space Surveyors and the smaller *Copernicus*-class ship. The former are designed for long-term deep survey missions; the latter for astronomic surveys which are quicker or cover a smaller area.

Research/Laboratory and Medical Vessels

Scientific pursuits remain at the forefront of Starfleet's agenda, and it is justly proud of its Research and Laboratory vessels. Ranging from the small *Fermi*-class "flying laboratory" which conducts experiments in zero-g and other space environments, to the large *Nova*-class planetary surveyor, they tend to be highly specialized. Many are modular, allowing different laboratory modules to be swapped in and out to reconfigure the ship for a specific mission with relatively little effort.

Medical vessels, such as the *Geneva*-, *Graceful*- and *Olympic*-class vessels, are much more predictable in their configuration and missions. Dedicated to healing the injured, treating the sick, and pushing back the frontiers of medical knowledge, they have saved uncounted millions of Federation lives. Instead of flying "patrols," they go where ordered by Starfleet Medical or Starfleet Command, or accompany large contingents of ships heading into battle or other dangerous situations (though they carefully remain to the rear and display their medical emblems prominently).

Runabouts

Perhaps the most intriguing of the support and service vessels is the runabout, developed as a sort of "expanded" warp shuttle. Better equipped and more heavily armed than a warp shuttle, a runabout is thus able to travel further and undertake a wider variety of missions. The first ship designated as a runabout, the *Danube*-class, has proven so successful that a second class, the *Caspian*, has been successfully proposed and is under development.

Cargo Carriers, Tenders, Transports, and Tugs

In the eyes of many, the foundation of the fleet is not Explorers or Cruisers, but the unglamorous, often ungainly, service vessels — Cargo Carriers, Tenders, Transports, and Tugs. Without these support ships, the larger vessels could not function for extended periods of time, dock for repairs, or the like.

Typically posted to starbases or space stations, or assigned to specific trade routes, these vessels (whose designations indicate their function) come in myriad configurations. The accompanying table lists several of the more common

SPECIALIZED, AUXILIARY AND SUPPORT CLASSES CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Armored Transport	
Iowa	TTA
Utah	TTA
Yorkshire	TTA
Cargo Carrier	
Fiji	TC
Midway	TC
Rakota	TC
Couriers	
Loki	SC
Peregrine	SC
Mercury (proposed)	SC
Medical	
Geneva	MD
Graceful	MD
Olympic	MD
Research/Laboratory	
Fermi	SRS
Noble	SRL
Nova	SRL
Oppenheimer	SRS
Runabouts	
Danube	RU
Caspian (in development)	RU
Shuttlecraft	
Types 6, 7, 8, 9 Shuttlecraft	WS
Type 15, 16, 18 Shuttlepod	IS
Surveyors	
Copernicus	SV
Korolev	SV
Oberth	SV
Sagan	SV
Tanker	
Lauro	TA
Wei-fa	TA
Tender	
Andes	TN
Sierra (impulse)	TN-I
Ural	TN
Transport	
Deneva	TT
Sydney	TT
Tug	
Hogan	TG
Piper	TG

classes belong to these types.

ALLIED/THREAT SPECIES SHIP CLASSIFICATIONS

Species such as the Klingons, Romulans, and Cardassians, whose social and political opinions and agendas do not necessarily match those of Starfleet, use certain types of purely military vessels which Starfleet, an exploratory organization, eschews. These types are reviewed below as a comparison to Starfleet ship categories.

Battleships

Battleships are large, powerful, heavily-armed ships which serve as the flagships of fleets (and, sometimes, entire governments). Examples include the Romulan "dreadnoughts" and "heavy warbirds" (such as the *Vereleus*-class and *D'deridex*-class) and the Klingon flagship, the *Negh'Var-*, and *Gel'tar*-class vessel. Both the Klingons and the Romulans came through the Dominion War with substantial numbers of their Battleships intact; the Cardassians fared less well in this regard.

While their strong shields and potent weapons make them difficult to attack directly, their relative lack of maneuverability compared to a smaller ship is a weakness which an attacking force can sometimes exploit. For example, the *U.S.S. Defiant,* commanded by Captain Benjamin Sisko, enjoyed notable success destroying Cardassian *Kagor*-class Battleships during the War by moving in close to the target ship (to establish arc shadows which protected it from some of the target's heavier weapons) and then using its pulse phasers and quantum torpedoes to inflict significant damage.

Starfleet fields no Battleships. The *Sovereign*-class Heavy Explorer, if stripped of many of its exploration-oriented systems and uprated with additional weapons systems, would qualify as a Battleship.

Warships and Battle Cruisers

Similar to Battleships, but smaller, Warships and Battle Cruisers are the primary vessel of the Klingon, Romulan and Cardassian forces. Prominent examples include the *K'Vort-*, *Galor-*, and *Keldon*-class ships, and Romulan Light and Swift Warbirds.

The nearest Starfleet equivalent to a Warship or Battle Cruiser is an Explorer. A *Galaxy*-class

vessel, for example, is a match for one or more of any of the listed Battle Cruisers; with or without uprated shield and weapon capabilities, it might even rank as a Heavy Battle Cruiser.

Destroyers

Destroyers are vessels smaller than a Cruiser, but larger than a Frigate. Designed almost entirely for military purposes, they are as heavily armed and defended as a Cruiser (or even a Light Battle Cruiser). They serve as support craft for Cruisers, Battle Cruisers and Battleships. Examples include the Klingon *Sompek*-class Heavy Destroyer and the Cardassian *Aberax*-class Destroyer.

The Federation's closest equivalent to the Destroyer would likely be the Heavy Frigate or Heavy Escort. Experience in the Dominion War tends to suggest that these ships are closely matched with the Destroyers of potential Threat species; though less heavily armed, the quality of their tactical scanners, targeting systems, and operating personnel more than make up for the lack of pure "punch."

Fast Attack Ships

"Fast Attack Ship" is a Threat species term for a type of ship similar to a heavily-armed Fast Frigate or Fast Courier. In many ways they are little more than larger, slightly more powerful Fighters.

Starship Construction Basics

Before getting into the nuts and bolts aspects of starship construction, you need to consider several basic issues.

Name

First, you need to name your starship. In many cases, starship names follow a common theme. *Danube*-class runabouts, for example, are named after rivers, and Explorers often have lofty-sounding names like *Enterprise* or *Odyssey*. If you're creating a new class of ship, you may want to choose a theme for its ships' names; if you're building it from a predefined plan or hull type, you should name your individual ship.

Class and Type

Unless you're building a ship which belongs to an existing class (such as a new *Excelsior*-class ship), you need to name your ship's class. Typically a class is named after the first vessel which belongs to it, so give that first ship a grand and inspirational name like *Galaxy* or *Intrepid* or *Defiant*. When you choose a name, also choose the ship's type, such as Explorer or Scout.

Registry

Every ship in Starfleet has a *registry number* which is used to identify it in computer records and the like. Most such numbers begin with the prefix NCC, which stands for Naval Commission Contract. In other words, a ship's registry number derives from the number assigned to the paperwork which authorized its construction. Experimental or prototype vessels may instead have the prefix NX (Naval Experimental). Civilian vessels use a plethora of designations.

A ship's registry often indicates the approximate timeframe during which it was built and commissioned (see accompanying table). Due to the vagaries of the Starfleet bureaucracy, snags in the contracting and construction process, ships named to honor earlier ships, and other factors, a number may be assigned (or reassigned) which, to outside observers, seems to contradict this system. A proper search of the relevant Starfleet records will always unearth the precise information about when a ship or its class was constructed.

STARFLEET REGISTRY TABLE

Number Series	Construction Timeframe
3- or 4-digit numbers	Prior to 2310
10000 series	2310s, 2320s
20000 series	2320s, 2330s, 2340s
30000 series	2320s, 2330s, 2340s
40000 series	2320s, 2330s, 2340s
50000 series	2340s, 2350s, 2360s, 2370s
60000 series	2350s, 2360s, 2370s
70000 series	2350s, 2360s, 2370s

Registry Code	Ship Type
NAR	A Federation civilian research vessel
NCC	A Federation Starfleet vessel in active service
NDT	A Federation civilian transport vessel
NFT	A Federation civilian transport vessel
NGL	A Federation civilian freighter or cargo carrier
NSP	A Federation civilian science vessel
NX	An experimental Federation Starfleet vessel

Commander

Unless one of the player characters is the captain of the ship, the Narrator should determine who the captain is and, at a minimum, his Intellect and Starship Tactics skill level. His Starship Tactics can determine the ship's initiative in combat and improve the ship's performance in combat. The captain's Command skill may also affect some actions aboard ship, as described under that skill.

Hulls and Hull Systems

The first step in starship construction is to design or choose a hull. A ship's hull and skeletal structure form the frame to which all other systems are attached, and are ultimately what protect the ship's crew from the vacuum of space. Starfleet hulls and skeletal structures are built of such materials as duranium, duritanium polyalloy, polyduranium, titranium, and tetraburnium. (See page 121 for rules regarding hulls in combat.)

STARSHIP SIZE TABLE

Size	Length Range	Beam Range	Height Range	SU	Mass Range
16	5,000-5,999 m	2,500-2,999 m	1,500-1,799 m	7,000-11,000	20,000,000-22,999,999 metric tonnes
15	4,000-4,999 m	2,000-2,499 m	1,200-1,499 m	5,000-8,000	17,000,000-19,999,999 metric tonnes
14	3,000-3,999 m	1,500-1,999 m	1,000-1,199 m	4,500-6,500	14,000,000-16,999,999 metric tonnes
13	2,000-2,999 m	1,200-1,499 m	800-999 m	3,500–5,000	12,000,000-13,999,999 metric tonnes
12	1,500-1,999 m	1,000-1,199 m	600-799 m	3,000-4,500	10,000,000-11,999,999 metric tonnes
11	1,000-1,499 m	800-999 m	400-599 m	2,750-4,000	8,000,000-9,999,999 metric tonnes
10	800-999 m	700-799 m	300-399 m	2,500-3,750	6,000,000-7,999,999 metric tonnes
9	700-799 m	550-699 m	200-299 m	2,250-3,500	5,000,000-5,999,999 metric tonnes
8	600-699 m	400-549 m	100-199 m	2,000-3,250	4,000,000-4,999,999 metric tonnes
7	400-599 m	200-399 m	80-150 m	1,500-2,750	2,000,000-4,000,000 metric tonnes
6	300-399 m	100-199 m	50-79 m	1,300-2,500	300,000-1,750,000 metric tonnes
5	150-299 m	50-99 m	31-49 m	900-1,900	200,000-500,000 metric tonnes
4	100-149 m	26-49 m	21-30 m	800-1,300	60,000-199,000 metric tonnes
3	51-99 m	11-25 m	6-20 m	600-1,000	31-60,000 metric tonnes
2	6-50 m	4-10 m	2-5 m	326-625	2.1-30 metric tonnes
1	1-5 m	1-4 m	less than 2 m	Up to 325	up to 2 metric tonnes

SIZE

SU Cost: None
Power Cost: None

Perhaps the most important characteristic of a hull is its Size, which dictates the length, beam (width), height, mass and number of decks which the ship possesses. In the Icon System, Size is rated along a scale ranging from 1 (probes and small shuttles) to 16 (a large Borg cube), though ships of Sizes beyond 16 may certainly exist. Size does not cost SUs or Power, but does factor into the SU cost of many systems.

The accompanying table indicates ranges for the length, beam, height and mass of ships for each Size category. The ranges are *guidelines,* not absolutes, so you may vary the entries a little here and there. If your ship has dimensions which fit into different categories (for example, a length of 612 meters [Size 8], beam of 350 meters [Size 7], and height of 130 meters [Size 8]), usually you should use its length to determine its Size, or choose the Size into which most of its dimensions fall. The Narrator has the final say on a ship's Size category, and can alter various parameters (such as Mass) if they don't fit his preconceptions of what a particular ship should be like.

Structure Units Per Size Category

Also included in the table is the number of SUs for each Size category. Again, the numbers listed are a range, to allow for flexibility. Players should assign their ships the number of SUs necessary for all pertinent systems (plus a reasonable amount for expansion), not simply choose the highest number just because they can. Narrators must approve all SU totals for a ship based on Size.

Note that the Starship Size Table does not include an entry for the number of decks a ship has. This is because a ship's decks are a function of its purpose and design and much as they are its height. As a good rule of thumb, each deck on a ship occupies 3-5 meters of height, but this can vary tremendously.

Increasing a Ship's Size

Sometimes, over the course of its lifetime, a ship adds structures to its overall frame. For example, a ship might add a warp nacelle to improve its maximum speed. The Narrator determines whether this is possible for a particular ship, and if so what the requirements are in terms of cost, development and assembly time, and so forth.

Provided that the new structure does not increase the ship's dimensions beyond those of its current Size category, simply add the new structure and increase the ship's SUs to compensate. For example, uprating a *Galaxy*-class Explorer to improve its Standard warp speed (defined by the designer as adding a third

HOW MANY BARS OF LATINUM FOR THE PROMETHEUS-CLASS SHIP?

Spacedock provides no prices, either in Federation credits, bars of latinum, or other means of exchange, for starships or starship components. Starships are an important part of any *Star Trek* campaign—in effect, they're NPCs, with lives and "personalities" of their own—so they shouldn't just be bought and sold like jumja sticks. If the Narrator wants a character or characters to have a ship, he can find a way to provide it for them; if he doesn't want them to have one, it doesn't make any difference how much latinum they've got to spend.

For Narrators running *Star Trek: Deep Space Nine* series, commerce holds a little more importance. Characters may want to engage in buying and selling starships or starship parts for profit, for example. In this case, as a quick and easy guideline, the Narrator can establish a value based on SU cost. For example, for each SU a component or ship has, perhaps it's worth 10 bars of latinum. This price might decrease if there's a glut on the market (for example, there's probably a lot of surplus floating around after the Dominion War), or increase in areas where ship parts are scarce (such as on many frontiers).

For campaigns using the *Vessel* advantage from *Raiders, Renegades, and Rogues*, here's how it works with *Spacedock*'s rules:

The character owns a ship, which he can use for legitimate purposes (transportation, carrying cargo) or illicit ones (piracy, escaping from the law). The cost of the advantage depends on the size of the vessel and its resources:

VESSEL

Cost	Vessel
2	Small Vessel (up to 400 SUs)
3	Medium Vessel (up to 600 SUs)
4	Large Vessel (up to 900 SUs)
5	Very Large Vessel (up to 1,500 SUs)

Cost	Resources
+0	**Standard Resources**
	Communications: up to Class 3 (no uprating packages)
	Sensors: up to Type 3 with Class 3 Strength (no uprating packages)
	Transporters: up to Type 3 personnel, Type 1 emergency, and Type 1 cargo, all with up to Class C coils
	Replicators: 1 food replicator system
	Weapons: None
	Shields: up to 200 Protection
+1	**Good Resources**
	Communications: up to Class 4 (no uprating packages)
	Sensors: up to Type 4 with Class 4 Strength (no uprating packages)
	Transporters: up to Type 4 personnel, Type 2 emergency, and Type 2 cargo, all with up to Class D coils
	Replicators: 1 food replicator system
	Weapons: 1-2 beam weapons causing no more than 100 points of damage each, no torpedoes
	Shields: up to 300 Protection
+2	**Excellent Resources**
	Communications: up to Class 5 (Class Alpha basic uprating package allowed)
	Sensors: up to Type 5 with Class 5 Strength (Class Alpha uprating package allowed)
	Transporters: up to Type 5 personnel, Type 3 emergency, and Type 3 cargo, all with up to Class E coils
	Replicators: 1 food replicator system, 1 small industrial replicator network
	Weapons: 1-3 beam weapons causing no more than 140 points of damage, one regular torpedo launcher
	Shields: up to 400 Protection
+3	**Superb Resources**
	Communications: up to Class 7 (Class Alpha basic uprating package and Class Gamma security uprating package allowed)
	Sensors: up to Type 7 with Class 7 Strength (Class Alpha uprating package allowed)
	Transporters: up to Type 6 personnel, Type 3 emergency, and Type 3 cargo, all with up to Class G coils
	Replicators: 2 food replicator systems, 1 small industrial replicator network
	Weapons: 2-4 beam weapons causing no more than 160 points of damage, two regular torpedo launchers
	Shields: up to 500 Protection

The player and Narrator should work together to create a Starship Template for the vessel; the Narrator must approve all vessels.

UPRATING AND DOWNGRADING

Many systems on a starship can be improved with additional systems, state of the art replacement parts, and the like. The process of improving a ship in this fashion is known as uprating. Because many of the uprating packages are relatively inexpensive in terms of SUs, you may be tempted to start the game with a ship which has uprating bonuses for all of its key systems.

Resist this temptation (or, if you're a Narrator, don't allow your players to get away with it). If you start the game with a top-of-the-line ship, where else is there to go? Start with the basic systems (which are powerful enough themselves), then install upgrades over the course of the series as the characters become more competent, begin facing more powerful opponents, and need better equipment to cope with them. This also models the television series well—both the *Enterprise-D* and the *Defiant* started out as powerful ships, but over the course of *Star Trek: The Next Generation* and *Star Trek: Deep Space Nine*, they gradually became better as their crews installed upgrades and improved the efficiency of various systems. This sort of gradual growth, which mirrors character growth, is better for your series than starting out with a fully state of the art starship.

In game terms, there are two ways to uprate a system. The first is to replace an entire system with a better version of that system. The SU cost of the old system is replaced by the cost of the new system, so in effect the cost of this form of uprating equals ((new SU) - (old SU)). For example, replacing Type 5D nacelles (70 SUs) with Type 6.9 nacelles (85 SUs) "costs" 15 SUs—the ship has to have 15 SUs free to replace the old system with the new one. In some cases the Narrator may allow a player to increase the number of SUs a ship has with an uprating package (see page 17).

The second way is to use the various upratings packages listed throughout this book to improve a ship's performance. This means installing uprating packages and new systems throughout a system to make it perform better overall. The effects of the various upratings "packages" (as Starfleet refers to them) are discussed under individual systems.

Conversely, you can sometimes conserve SUs by downgrading to a system which is slightly worse than standard Starfleet equipment. Starfleet frowns on this, for obvious reasons. When designing a ship, you cannot downgrade more than two systems, and must get the Narrator's permission for each downgrade. Downgrading can be done in two ways: replacing an existing system with a less powerful one; or taking a downgrading package. You cannot both uprate and downgrade the same system.

If a starship can separate into two or more parts, any uprating or downgrade packages apply to all parts of the ship; the ship does not have to purchase them multiple times.

warp nacelle) would add 6 SUs (the SU cost of a Package 3 uprating; see page 36) to the ship. It might cause the ship to exceed the height guidelines for Size 8, but probably not the other guidelines, so the Narrator rules that the ship remains Size 8. He further decides that the necessary retrofitting and testing will take three months at Utopia Planitia.

If adding structures increases a ship's Size category, you must recalculate the SU cost of any ship systems which derive their SU cost from a ship's Size. If the revised number of SUs exceeds the guidelines for the new Size category, you must scale down some systems to make the ship "fit" its new Size.

Structure Units and Damage

A ship's overall structural integrity is rated by its total SUs (sometimes referred to as "Structural Points" in this instance). A ship's SUs represents the amount of damage it can withstand from weapons, gravimetric shear, and other dangerous phenomena before being destroyed.

Borg Ship Regeneration

SU Cost: 10 x Size
Power Cost: 10 per round used

The Borg build their ships with regenerative technology which repairs the hull and internal systems automatically when they suffer damage. Every round after taking damage, a Borg vessel regenerates 1 SU worth of damage. The Narrator (or player operating the Borg ship) decides in what order damaged systems regenerate.

THE OUTER HULL AND PRIMARY SKELETAL STRUCTURE

SU Cost: 4 x Size
Power Cost: None

Starship hulls have two sections, the outer (or exterior) hull, and the inner (or interior) hull.

The outer hull consists of plates of duranium and other materials which are attached to the main tritanium/duranium trusses of the primary skeletal structure with duranium pins; between the spaceframe and the outer hull is an AGP ceramic fabric jacket for thermal insulation. The hull segments, jacket and duranium pins are gamma-welded together. The outer hull's materials and conversion coating help the ship to resist radiation and thermal energy. Incorporated into its plates are superconducting conduits and grids which help to form and shape the tactical deflector shields, act as subspace radio antennae, or are part of other systems.

On ships which have Saucer Separation capabilities, the primary skeletal structures of the saucer and engineering sections of the ship are completely separate.

You must buy both inner and outer hulls when designing a ship, and cannot buy more

than those two.

THE INNER HULL AND SECONDARY SKELETAL STRUCTURE

SU Cost: 4 x Size
Power Cost: None

A ship's inner hull is attached to the secondary framework of the skeletal structure (which consists of microextruded terminium trusses mounted to the main trusses with polyduranide rods). It includes multiple conduits, conductive members, and/or attachment points for various ship systems. Segments of the secondary framework can be separated from the primary framework to allow a crew to remove or replace sections of the inner hull if necessary.

RESISTANCE

SU Cost: Base of 2 per hull for free; 3 SUs per +2 points per hull, to a maximum of 10 total points per hull
Power Cost: None

While starships primarily rely upon their shields for protection against outside attacks and damaging phenomena, hulls themselves provide a small amount of additional protection against attacks which penetrate the shields. This is known as *Resistance*.

Both the outer and inner hull provide Resistance; Resistance is bought separately for each hull. Each has 2 points of Resistance automatically; this does not cost SUs. Each may have up to an additional 8 points of Resistance, at a cost of 3 SUs per 2 points. Thus, the maximum Resistance a ship can have, 20 (10 per hull), costs 24 SUs.

Resistance does not protect against many forms of hull stress which affect the entire vessel; that's what the SIF is for.

Ablative Armor

SU Cost: 2 SUs per 10 points (1500 points maximum)
Power Cost: None

Starships designed and built from the late 2360s onward can take advantage of a new defensive technology called *ablative armor*. When an incoming beam or missile strikes the hull of a ship, the ablative armor first distributes the energy of the attack around the hull via its initial radiative/conducting components. Then, when the energy inflow rate exceeds the armor's conductive capacity, the excess begins to boil the armor off, thus dissipating the force of the attack and preventing it from reaching the interior of the ship. In the case of beam weapons, the high-density particulate cloud also interacts with the relatively low-density energy of the beam to carry off some of its destructive force.

In game terms, ablative armor acts like extra Resistance, but only provides protection until it is destroyed. Each point of damage done to ablative armor reduces its effectiveness by one point; when all of its points of protection are gone, the armor has been completely destroyed. Thereafter the ship only has its normal Resistance to protect it. Apply damage to any existing ablative armor before applying it to normal Resistance. Ablative armor offers no protection against effects to which a ship's ordinary Resistance does not apply, such as gravimetric shear.

Example: *The* U.S.S. Jemm,asha *has Resistance 10 and 100 points of ablative armor. It's hit by an attack which, after its shields are applied, causes it 200 points of damage. This damage hits the ablative armor, which stops 100 points' worth of it, boiling away under the force of the attack as it does so. The remaining 100 points of damage is then affected by the ship's Resistance of 10, leaving 90 points of damage to actually damage the ship. If the* Indomitable *is hit by a second blast, its ablative armor no longer applies; it's gone until replaced.*

A ship of Size 4 or smaller may have up to 750 points of ablative armor. A ship of Size 5 or greater may have up to 1500 points of ablative armor. Each 10 points of it costs 2 SUs. Ablative armor costs no Power. Rebuilding or replacing ablative armor requires the facilities of a starbase, space station, or similar installation.

STRUCTURAL INTEGRITY FIELD

SU Cost: Varies (see table)
Power Cost: 1 Power per 10 points of Protection per round

As strong as it is, a starship's hull cannot by itself withstand the stresses of accelerating to impulse and warp speeds, or for that matter any other type of pressure or stress above a certain threshold. Under these conditions, a starship's structural integrity field (SIF) prevents it from collapsing. A SIF is a force field running through a structural integrity grid (a network of conductive elements in the hull) which provides

protection against gross structural compression (GSC, or, in less technical terms, "hull stress"). In short, it helps to hold the ship together.

The accompanying table lists the class, SU cost and Protection provided by various types of SIF generators. A SIF's Protection is similar to that provided by a ship's shields, except that it is not reduced by attacks, and only protects the ship against pressure, stress, and similar threats to its structural integrity (in the event of a hull breach, it also helps to hold in the ship's environment to prevent breathable gases from venting into space).

A SIF's Protection rating includes two numbers. The first is the Protection it offers under normal conditions; this Protection costs 1 Power per 10 points per round. The second number is the maximum protection which the SIF can offer; every 10 points of Protection beyond the first number costs 3 Power per round. Thus, a Class 3 SIF generator provides 60 Protection under normal circumstances, at a cost of 6 Power. To resist extremes of pressure, a ship can increase its Protection up to 90, at a cost of 3 Power per 10 points over 60 (thus, at full strength, it costs 15 Power per round). If necessary, a ship can increase the SIF only for a specific area of the ship equal to one-quarter of the ship's area or less; this only costs 1 Power per 10 points above the normal Protection.

Under normal conditions, a ship only has to maintain its SIF at half normal Protection (for example, 30 Protection for a Class 3 SIF) to preserve its structural integrity. Increasing the strength is necessary under conditions of extreme pressure, including combat (when rapid maneuvering stresses the hull), proximity to gravimetric phenomena, and the like.

Backup SIFs

Because the SIF is so important, most ships have at least one auxiliary (or backup) SIF generator system. A full-strength backup may be purchased for the normal cost, but most ships rely on half-strength backups to keep intact until the crew can effect repairs. A half-strength SIF generator costs half the SUs listed on the SIF Generator table and provides only half the listed normal Protection for the regular 1-for-1 Power cost, which cannot be increased. For example, a half-strength backup Class 5 SIF generator for a Size 6 ship would cost 15 SUs ((24+6)/2) and provide only 40 Protection at a cost of 4 Power per round; the ship cannot increase this Protection. A half-strength backup SIF system typically only works for 12 hours at the most.

For information on how the SIF works in combat, see page 123.

STRUCTURAL INTEGRITY FIELD GENERATORS

Class	SU Cost	Protection
Class 1	12 + Size	40/60
Class 2	15 + Size	50/80
Class 3	18 + Size	60/90
Class 4	21 + Size	70/110
Class 5	24 + Size	80/120
Class 6	27 + Size	90/130
Class 7	30 + Size	100/150

Specialized Hulls

Some ships have hulls which are modified to perform some special function or allow the ship to do something it otherwise could not. Several types are described below. Generally, these hulls must be built into the ship when it's constructed; they cannot be installed thereafter.

Atmospheric Capability

SU Cost: 1 x Size
Power Cost: None

Most starships cannot enter atmospheres; they're not built for it, so the stress of entering and flying in an atmosphere tears them apart (or at least causes substantial damage, though shield modifications can affect this [see pages 27, 172]). However, it is possible to build a ship with a specially designed and reinforced hull which allows for atmospheric movement. The necessary modifications occupy SUs equal to the ship's Size, but cost no Power. Ships with atmospheric capability take no damage when entering or flying in an atmosphere.

To make only the detachable part of a ship (like a separable saucer) atmosphere-capable costs only .25 x Size (minimum of 1 SU).

Energy Sheath

SU Cost: 3 x Size
Power Cost: None

An energy sheath is a special type of hull which, thanks to its materials and shape, makes detecting the ship with long-range sensors (but not lateral sensors), or reading what's inside it with any sensors, very difficult.

An energy sheath makes it a Difficult (13)

task to detect the ship with Shipboard Systems (Sensors) Tests using long-range sensors. A ship can remodulate its long-range sensors to make them sensitive enough to detect a ship with a sheath (this takes about an hour), but only if the sheath's composition is known (that way the sensors will have the correct remodulation sequence).

A ship cannot have both an energy sheath and a sensor-reflective hull.

Planetfall Capability

SU Cost: 1 x Size
Power Cost: None

This represents a starship which can land on a planet under controlled conditions and take off again. Only ships with Atmospheric Capablity can buy it.

To make only the detachable part of a ship (like a separable saucer) planetfall-capable costs only .25 x Size (minimum of 1 SU).

Ramming Hull

SU Cost: 1 x Size
Power Cost: None

Some ships (typically small ones, like scouts and fighters) have hulls which are reinforced or built in such a way that they do extra damage when ramming a target. A ship with a Ramming Hull is considered two Size categories larger for purposes of calculating ramming damage.

Sensor-Reflective Hull

SU Cost: 3 x Size
Power Cost: None

A sensor-reflective hull prevents the interior of a ship from being scanned with sensors. The ship itself can be picked up on sensors like any other ship. But any attempt to use sensors to determine what the ship's carrying in its cargo holds, who's on board, or how its wholly internal systems are configured will fail, regardless of the proximity of the ship performing the scan.

A ship cannot have both a sensor-reflective hull and an energy sheath.

Personnel Systems

Starfleet is quick to point out that it's not its ships which have made it so successful—it's the people who operate the ships, man the Away Teams, and make the sacrifices necessary to complete missions. Therefore Starfleet makes every reasonable effort to protect its personnel and provide for their comfort while they're aboard ship. Compared to a Klingon or Romulan ship, or even many commercial personnel transports, many Starfleet vessels are spacious, even luxurious.

For information on the use of the crew in combat, see page 84.

SHIP COORDINATE SYSTEM

Starships are often enormous vessels carrying thousands of people—entire towns moving through space. Finding one's way around them would ordinarily be very difficult, but Starfleet uses an internal and external coordinate system which makes it easy for any character to find his way, even on a ship he's never visited before. Every room is identified by a number, painted on its door, which indicates not only the deck it occupies, but its sector and compartment in the internal coordinate system, and by a numerical indicator of how many centimeters it is from predefined zero points. A ship with separation systems will have separate coordinate systems for each separable part and for when the ship is docked together.

For example, on a *Galaxy*-class Explorer, a room on the fourth deck of the saucer section might have the coordinates 04-2347. 04 indicates the deck, 23 indicates the arc (from 1 to 36) it occupies, and 47 indicates where the room is within that arc. A lab on deck 33 near the middle of the Engineering hull might be 33-5437 (the 5 indicates that it's the Engineering hull, the 4 which part of the hull; a prefix of 6 indicates port nacelle or pylon, and 7 starboard nacelle or pylon).

The Crew and Other Personnel

Starships are rated for Crew/Passengers/Evac. "Crew" represents the ship's normal crew complement; this number may fluctuate based on the type of mission being performed. Because of their advanced computers and automated systems, most starships can be operated for short periods in non-crisis conditions with far less than a full complement (sometimes as few as 20 people). "Passengers" represents the standard number of passengers which the ship can comfortably carry; this number is in addition to the crew. "Evac" represents the maximum number of persons which can be carried on the ship in an emergency situation; this number includes the Passengers, but does not include the Crew. Typically it takes days to load the full Evac complement onto the ship.

Crew/Passengers/Evac does not cost SUs or Power in and of itself. However, as indicated below, the quarters, life support systems, and

other systems needed for shipboard personnel do cost SUs and Power.

Crew Breakdowns

Gamers interested in statistics regarding ships' crew complements can consult the accompanying tables, which indicate the percentage of crew assigned to each branch on a given ship type, and the average number of crewmen on ships of various sizes. These figures are averages based on Starfleet personnel data; an individual ship may not match its "generic" profile exactly.

Narrators can use these numbers for other species and governments as well, but must take into account relevant differences. For example, since the Jem'Hadar have no need to eat, sleep, or recreate, their ships can get by with as few as one-third of the crewmen on a comparable Starfleet vessel.

Random Crewmember Generation

For situations where the Narrator needs to create a new NPC crewman quickly, or a player designing a ship wants to populate it with an appropriately random selection of crewmen, you can use the accompanying table to randomly determine the species and branch of a typical crewman.

Obviously, no table of this sort can list every single species or possible crew breakdown ever serving on a Starfleet vessel—hence the use of "Other," which allows the Narrator to include relatively uncommon species (such as the Cairn, Ktarians, Grazerites, Narrator-created species, and the like), characters with Mixed Species Heritage, or other persons of unusual nature. The table entries derive from the assumption that roughly half of Starfleet's personnel are Humans (with a substantial additional percentage of species like Centaurans and Betazoids, who are outwardly indistinguishable from Humans); if your series doesn't agree with that assumption,

CREW BREAKDOWNS

Branch	Explorer	Cruiser	Frigate	Escort	Scout	Science	Medical
Command	17	16	18	12	11	10	11
Operations							
Engineering/Technical	13	14	16	20	16	15	10
Operations, General	26	28	22	20	30	10	12
Security/Tactical	12	18	23	33	16	10	08
Science							
Medical/Support	12	10	11	10	08	13	47
Science/Research	20	14	10	05	19	42	12
Officers/Enlisted	32/68	29/71	30/70	28/72	65/35	27/73	45/55

AVERAGE NUMBER OF CREWMEN BY SHIP TYPE

Ship Type	Average Number of Crewmen per 100 SUs
Courier	3
Cruiser	25
Escort	3
Explorer	36
Frigate	23
Medical	42
Research/Laboratory	8
Scout	6
Surveyor	30
Transport	3

A ship's Passenger complement is usually about 10-20% of its Crew, but this may vary depending upon the nature of the ship (a personnel transport or medical ship is built to carry more passengers than an Explorer or Cruiser). A ship's Evac complement ranges from 5-15 times the size of its Crew (again, this may vary from ship to ship).

you should adjust the table to match your own preferences.

To use the table, roll two dice. Count the first die as a "tens" digit and the second as a "single" digit, resulting in a selection of numbers from 11 to 66. Roll once for the crewman's species, and once for the branch he belongs to.

Example: *Ross is narrating a game and wants to throw in a little random color. Since the Crew is in Ten Forward enjoying a drink, he decides to use the Random Crewmember Generator to find out who walks in the door and attracts their attention. His first roll is a 5, 4—a Trill. His next roll is a 4, 1. Since the characters are on an Explorer, it turns out the Trill is an Operations officer. So, he uses this crewman as a story hook: "As*

RANDOM CREWMEMBER GENERATOR

Roll	Species	Explorer/Cruiser	Frigate/Escort/Scout	Science/Medical
1, 1	Human	Science/Research	Security/Tactical	Engineering/Technical
1, 2	Centauran	Command	Operations, General	Medical/Support
1, 3	Human	Operations, General	Engineering/Technical	Science/Research
1, 4	Bolian	Engineering/Technical	Medical/Support	Command
1, 5	Tiburonian	Operations, General	Command	Science/Research
1, 6	Other	Security/Tactical	Science/Research	Medical/Support
2, 1	Betazoid	Science/Research	Engineering/Technical	Medical/Support
2, 2	Human	Medical/Support	Operations, General	Security/Tactical
2, 3	Centauran	Engineering/Technical	Security/Tactical	Science/Research
2, 4	Tellarite	Operations, General	Science/Research	Medical/Support
2, 5	Human	Science/Research	Security/Tactical	Operations, General
2, 6	Vulcan	Command	Operations, General	Science/Research
3, 1	Benzite	Command	Science/Research	Operations, General
3, 2	Human	Operations, General	Security/Tactical	Engineering/Technical
3, 3	Napean	Security/Tactical	Operations, General	Medical/Support
3, 4	Bolian	Operations, General	Command	Security/Tactical
3, 5	Other	Science/Research	Medical/Support	Science/Research
3, 6	Human	Medical/Support	Engineering/Technical	Command
4, 1	Human	Operations, General	Command	Science/Research
4, 2	Betazoid	Security/Tactical	Engineering/Technical	Operations, General
4, 3	Human	Science/Research	Operations, General	Medical/Support
4, 4	Andorian	Medical/Support	Security/Tactical	Engineering/Technical
4, 5	Human	Command	Security/Tactical	Science/Research
4, 6	Tiburonian	Engineering/Technical	Operations, General	Medical/Support
5, 1	Betelgeusean	Engineering/Technical	Medical/Support	Science/Research
5, 2	Human	Science/Research	Security/Tactical	Operations, General
5, 3	Andorian	Command	Operations, General	Medical/Support
5, 4	Trill	Operations, General	Science/Research	Command
5, 5	Human	Security/Tactical	Engineering/Technical	Science/Research
5, 6	Axanari	Operations, General	Command	Medical/Support
6, 1	Human	Medical/Support	Operations, General	Science/Research
6, 2	Other	Engineering/Technical	Security/Tactical	Medical/Support
6, 3	Vulcan	Security/Tactical	Operations, General	Command
6, 4	Tellarite	Command	Engineering/Technical	Security/Tactical
6, 5	Human	Operations, General	Command	Engineering/Technical
6, 6	Zakdorn	Science/Research	Security/Tactical	Medical/Support

you're sitting there enjoying your drinks, you notice a Trill Operations officer come into the lounge. He's got a pensive look on his face, like something's really troubling him."

CREW QUARTERS

SU Cost: Varies
Power Cost: None

Aboard Federation starships, crew quarters are designated Types A through N (a room's classification depends primarily on its size, arrangement, and occupancy, not on whether it falls into one of the game categories listed below). Additionally, there are special quarters for VIPs, diplomatic personnel, certain types of researchers, and the like. On most ships, the decks devoted to quarters are modular, so that occupants can easily move walls and compartments to create different living spaces as needed.

In game terms, all the different configurations of quarters are organized into one of five types: Spartan; Basic; Expanded; Luxury; and Unusual.

Spartan Quarters (cost 1 SU per 20 quarters; minimum of 1 SU if any are purchased) are the barest accommodations. They feature two bunks per room instead of beds, and usually lack replicators and other "creature comforts." Some of Starfleet's more military-oriented vessels, such as the *Defiant*-class Heavy Escort, use mainly Spartan Quarters.

Basic Quarters (cost 1 SU per 10 quarters; minimum of 1 SU if any are purchased) are minimal standard accommodations. Typically they're suited for one (maybe two) persons and are filled by enlisted personnel and the lowest-ranking officers with the least seniority.

Expanded Quarters (cost 1 SU per 5 quarters; minimum of 1 SU if any are purchased) are larger, and often more luxurious. They're used by families (on ships which allow civilian personnel on board), mid-ranking officers, and the like.

Luxury Quarters (cost 1 SU per 1 quarters) are the top of the line quarters—large, multiple-room suites with lots of amenities. This category includes most senior officers' quarters, special diplomatic and VIP quarters, and the like.

Unusual Quarters (cost 1 SU per 1 quarters) are for crewmembers with special needs—for example, a cetacean crewman who lives in a large water tank, or an Elaysian who needs a room equipped for zero-gravity. On many ships, about ten percent of Basic, Expanded, and Luxury Quarters can be adapted to non-Class M environments for crewmen who need standard quarters with only a slightly different environment.

STANDARD QUARTERS COMPLEMENTS

When you design ships, you're free to mix and match quarters as you choose to build just the ship you want. If you prefer a quicker and easier method, you can use the following guidelines for standard quarters complements. Simply decide how many quarters you need by adding the Crew + Passengers (assume one quarters per person), multiply that total by the percentages listed below to determine how many of each type of quarters you need, then determine the SU cost.

Courier: 35% Spartan, 40% Basic, 15% Expanded, 8% Luxury, 2% Unusual

Cruiser: 55% Basic, 33% Expanded, 10% Luxury, 2% Unusual

Escort: 30% Spartan, 35% Basic, 25% Expanded, 8% Luxury, 2% Unusual

Explorer: 50% Basic, 35% Expanded, 10% Luxury, 5% Unusual

Frigate: 50% Basic, 35% Expanded, 10% Luxury, 5% Unusual

Medical: 50% Basic, 25% Expanded, 15% Luxury, 10% Unusual

Research/Laboratory: 50% Basic, 25% Expanded, 15% Luxury, 10% Unusual

Scout: 55% Spartan, 30% Basic, 10% Expanded, 5% Luxury, 0% Unusual

Surveyor: 50% Basic, 25% Expanded, 15% Luxury, 10% Unusual

Transport: 35% Spartan, 35% Basic, 12% Expanded, 12% Luxury, 6% Unusual

ENVIRONMENTAL SYSTEMS

"Environmental systems" is a broad term covering the life support systems and related technology which makes it possible for people to live aboard a starship. Obviously, these systems are crucial; if they are cut off or damaged, everyone aboard the ship will die in a short period of time.

BASIC LIFE SUPPORT

SU Cost: 4 x Size
Power Cost: See table

Basic life support is the standard environmental and breathable gases systems which all starships must have (this includes the ability to adapt some living quarters for non-Class M environments). Multiple independent safety locks and redundant systems ensure that it is very difficult to disable such systems.

A ship's breathable atmosphere is conducted

throughout the vessel by a network of ventilation ducts; larger ships have two (or more) independent networks. Starfleet standards specify that all ships must have two primary atmospheric processing units for every fifty cubic meters of habitable volume. Other life support systems maintain the temperature and humidity aboard ship.

Basic life support costs Power. As indicated on the accompanying table, the Power cost depends on the number of persons which the ship can carry (not how many are currently on board, but how many could fit on it at full capacity).

If basic life support is cut off, reserve and/or emergency systems (see below) activate. If all systems were somehow disabled, a starship has enough breathable atmosphere for a period equal to Size x 3 in minutes. After that, apply damage to all characters on the ship as if they were drowning (*Star Trek: The Next Generation Roleplaying Game* core rulebook, page 131; *Star Trek: The Roleplaying Game* core rulebook, page 115; *Star Trek: Deep Space Nine Roleplaying Game* core rulebook, page 117-18).

Restricting Life Support

In crisis situations, when the ship is damaged or Power runs low, a ship's commander may shut off standard life support to some parts of the ship, thus conserving Power. To do this, determine what percentage of the ship's habitable space (maximum of 50%) has its life support shut off. Then reduce the Power cost of basic life support by that percentage. Remember, this is an extreme measure, not one which Starfleet captains invoke every time they go into battle just so they can boost the Power to the phasers a little.

BASIC LIFE SUPPORT TABLE

Power per Round	Crew+Evac
1	1-2
2	3-8
3	9-32
4	33-64
5	65-125
6	126-250
7	251-500
8	501-1,000
9	1,001-2,000
10	2,001-4,000
11	4,001-8,000
12	8,001-16,000
13	16,001-32,000

...and so on

Reserve Life Support System

SU Cost: 2 x Size
Power Cost: Half the Power needed for Basic Life Support

In addition to the primary basic life support system, Starfleet vessels are equipped with a reserve system in case the primary systems fail. It functions at approximately 50% of the primary system's capacity for up to 24 hours. It shares the primary system's ventilation network. (Thus, if the primary system's network is damaged, reserve life support cannot function properly, so emergency life support must be activated.) Reserve costs half of Power needed to run basic life support.

Emergency Life Support Systems

SU Cost: 2 x Size
Power Cost: See text

If the primary and reserve life support systems fail (due to, for example, extensive damage to the ship), self-contained contingency atmospheric supply and power modules located at most corridor junctions maintain a breathable environment for 30 minutes, allowing the ship's personnel to evacuate to designated emergency shelter areas.

A ship of Size 3 or larger has a number of emergency shelters equal to its Size x 6 (sometimes a few more or less; smaller ships may have none). Each shelter has enough air, food, water, and power to preserve the lives of up to 65 persons for 24 hours with no external support, or 36 hours with minimal external assistance. Each shelter also has two Emergency Pressure Garments (EPGs), so that crewmembers can walk between shelter areas safely.

The power systems for emergency life support are independent of other ship's power systems. In game terms, emergency life support generates all of the Power it needs to operate. In situations of extreme crisis, the crew can drain the emergency life support power and use it for other systems (such as shields or phasers). This requires a Routine (5) Systems Engineering (Power Systems *or* Environmental Control) or Shipboard Systems (Mission Ops *or* Environmental Control) test. If the test succeeds,

it results in a *one-time* boost of (Size x 6) in points of Power (*not* that much Power per round) to a designated system, but completely incapacitates emergency life support power (the temporary amounts of consumables remain, and the crew can use them, but they'll have to eat and breathe in the cold darkness). Failure means the Power cannot be drained from emergency life support; Dramatic Failure that the Power accidentally drains out without transferring to any other system (it's completely lost).

The SU cost for a standard emergency life support system as described above is 2 x Size. A ship may have more emergency shelters if it wants (it cannot have fewer). Each additional 5 shelter areas cost 1 SU.

Gravity

SU Cost: 1 x Size
Power Cost: (.5 x Size) Power per round (minimum of 1)

Throughout the habitable areas of any starship, gravity generators are placed below the floor, thus providing a standard sense of "up" and "down" regardless of the motion or orientation of the ship. Gravity generators—disk-shaped devices about 50 cm in diameter and 25 cm high—create a controlled stream of gravitons similar to a tractor beam. Gravity generation costs half the ship's Size in Power per round.

The primary component of a gravity generator is a suspended superconducting stator which creates the gravitational field. If Power to the gravity generation system is cut off, the stator continues to provide gravity for approximately 240 minutes even though it receives no Power. However, the gravity will gradually degrade to about 0.8 *g* and then, after about 240 minutes, fail entirely.

Consumables

SU Cost: 1 x Size for one year's worth of basic consumables (minimum 1 SU)
Power Cost: None

Starships carry a lot of consumables—antimatter, deuterium, replicator raw material, and the like. (Most ships have the capacity to generate or collect small amounts of vital materials, but that's an emergency measure and will not sustain the ship for long.) Storing this material pending use requires a significant amount of space. For an SU cost of 1 x Size, a ship carries enough consumables for up to one year of normal operations (warp shuttles and similar small craft are assumed to have about a week's worth of consumables, at most, for no SU cost). Each increase in the multiplier (2 x Size, 3 x Size, and so on) adds up to another year's worth of consumables; this cost includes the technology for getting the consumables on and off the ship. The accompanying table indicates the standard consumables load carried by various ship types. Of course, a ship which knows it's going on an extended mission can take on extra supplies, storing them in cargo holds.

CONSUMABLES CARRIED

Courier: One year (SUs = 1 x Size)
Cruiser: Three years (SUs = 3 x Size)
Escort: One year (SUs = 1 x Size)
Explorer: Three years (SUs = 3 x Size)
Frigate: Two years (SUs = 2 x Size)
Medical: Two years (SUs = 2 x Size)
Research/Laboratory: Two years (SUs = 2 x Size)
Scout: One year (SUs = 1 x Size)
Surveyor: Two years (SUs = 2 x Size)
Transport: One year (SUs = 1 x Size)

Ships not equipped with replicator technology include food as part of their consumables. This increases the SU cost to 1.5 x Size for one year's worth of supplies, 3 x Size for two years, 4.5 x Size for three years, and so forth.

REPLICATOR SYSTEMS

Replicators, one of the greatest marvels of modern technology, can create virtually any sort of food or inanimate object, seemingly out of thin air. They actually use a variant of transporter technology to transform raw material—usually a sterilized organic particulate suspension formulated for ease of use, or recycled waste products—into other objects. This saves a ship the trouble of having to carry thousands of different types of foods, or countless bins full of spare parts. Instead, crewmembers can simply replicate whatever they want. (Ships still carry supplies of crucial spare parts for times when the replicators are not functioning.)

However, replicators are not perfect; they suffer from five major restrictions. First, they can only produce objects stored in the ship's computer's memory banks. If an object or food is not in the computer, or a crewmember doesn't have a sample to scan in, the replicators cannot produce it. Second, the larger the item replicated, the greater the energy cost. Thus, standard

procedure dictates that large items are produced one part at a time, instead of all at once, which can be time-consuming. (Industrial replicators are better suited to producing large objects all at once.) Third, and most importantly, replicators cannot produce items at the quantum level of resolution used by transporters. Therefore, living beings cannot be replicated, nor can certain items (such as some medicines) which require quantum-level resolution. (This relative lack of resolution explains why some people can discern the difference between replicated food and the real thing.) Fourth, some objects simply cannot be replicated for various other reasons. The most notable example is latinum, which explains its popularity as a medium of exchange. Fifth, safety interlocks prevent users from creating dangerous items (such as poisons or explosives) or weapons without special authorization.

Starships have two types of replicators: food replicators and industrial replicators.

Food Replicators

SU Cost: 1 x Size
Power Cost: (Size) Power per round

As their name indicates, these replicators create food and drink. They have a menu of 4,500 food and drink items. They are located in every quarters, the bridge, recreation facilities, and other appropriate areas of the ship. They cost the ship's Size in Power per round, assuming at least half of them tend to be in use; if fewer are in use in any given round, reduce the Power cost proportionately.

Industrial Replicators

SU Cost: 1 x Size for a network of small replicators; 3 SUs each for large replicators
Power Cost: 2 Power per network or large replicator per round of use

Industrial replicators produce spare parts and other inanimate objects. They range in size from units no larger than food replicators, to ones with emitter pads about 25 meters on a side (planet-based industrial replicators can be much bigger).

A network of small industrial replicators in appropriate areas of the ship (cargo holds, engineering, and so forth) occupies 1 x Size in SUs. Each large industrial replicator (defined as one with an emitter pad 5 meters on a side or larger) costs 3 SUs.

MEDICAL FACILITIES AND SYSTEMS

SU Cost: 5 per rating (see table)
Power Cost: 1 Power per rating per round (see text)

All but the smallest starships have sickbays

MEDICAL RATING

Rating	SUs	Medical Personnel	Test Bonus	EMK	EMH?
1	5	CMO: 2 (3) / Personnel: 1 (2)	+0	6	No
2	10	CMO: 3 (4) / Personnel: 1 (2)	+0	5	No
3	15	CMO: 3 (4) / Personnel: 2 (3)	+1	5	No
4	20	CMO: 4 (5) / Personnel: 2 (3)	+1	4	No
5	25	CMO: 4 (5) / Personnel: 3 (4)	+1	4	No
6	30	CMO: 5 (6) / Personnel: 3 (4)	+1	3	No
7	35	CMO: 5 (6) / Personnel: 3 (4)	+2	3	No
8	40	CMO: 4 (5) / Personnel: 3 (4)	+2	3	Yes
9	45	CMO: 5 (6) / Personnel: 3 (4)	+2	3	Yes
10	50	CMO: 5 (6) / Personnel: 4 (5)	+2	3	Yes

SU: The SU cost for the Medical rating.

Medical Personnel: The average Medical Sciences (including Specialization) Skill Level for the Chief Medical Officer and the personnel serving under him. For example, CMO: 3 (4) indicates that the CMO has a Medical Sciences Skill of 3, with a Specialization at 4.

EMK: The availability of Emergency Medical Kits at any given part of the ship. The number listed represents the Difficulty for an Intellect Test to locate the nearest EMK; characters searching for one may roll each round.

EMH: Indicates whether the medical facilities are equipped for installation of an Emergency Medical Hologram system (which must be bought separately).

and medical staffs devoted to preserving the health and well-being of the crew. Starship medical personnel and equipment stand ready to assist any crewman, regardless of his species, with any injury or medical problem.

Sickbay equipment includes workstations, biobeds with diagnostic monitors, an overhead sensor cluster, and generators to create force fields which are used to contain biohazards and create sterile operating environments. If necessary, doctors can attach surgical support frames (SSFs) to the biobeds. SSFs, or "clamshells," maintain a sterile treatment environment. They contain sophisticated medical sensors and can perform some basic medical procedures, such as administering drugs, emergency defibrillation, and cardiovascular support.

Sickbay facilities typically include the reception area; main patient ward; critical care/triage area; physical therapy room; primary, overflow, and biohazard intensive care units (ICUs); a trauma stasis unit; a surgical suite or suites; offices; laboratory facilities; and observation areas for patients needing special environments (such as zero gravity). Smaller vessels may not have the full range of facilities, or must make do with smaller ones.

The extent and quality of a starship's medical systems and personnel is determined by its Medical rating. The higher the Medical rating, the more extensive (and sophisticated) its facilities, and the better trained and more experienced its personnel are likely to be. The accompanying table provides Medical rating specifics, including SUs occupied and the bonus to any First Aid, Medical Sciences, or appropriate Life Sciences Tests made using the facility.

The higher a ship's Medical rating, the more likely it is to have the full range of personnel, facilities, and equipment discussed above. There are no hard and fast rules for which types of equipment and facilities are available for a given rating, though—Starfleet is flexible, and will rearrange medical systems to suit specific mission profiles or the desires of medical personnel, as appropriate. As always, the Narrator may make whatever changes he sees fit. Likewise, the number of personnel assigned to the Medical department varies from ship to ship and situation to situation; no hard and fast numbers apply. Narrators may use the crew figures listed on page 23 and apply those percentages to the ship's crew to determine exactly how many doctors are aboard if necessary.

Medical facilities cost 1 Power per point of Medical rating per round they experience significant use (for example, during battle, when they're busy treating injured crewmembers or preparing to do so, or when dealing with a shipboard epidemic). At other times the Power cost is half that.

A ship may have multiple sickbays if its builders so desire, bought at varying levels to reflect the sophistication of their facilities (for example, ship might have a primary sickbay of rating 7, and three secondary/auxiliary sickbays of level 4). These are bought using the Medical rating table, and cost Power just like the first sickbay. Ignore the "Medical Personnel" rating for all sickbays after the one with the highest rating; they're staffed by the same doctors who work in that one.

Emergency Medical Holograms

SU Cost: 5 for EMH Mark I; 15 for EMH Mark II; 18 for EMH Mark III; 20 for EMH Mark IV

Power Cost: 2 Power per round for EMH Mark I; 4 Power per round for EMH Mark II; 5 Power for EMH Mark III; 6 Power for EMH Mark IV

Beginning in 2371, Starfleet started to equip its most sophisticated ships with a new medical system called the Emergency Medical Hologram. The EMH is a holographic doctor. Its memory contains the sum of the Federation's medical knowledge—50 million gigaquads of information from 3,000 cultures (including psychospiritual beliefs), 2,000 medical texts, 47 physicians' personal experiences, and five million possible treatments. It can provide routine and complex medical care, up to and including detailed surgery, in the event that a ship's doctor is incapacitated.

An EMH system requires sophisticated holoemitters and sensors in the appropriate areas; Starfleet can install one only on ships with the most sophisticated medical facilities, as indicated on the Medical rating table. For the EMH Mark I, emitters are only installed in sickbay, requiring the sick and injured to go there for treatment. In 2375, Starfleet created an EMH Mark II for ships, such as the *Prometheus* class, which have holoemitters throughout the vessel. A Mark II EMH can go wherever on its ship it is needed. In 2376, the Mark III and Mark IV EMHs, both containing only slight improvements of the Mark II, became available.

When activated, an EMH immediately establishes a comlink with crucial areas of the ship. This allows it to "listen in" on what's going on

EMERGENCY MEDICAL HOLOGRAM

Attributes

Fitness 1

Coordination 4

Dexterity +1

Intellect 5

Presence 2

Empathy -2

Psi 0

Skills

Computer (Research) 4 (5) (Mark I-II) or 5 (6) (Mark III-IV)

First Aid (all Specializations known to Starfleet as of time of programming) 5 (6) (Mark I), 6 (7) (Mark II), or 7 (8) (Mark III-IV)

Life Sciences (all appropriate Specializations known to Starfleet as of time of programming) 4 (5) (Mark I), 5 (6) (Mark II), or 6 (7) (Mark III-IV)

Medical Sciences (all Specializations known to Starfleet as of time of programming) 5 (6) (Mark I) or 6 (7) (Mark II), or 7 (8) (Mark III-IV)

Physical Sciences (Chemistry) 5 (6) (Mark I) or 6 (7) (Mark II), or 7 (8) (Mark III-IV)

Disadvantages

Arrogant -1, Code of Honor (Hippocratic Oath) -2

Note: An EMH, although a computer-created hologram, cannot automatically access a ship's computer. That would require far more processing capacity than its holomatrix can support. Instead, it accesses the ship's computer like any normal crewmember.

An EMH cannot feel pain, cry, or bleed. If grabbed, it can become insubstantial and slip from its captor's grasp. Although not designed to work for more than 1,500 aggregate hours without substantial maintenance, if left on for longer periods it can, in some circumstances, learn and "evolve" beyond the limitations of its programming.

As of 2376, the creator of the EMH, Dr. Lewis Zimmerman, is working on a Long-Term Medical Hologram designed to operate for much longer periods without failure. Once completed, the LMH will have the same capabilities as the EMH Mark II, but can work for five times as long as an EMH without significant maintenance. It will cost 20 SUs and 6 Power per round.

USE AND ABUSE OF THE EMH

Many players, upon looking at the Emergency Medical Hologram's high attributes and skill levels, will want to activate it all the time, to deal with even the most minor problems. This is improper, and an abuse of both the rules and the equipment issued by Starfleet for very specific purposes. Narrators should not allow it, for several reasons.

First, as the name indicates, the EMH is for emergencies, not for everyday use (in fact, regular use can cause significant problems in its programming, so Starfleet regulations prohibit it). Starfleet is an organization of sentient, living beings, not robots and holograms. It does not rely on technology to solve all of its problems; technology's just a tool. It expects its personnel to do their jobs and do them well, even if the EMH outclasses them on medical knowledge. Only when the ship's medical personnel are incapacitated or in dire need of assistance should the EMH be activated. If a medical officer remains alive and able to do his job, he can, in his best medical judgment, overrule any attempt to use the EMH (even by the ship's commander) and shut it off, per Starfleet regulations—and most doctors won't hesitate to do so.

Second, despite its vast knowledge, instant recall, and flawless surgical technique (which its high skill levels reflect), the EMH has its limits. It's arrogant, annoying, has the bedside manner of a targ, and cannot empathize with its patients. Most humanoids don't particularly like being treated by one unless it's absolutely necessary. Furthermore, while technically adept, the EMH lacks the intuition and ability to innovate which humanoid doctors possess. It can do what it knows how to do extremely well, but when confronted with a situation it was not programmed to handle or which is outside the parameters of its knowledge, it may have trouble devising a solution.

Third, it's simply not dramatic to let the machinery do all the work. Let the doctors—PCs or NPCs—have the chances to make the astounding breakthroughs, save dying crewmen with innovative treatments, or diagnose that mystery disease. Otherwise the game loses some of its savor.

If the players insist on trying to use the EMH inappropriately, the Narrator has several options. In setting terms, he can have the characters' superior officers lecture them on the regulations regarding the use of the EMH. Enter black marks into their service records if they continue to misuse the EMH, thus imperilling their chances for promotion. Possibly the medical staff will even program the EMH with the ability to shut itself off if improperly activated. In rules terms, the Narrator can award negative Renown points to characters who are unwilling to use their own skills or to rely on their crewmates. He can also reduce Experience Point awards because of characters' failures to obey regulations, or deny them promotions.

and anticipate the arrival in sickbay of ill or injured persons.

RECREATION FACILITIES

SU Cost: 8 per rating (see table)

Power Cost: 2 Power per rating per round of use

It's easy for crewmembers to become bored or distracted during long starship voyages. To help keep crews mentally and physically alert and active, starships have recreation facilities. These can range from gymnasiums, to restaurants and lounges, to holodecks (see below).

Every starship has a Recreation rating, from 1 to 10. The higher the number, the more lavish and luxurious the ship's recreation facilities are (though even the most spartan ship may have special luxury areas set aside for VIPs and the like; these are not part of the Recreation rating). The accompanying table provides general guidelines for what comes with each rating level; Narrators may alter the guidelines as they see fit.

RECREATION RATING

Rating	SUs	Notes
1	8	No holodecks; a spartan mess hall; no lounges; maybe an exercise room or gym
2	16	1 personal holodeck; 1 small lounge
3	24	2 personal holodecks; 1 small lounge
4	32	1 main holodeck; 2 personal holodecks; large eating facilities; 2 small lounges
5	40	1 main holodeck; 5 personal holodecks; pleasant eating facilities; 2 small lounges
6	48	2 main holodecks; 10 personal holodecks; pleasant eating facilities; 1 large lounge; 2 small lounges
7	56	3 main holodecks; 15 personal holodecks; large, pleasant eating facilities; 1 large lounge; 3 small lounges
8	64	4 main holodecks; 20 personal holodecks; large, pleasant eating facilities; 2 large lounges; 4 small lounges
9	72	5 main holodecks; 25 personal holodecks; large, pleasant/luxurious eating facilities; 3 large lounges; 6 small lounges
10	80	6 main holodecks; 30 personal holodecks; large, luxurious eating facilities; 4 large lounges; 8 small lounges

Ship Type	Typical Recreation Rating
Courier	1-3
Cruiser	5-10
Escort	2-5
Explorer	7-10
Frigate	3-7
Medical	3-6
Research/Laboratory	3-6
Scout	1-3
Surveyor	3-6
Transport	4-10

Recreation systems cost Power—2 Power per point of Recreation (thus, a ship with Recreation 7 pays 14 Power to keep all of its entertainment facilities, excluding holodecks, operating). If an enemy attacks the ship, Recreation systems are usually among the first to be turned off. If only some of the ship's recreation systems are in use, the Narrator can reduce the Power cost proportionately.

Holodeck Power

Holodecks, the primary component of many ships' recreation facilities, come in main (large) and personal (small) varieties. For detailed information on the holodeck, a technological marvel which allows a starship to carry inside its hull the vacation spots of the galaxy and as many recreational simulations as its crew can dream up, please refer to *Holodeck Adventures* from Last Unicorn Games.

However, note that the Power cost for Recreation does *not* include holodecks. Holodecks are powered by *holodeck reactors*, which can function independently of the ship's main power systems (and thus do not cease functioning when the ship's power is low or drained, though sometimes fluctuations in the power grids can affect them). In emergency situations, a ship can drain the reactors for a one-time boost of 2 Power per main holodeck and 1 Power per personal holodeck. If any programs are currently in use when this is done, they will suffer disruption and damage—((4+1d6) x 10)% of the program is corrupted. If not totally ruined, the program can be repaired with one week's worth of work for each 10% damage.

PERSONNEL TRANSPORTATION SYSTEMS

SU Cost: 1 x Size for just Jefferies tubes, 3 x Size for turbolifts and Jefferies tubes

Power Cost: None for Jefferies tubes, 2 Power per round for turbolifts

Most starships are big enough that walking from one end to the other, not to mention climbing stairs between multiple decks, is slow and inconvenient. While ships of Size 4 and below can get by with normal walkways (but do not have to), ships of Size 5 and above usually need a turbolift transport system. A turbolift system consists of turbolift cars (cylindrical structures made of duranium) which move down vertical and horizontal turboshafts at accelerations approaching ten meters per second squared. By using one, a crewmember can go from one end to the other of even the largest ship in a very short period of time. Computer programs ensure that turbolift cars do not collide with each other and take the quickest available route to the indicated destination.

The crew also needs ways to move behind panels to access systems buried deep in the

ship's infrastructure. *Jefferies tubes,* as the standard access tunnels and utilities corridors on starships are known, network the entire ship. They're small—a full-grown adult has to crawl through them—but with enough time and perseverance a crewmember could crawl anywhere on the ship through them.

A turbolift transport system and network of Jefferies tubes costs 3 x Size in SUs. If the ship is small enough that its builders are willing to forego turbolifts in favor of just ordinary corridors and stairs and Jefferies tubes, that costs 1 x Size in SUs. The Power cost for personnel transportation is 0 if there are no turbolifts, or 2 Power per round with turbolifts.

FIRE SUPPRESSION SYSTEM

SU Cost: 1 x Size
Power Cost: 1 Power per round of use

Although many of the substances used to construct furnishings, systems, and other objects carried aboard or installed in starships meet the standards of inflammability set forth by SFRA 528.5 (b-f), fires can still break out due to damage caused by enemy attacks or similar occurrences. When that occurs, the fire suppression system activates to snuff the flames.

The environmental monitoring sensors located throughout a ship include fire detection sensors. When they detect a fire, Ops and Security are notified by computer. If the fire is a small one, the fire suppression system surrounds it with a force field. This snuffs it out by cutting its supply of oxygen; the force field is maintained until the affected objects cool below the point of combustibility. For large fires, the system may have to activate larger extinguishing fields or seal off areas of the ship with section isolation doors. In extreme situations, entire sections of a ship can be vented to space, which will snuff any fire almost instantly.

A fire suppression system occupies 1 x Size in SUs and costs 1 Power to operate in any size area. It has a strength rating of 10; this cannot be improved with extra Power. The Narrator rates fires with Strengths of their own to determine how effectively the suppression system extinguishes them (see page 138).

CARGO HOLDS

SU Cost: 1 SU per 33,000 cubic meters (minimum of 1)
Power Cost: None

Starships need to carry a lot of equipment and other objects in addition to consumables (see page 27). Large objects, or objects stored in bulk, are kept in a ship's cargo holds.

Each 33,000 cubic meters of cargo hold space (or fraction thereof) costs 1 SU (for 3 SUs, you can round up to 100,000 cubic meters). On the average, most ships need at least 33,000 cubic meters of cargo hold space per point of Size, but this varies—cargo carriers and transports have proportionately more; ships with dedicated mission profiles (like the *Defiant* class) or which are small (Size 3 or smaller) have much less than that. The designer of a ship may organize the cargo bays as he sees fit; some prefer a small number of large holds; others a large number of smaller holds scattered throughout a ship.

ESCAPE PODS

SU Cost: 1 SU per 20 pods; 1 SU to add 1-4 to the passenger load for all pods
Power Cost: None

In the event that a ship is about to be destroyed or must be abandoned, the crew and passengers make their way to the escape pods. Located along both sides of the hull of the saucer section (or other appropriate area), escape pods (or, more formally, Autonomous Survival and Recovery Vehicles) are ejected from the ship upon command. They proceed away from the ship at initial speeds of about 40 meters per second, and can use their impulse engines to maneuver with a total delta-*v* of 3,600 meters per second. They are considered Size 1 (with 20 SUs) for combat purposes, and have a Resistance of 4 (but no shields).

A standard ASRV comes equipped with the following: life support for a total of 86 person-days (this includes breathable gases and consumables), an impulse engine sufficient to propel the pod at .1*c* for up to 24 hours (thus allowing the pod to land on, and take off from, planetary surfaces), survival gear, acceleration seats, an inertial damping field, and a subspace radio beacon. They are atmosphere-capable. Additionally, pods may have docking ports, allowing them to join together to form large "clusters"; this is known as "gaggle mode" flight. Gaggles separate before entering an atmosphere. Escape pods on small ships may not have nearly as many supplies or equipment.

Escape pods cost 1 SU for up to 20 pods; a ship of Size 4 or larger normally needs a number of pods equal to its (Size +1) x 20 (smaller ships have much fewer or no escape

pods). Twenty percent of a ship's pods have special docking ports to help reinforce gaggles. Of course, just because a ship *has* pods doesn't mean everyone on board will make it into one and eject from the ship in time; the Narrator may require appropriate Athletics Tests or other Tests to find out if characters escape before the ship explodes.

The standard escape pod holds up to four persons comfortably (and more under significantly less comfortable conditions). To increase this total for all of a ship's pods by 1-4 costs 1 SU.

Propulsion Systems

Starships are, at their most basic level, vehicles. Their amazing propulsion systems, particularly the warp drive, are what make the Federation, and indeed every other interstellar civilization, possible.

WARP PROPULSION SYSTEM

SU Cost: Varies
Power Cost: 1 Power for every .2 warp speed

The heart of any starship is its matter/antimatter reaction (M/AMR) engine, more commonly known as its *warp propulsion system* or *warp drive*. Put simply, a warp propulsion system works by annihilating antimatter with matter in a dilithium-controlled reaction which is channeled for power. A warp propulsion system has three main parts: the matter/antimatter reaction assembly; the power transfer conduits; and the warp nacelles.

Matter/Antimatter Reaction Assembly

The matter/antimatter reaction assembly is where the matter/antimatter annihilation takes place. It has three parts: the reactant injectors; the magnetic constriction segments; and the matter/antimatter reaction chamber. These pieces are organized in a columnar fashion. At the bottom and top of the column are the reactant injectors—the matter reactant injector (MRI) sits on the top and uses deuterium; the antimatter reactant injector (ARI) sits at the bottom and uses antimatter. The two work in approximately the same way, but the ARI is adapted for magnetic suspension fuel tunnels, since the antimatter cannot be allowed to touch matter, lest a catastrophic explosion occur. The MRI and ARI inject their treated materials into the magnetic constriction segments (MCSs), which align the materials for combining within the matter/antimatter reaction chamber (M/ARC). The M/ARC consists of two bell-shaped cavities joined together to direct the flow of the materials. Where the two halves are joined, there is a dilithium crystal articulation frame (DCAF) which holds a dilithium crystal. An armored hatch allows access to the DCAF when it's time to replace or adjust the crystal.

For reasons not fully understood, dilithium is the only substance known not to react with antimatter when subjected to a high-frequency electromagnetic field. The matter and antimatter both pass through the crystal's structure without touching it, come into contact with each other, and are annihilated in a reaction which produces an enormous amount of energy. That energy, in the form of plasma, is directed by the dilithium crystal towards the power transfer conduits (PTCs).

Power Transfer Conduits and Warp Nacelles

The PTCs split the plasma into one stream for each nacelle a ship has and use magnetic constriction to force the stream(s) toward the warp nacelle(s). Along their length there are three electroplasma system (EPS) taps which siphon off power to run the ship's systems. The PTCs terminate at the warp nacelles. The nacelles have three parts: plasma injection system; warp field coils; and the emergency separation system. They also have maintenance docking ports.

At the nacelle end of each PTC, the plasma injector systems (PISs) injects the plasma into the warp field coils (WFCs) as a burst of energy. The WFCs, which are split toroids made of tungsten-cobalt-magnesium and verterium cortenide, use the energy to create an intense, multilayered warp field which allows the ship to travel through space at superluminal speeds. The coils shift the energy frequencies carried by the plasma deep into subspace, creating the warp field. The sequential firing of the coils presses the warp field layers upon each other, thus making the vehicle move.

Because two warp nacelles create a precisely balanced interacting warp field, most ships have that many nacelles; however, advances in warp field theory and mechanics have made ships with one, three, or four nacelles possible. Odd number nacelle designs require the designers

to precisely align the odd nacelle along the X-Y plane of the ship, and in the case of three nacelles to precisely align the third one between the other two nacelles, to prevent warp field misalignment.

The nacelles also include *Bussard ramscoops* at their forward end. A ship can use these to "sweep" interstellar space with a magnetic field to gather stray hydrogen atoms in the event of a fuel shortage. If necessary, other gases (such as metreon gas) can be collected. By making a Routine (3) Propulsion Engineering Test, the crew can "backflush" the ramscoops, ejecting the collected gases forward or aft.

The emergency separation system (ESS) allows the crew to eject a nacelle in the event of catastrophic failure of a PIS. The computer controls this function; no Test is required for characters to activate it. In the event of a computer failure, characters can make a Moderate (6) Systems Engineering or Shipboard Systems (any Specialization) Test to perform the ejection—assuming, of course, the ejection system hasn't malfunctioned...

Warp Speeds

The amount of power required to create a warp field rises as the warp factor (velocity) generated by the field rises. By the time Warp 10 is approached, the amounts have increased to near-infinite levels. If, theoretically, a ship could generate the infinite amount of energy needed to reach Warp 10, it would travel infinitely fast, and thus occupy all points in the universe simultaneously (therefore, a Warp 10-capable drive would also have to possess some means to sense the proper point to "stop" at, thus allowing the ship's occupant to "travel" there). As of 2375, the limit on warp travel is Warp 9.982, though subspace broadcasts reach Warp 9.9999. The maximum speed a starship can reach is a function of the type and efficiency of its warp drive.

In 2372, using an engine equipped with a special form of dilithium, Flight Control officer Lt. Tom Paris of the *U.S.S. Voyager* became the first Human to cross the transwarp barrier. However, it was discovered that doing so had a deleterious effect on Humans, causing Paris to mutate into a lizard-like creature. Any further Federation experiments with transwarp drives would have to overcome this considerable problem.

THE WARP FIELD EFFECT

In 2370, it was discovered that traveling at warp speeds can cause damage to the structure of the subspace continuum. Subspace ruptures and other dangerous phenomena could result. To prevent further damage, the Federation instituted a ban on speeds in excess of Warp 5 (except in emergencies) and immediately began researching the problem. By 2371, engine adaptations had been developed to allow Starfleet vessels to travel at any warp speed without causing subspace damage. Vessels without these adaptations, or created by other species, may still pose a danger to the subspace continuum, however.

Building A Warp Propulsion System

To build a warp drive in game terms, you do four things: choose a warp engine; choose the type of nacelles your ship has; choose your plasma injector system; and decide whether to uprate or downgrade your system.

Warp Engine

A ship's warp engine (sometimes also called a warp core) provides the Power needed to run not only its warp drive system, but everything else on the ship. See *Power Systems*, page 40, for the Warp Engine Table. The warp drive system can only use Power from the warp engine. Power from the impulse engine, auxiliary, and/or emergency power systems cannot run the warp drive.

Nacelles

SU Cost: Varies (see table)
Power Cost: 1 Power for every .2 of warp speed

Decide how many nacelles your ship has, from one to four. The typical number is two. For game purposes, the base number you choose doesn't matter or affect the SU cost—four nacelles cost as many as one or two, and the number chosen has no particular effect on the game. The Nacelle Table indicates the types available, their SU cost, and the Standard/Sustained/Maximum warp speed each can attain. *Standard* velocity is the speed at which a ship commonly cruises through space. *Sustainable* velocity is the highest speed it can maintain without stressing the ship or its engines. *Maximum* velocity is the highest speed it can attain (see also Plasma Injection System, below).

Warp travel costs 1 Power for every .2 of warp speed (or fraction thereof), or 5 Power for every full warp factor. For example, a ship

NACELLE TABLE

Type	SU	Stand/Sustain/Max Warp Speed
Type 1	5	1.25/1.25/1.25
Type 1A	8	1.2/2.0/3.0
Type 1B	10	1.5/3.0/5.0
Type 2	15	2.0/3.0/6.0
Type 3	20	3.0/6.0/7.0
Type 4	25	4.0/6.0/7.0
Type 4.4	27	4.0/6.0/7.4
Type 4.8	28	4.0/6.0/8.0
Type 4.86	29	4.0/6.0/8.6
Type 4.9	30	4.0/6.0/9.0
Type 4.92	31	4.0/6.0/9.2
Type 4A	35	4.0/7.0/7.8
Type 4A2	37	4.0/7.4/8.2
Type 4A6	39	4.0/7.4/8.6
Type 4B	40	4.0/7.4/9.0
Type 4B2	41	4.0/7.4/9.2
Type 4B6	43	4.0/7.4/9.6
Type 4C	45	4.0/8.0/9.0
Type 4C2	46	4.0/8.0/9.2
Type 4C6	48	4.0/8.0/9.6
Type 4D	49	4.2/6.5/8.0
Type 5	50	5.0/6.0/7.0
Type 5.4	52	5.0/6.0/7.4
Type 5.6	53	5.0/6.0/7.6
Type 5A	55	5.0/7.0/8.0
Type 5A2	56	5.0/7.0/8.2
Type 5A6	58	5.0/7.0/8.6
Type 5B	60	5.0/7.0/9.0
Type 5B2	61	5.0/7.0/9.2
Type 5B6	63	5.0/7.0/9.6
Type 5C	65	5.0/8.0/9.0
Type 5C2	66	5.0/8.0/9.2
Type 5C6	68	5.0/8.0/9.6
Type 5D	70	5.0/8.4/9.0
Type 5D6	73	5.0/8.4/9.6
Type 5E	75	5.0/9.0/9.2
Type 5E3	76	5.0/9.0/9.3
Type 5E6	78	5.0/9.0/9.6
Type 5F	79	5.6/8.4/9.0
Type 6	80	6.0/7.0/8.0
Type 6.4	82	6.0/7.0/8.4
Type 6.9	85	6.0/7.0/9.0
Type 6.92	86	6.0/7.0/9.2
Type 6.96	88	6.0/7.0/9.6
Type 6A	90	6.0/8.0/9.0
Type 6A2	91	6.0/8.0/9.2
Type 6A6	93	6.0/8.0/9.6
Type 6B	95	6.0/8.6/9.2
Type 6B6	98	6.0/8.6/9.6
Type 6C	100	6.0/9.0/9.2
Type 6C4	101	6.0/9.0/9.4
Type 6C5	102	6.0/9.0/9.5
Type 6C6	103	6.0/9.0/9.6
Type 6D	105	6.0/9.2/9.6
Type 6D7	106	6.0/9.2/9.7
Type 6D8	107	6.0/9.2/9.8
Type 6D9	108	6.0/9.2/9.90
Type 6D92	109	6.0/9.2/9.92
Type 6D94	110	6.0/9.2/9.94
Type 6D96	111	6.0/9.2/9.96
Type 6D97	112	6.0/9.6/9.975
Type 6D98	113	6.0/9.2/9.982
Type 6E	115	6.0/9.4/9.6
Type 6E8	116	6.0/9.4/9.8
Type 6E9	118	6.0/9.4/9.982
Type 7	120	7.0/8.0/9.0
Type 7.2	121	7.0/8.0/9.2
Type 7.6	123	7.0/8.0/9.6
Type 7.8	124	7.0/8.0/9.8
Type 7A	125	7.0/9.0/9.2
Type 7A6	126	7.0/9.0/9.6
Type 7A8	128	7.0/9.0/9.8
Type 7B	130	7.0/9.2/9.4
Type 7B8	132	7.0/9.2/9.8
Type 7C	135	7.0/9.6/9.8
Type 7C9	137	7.0/9.6/9.9
Type 8	138	8.0/9.6/9.95

moving at Warp 5 must spend 25 Power per round to do so; one moving at Warp 7.5 spends 38 Power. (Since combat rarely takes place at warp speed, this cost usually does not come into consideration during play.)

A few ships have nacelles which retract, either for protection or to give the ship a more aerodynamic or defensible profile. Retractability costs 3 SUs; it takes 5 Power and one round to deploy or retract a nacelle.

Some ships have variable-geometry warp nacelles—nacelles on pylons which raise and lower, allowing the ship to move the nacelles into the most optimal position for establishing a warp field or for other ship operations (such as entering an atmosphere). This reduces the Power cost for Sustainable and Maximum warp speed by 2. Variable-geometry nacelles cost +5 SUs; it takes 5 Power and one round to alter the nacelles' position.

On some ships, such as Cardassian *Galor*-class vessels, the warp nacelles are *embedded*—fully contained within a starship's hull. This makes the warp field slightly less efficient (reduce Standard, Sustainable, and Maximum speeds by .1 each), but makes the shields stronger because the shield radius becomes smaller (increase Threshold by 10 and Protection by 100 for no additional Power cost). This sort of system can only be installed on ships of Size

5 or larger, and costs 4 x Size in SUs. Starfleet has not yet adopted fully embedded nacelles because it dislikes the loss of speed entailed and is concerned about the health and safety implications they might have for a ship's crew, but has employed some of the principles to design ships such as the *Saber*-class and *Steamrunner*-class with partly embedded nacelles.

Plasma Injector System

SU Cost: Varies (see table)
Power Cost: None

In game terms, the quality and efficiency of a ship's PIS indicates how long it can maintain its Maximum warp speed. Operating at Maximum warp speed beyond the indicated amount of time risks damage to the engines. The Narrator should roll 2d6 for every 10 minutes of travel beyond the listed time; on a result of 2, 3 or 4, the warp drive system suffers damage. Reduce the ship's Standard, Sustained, and Maximum ratings by 25%, and reduce the Power per round which the warp engine can generate by 25% as well. Repairs take one hour to one day per SU of damage as if the PIS had lost 25% of its SUs.

PLASMA INJECTOR SYSTEM TABLE

PIS Type	SU	Duration of Max Warp
Type A	2	1-4 hours
Type B	4	5 hours
Type C	6	6 hours
Type D	8	7 hours
Type E	10	8 hours
Type F	12	9 hours
Type G	14	10 hours
Type H	16	11-12 hours
Type I	18	13-24 hours
Type J	20	25-48 hours

WARP DRIVE SYSTEM UPRATINGS/DOWNGRADES TABLE

Upratings	SU	Bonus To One Category
Package 1	2	+0.1 or +0.15
Package 2	4	+0.2
Package 3	6	+0.3
Package 4	8	+0.4

Downgradings	SU	Reduction To One Category
Package 1	-1	-0.1
Package 2	-2	-0.2

The bonus provided by the upratings packages adds to any one category of warp speed (Standard, Sustainable, Maximum), but Maximum cannot be increased beyond Warp 9.982 as of 2376. A ship may install as many uprating packages as it has space for and its designers desire. A downgrade reduces any one category of warp speed. A ship may downgrade its systems as much as its designers desire, though Starfleet is not likely to allow more than a .3 reduction to any category of warp speed for efficiency reasons.

Other Superluminal Drives

Advances in the propulsion sciences during the latter half of the 24th century have made it possible, at least in theory, to build other faster-than-light drives which exceed the capabilities of standard Starfleet warp drives. Players may not design ships using these systems without the Narrator's permission.

Coaxial Warp Drive

SU Cost: Varies (see table)
Power Cost: Varies (see table)

Coaxial warp drive systems operate on different principles than standard warp drives. Instead of creating a warp field and manipulating that to create propulsion, a coaxial warp drive creates a warp field and then "folds" space (perhaps in a manner similar to the folded-space transport posited by the Elway Theorem; see page 61). This allows a ship to travel immense distances instantly. Furthermore, due to the technique used, a ship runs no danger of accidentally colliding with space objects, since it's not actually traversing normal space.

In game terms, a coaxial warp drive can fold space each round. This translates into velocities far in excess of Warp Factor 9.9. (See accompanying table for exact speeds.)

To build a coaxial warp drive, buy a warp engine as normal to provide Power for your ship. Then buy a coaxial warp drive system from the accompanying table, which also indicates SU and Power costs. That cost includes the cost of nacelles and other components found in a normal warp propulsion system.

Because coaxial warp drive is still an experimental and unproven technology which is prone to overload due to particle instabilities, characters must make a Challenging (10) Propulsion Engineering (Coaxial Warp Drive) Test every round to use it successfully. Failure indicates the drive breaks down; the ship cannot use it again

COAXIAL WARP DRIVE SYSTEMS TABLE

Type	SU	Power per Round	LY Per Minute
Type 1	75	40	2
Type 2	100	80	3
Type 3	125	120	4
Type 4	175	160	5
Type 5	225	200	6

until engineers make repairs (this takes 1d6 hours and a successful Moderate (8) Propulsion Engineering (Coaxial Warp Drive) Test). Dramatic Failure indicates that the drive catastrophically breaks down. This destroys the ship, kills everyone aboard, and collapses space in an area with a billion-kilometer radius around the ship.

To stabilize the coaxial warp drive, a ship can establish a symmetric warp field. This requires a Moderate (8) Propulsion Engineering (Warp Drive) Test. If the Test succeeds, the field is established; it costs 10 Power per round and reduces the Difficulty for the Test to operate the coaxial warp drive correctly to Moderate (8). If the Test fails, the ship cannot establish the field at all (further Tests are not allowed) for one day. If it's Dramatically Failed, the effects are as per failure, plus subspace stresses result which cause 4d6 damage to the ship (only the structural integrity field protects against this).

Quantum Slipstream Drive

SU Cost: 80
Power Cost: 120 Power per round

Quantum slipstream drive (QSD), like a coaxial warp drive, allows a ship to move at velocities far exceeding standard warp drive — approaching the upper Warp 9.999 range. The system routes energy from the quantum drive to the main deflector, which creates a "slipstream" in subspace through which the ship travels. Due to the slipstream's size, a ship without a QSD can enter it and travel along behind the vessel generating the "tunnel." The instabilities created by a quantum slipstream pose significant dangers to a ship, in that it places enormous pressure on the ship's SIF and hull, and can rupture the latter. Furthermore, maintaining the slipstream is difficult, and if it collapses, it can damage or destroy the ship(s) inside it.

Using a quantum slipstream drive requires a Challenging (9) Shipboard Systems (Flight Control) Test every round. If the Test fails, the instabilities cause 120+8d6 damage to the ship (only Resistance and the SIF protect against this damage) and the ship drops out of the slipstream. If the Test results in a Dramatic Failure, increase the damage to 200 x 1d6. If the Test succeeds, a QSD allows a ship to travel at the rate of 300 light-years per hour (just under half a light-year per round).

A QSD requires 80 SUs and costs 120 Power per round to operate. This SU cost includes all parts needed to operate the system; the ship does not have to buy nacelles or the like. However, it may wish to buy a warp propulsion system to generate Power or to act as a backup for the QSD; if so, it must buy all necessary parts for such a system.

Soliton Wave Propulsion

SU Cost: None
Power Cost: None

This form of propulsion, first tested in 2368 by Dr. Ja'Dar of Bilana III, uses a soliton wave (a nondispersing wavefront of subspace distortion) to "push" a starship through space in much the same way a wave of water pushes a surfboard. To function, it requires soliton wave stations at either end of the space traveled (for example, the two planets forming the hubs of a trade route). When it works properly, ships are propelled quickly (and at no cost in Power to themselves) between the two points. However, the wavefront has so far proven difficult to control, and when out of control can damage the ship using the system.

Using a soliton wave propulsion system requires a Moderate (5) Shipboard Systems (Flight Control) Test from the pilot of the ship, and one or more Moderate (7) Propulsion Engineering (Soliton Wave Propulsion) Tests from the person operating the equipment. If either Test is failed, the ship takes 12d6 damage (only the SIF protects against this damage) and drops out of the wave. For Dramatic Failure, increase the damage to 20d6. If both Tests succeed, the ship travels at Warp 9.0 at no Power cost.

Soliton wave propulsion requires no SUs on a ship using it.

Transwarp Drive

SU Cost: 15 x Size
Power Cost: (15 x Size) Power per round

Used by, among others, the Borg, transwarp drives allow a ship to create a "corridor" in space-time from one place to another. A ship using the corridor travels at Warp 10, a velocity unattainable with standard warp drives. A tran-

swarp drive does this by emitting tachyons which breach the subspace barrier and allow the ship to create a transwarp corridor (similar in many ways to a wormhole) by "folding" subspace.

The Federation began experimenting with transwarp drives in the 2280s, with the *U.S.S. Excelsior* serving as a testbed for the prototype. Unfortunately, the trials were a failure, in that Starfleet could not determine how to exit the transwarp corridor at a predefined point (the desired destination). Theories also posit that transwarp travel could cause disfiguring mutations in humanoids. However, encounters with the Borg beginning in 2369 showed that they had solved these problems and developed a transwarp drive at least 20 times faster than conventional warp drives.

Assuming the difficulties were overcome, a transwarp drive would work as follows. It occupies 15 x Size in SUs, and costs 15 x Size in Power to operate. This SU cost includes all parts needed to operate the system; the ship does not have to buy nacelles or the like. However, it may wish to buy a warp propulsion system to generate Power or to act as a backup for the transwarp drive; if so, it must buy all necessary parts for such a system. If it has normal nacelles, it must establish a depolarization matrix around the ship's fuselage to prevent the transwarp velocity differential from tearing the fuselage away from the nacelles.

When activated, a transwarp drive creates a transwarp corridor which allows a ship to cross distances as if traveling at 20 times its normal Maximum warp speed (use the Travel Times At Warp table on page 215 of the *Star Trek: The Next Generation Roleplaying Game* or page 213 of the *Star Trek: Deep Space Nine Roleplaying Game* and multiply the distances traveled by 20, or divide the time required to travel a particular distance by 20 to determine how long the trip takes).

Operating a transwarp drive requires a Challenging (10) Propulsion Engineering (Transwarp Drive) Test. Success means the ship travels the desired distance. Failure means the drive breaks; it takes 1d6 hours and a successful Moderate (8) Propulsion Engineering (Transwarp Drive) Test to repair it. Dramatic Failure indicates that the drive malfunctions, taking the ship an enormous distance off-course (the Narrator determines exactly how much; 1d6 x 100 light-years is a good rule of thumb). It then breaks, requiring 1d6 days and a successful Challenging (9) Propulsion Engineering (Transwarp Drive) Test to repair.

After a transwarp drive is used, the transwarp corridor remains open for 1d6 rounds. Other ships can enter it with a Routine (4) Shipboard Systems (Flight Control) Test during that time and make use of its properties even though they lack transwarp drive—but when the corridor shuts, they're stuck on the other end.

IMPULSE DRIVE

SU Cost: Varies (see table)
Power Cost: 1 Power per .1 c used per round

Starships use impulse propulsion systems (IPSs) to move slower than the speed of light, which is required for travel within a star's gravity well, through solar systems, in starship combat, and similar situations. Impulse drives use fusion reactors to generate standard thrust via a standard Newtonian reaction—the thrust "pushes" the ship forward through space. Starships usually drop to impulse when they encounter another ship to facilitate contact (or combat).

IPSs have four components: the impulse reaction chamber (IRC), or fusion reactor, of which there are three per impulse engine; the accelerator/generator (A/G); the driver coil assembly (DCA); and the vectored exhaust director (VED). Energy released in the IRC by the fusion reaction is channelled to the A/G, which raises the velocity of the plasma and feeds it on to the DCA. Electroplasma system (EPS) taps run from the A/G to divert some energy to power other systems on the ship. The DCA creates a field effect which aids the impulse propulsion process, then passes the energy on to the VDA, which directs it to thrust the vehicle in the desired direction.

A main impulse engine (MIE) capable of propelling a starship consists of four linked impulse engines. These engines may be grouped together, or divided into two groups of two to provide balanced thrust for structures such as separated saucer sections.

An impulse engine is rated for the amount of velocity it can provide, expressed as a percentage of *c* (the speed of light). Thus, an impulse engine might be said to provide .5*c* thrust, meaning it can propel a vehicle at half the speed of light. Regardless of an engine's maximum sublight speed, Starfleet generally limits impulse travels to .25*c* (paradoxically referred to as "full impulse") to minimize the time-dilation problems which occur as a ship approaches speed of light travel. Only in starship combat situa-

tions do starships commonly move at impulse velocities in excess of .25c.

The accompanying table lists the classes of MIEs available.

Impulse travel costs 1 Power per 0.1c used per round (round fractions of .5 or lower *down*) (if the ship has multiple impulse engines, it only pays this cost once; additional engines only generate Power, they don't propel the ship). Thus, a ship traveling at .75c must spend 7 Power per round to use its impulse engine. The Narrator may allow a crewmember to make a Challenging (8) Propulsion Engineering (Impulse) Test to increase the output of the impulse engines slightly (+.10c if the Test succeeds exactly, +.20c if it succeeds by 2 points or more; a ship's impulse speed cannot exceed .95c). Any additional impulse speed obtained in this way costs 4 Power per 0.1c per round and lasts 1+1d6 rounds. For example, if a ship with a Class 3A impulse drive was made to move at .95c, it would cost 15 Power (7+4+4) per round to do so.

Impulse engines are also equipped with *impulse capacitance cells* which can provide a tiny burst of power to them. By releasing the cells' power directly into the driver coils, a ship can generate a one-second burst of impulse speed when the engines are otherwise not functioning due to lack of power.

IMPULSE ENGINE TABLE

Class of Engine	SU	Velocity	Power
Class 1	5	.25c/.5c	8
Class 2	10	.5c/.5c	16
Class 3	15	.5c/.7c	24
Class 3A	18	.5c/.75c	28
Class 4	20	.6c/.8c	32
Class 4A	22	.6c/.85c	35
Class 4B	23	.65c/.85c	38
Class 5	25	.7c/.9c	40
Class 5A	28	.72c/.9c	44
Class 6	30	.75c/.9c	48
Class 7	35	.75c/.92c	56
Class 8	40	.75c/.95c	64

SU: The SU cost for each main impulse engine (regardless of whether the MIE is one unit, or divided into two smaller units).

Velocity: The Sustainable and Maximum velocities the engine can attain. Sustainable velocity is the highest speed it can maintain without stressing the ship or its engines (all impulse engines' Standard speed is, by definition, .25c). Maximum velocity is the highest speed it can attain. Operating at Maximum impulse speed for longer than 24 hours risks damage to the engines. The Narrator should roll 2d6 for every 10 minutes of travel beyond 24 hours; on a result of 2, 3 or 4, the impulse drive system suffers damage. Reduce the ship's Standard, Sustained, and Maximum ratings by 25%, and reduce the Power per round which the impulse engine can generate by 25% as well. Repairs take one hour to one day per SU of damage as if the engine had lost 25% of their SUs.

Power: The amount of Power they provide per round (this is in addition to Power from the warp engine; see below). If a ship has bought multiple impulse engines, each one provides Power.

Acceleration Upratings

SU Cost: Varies (see table)
Power Cost: Varies (see table)

Standard impulse engines accelerate at half their maximum impulse speed per round (see page 96). Some vessels are equipped with uprated impulse systems which can accelerate more quickly than this. The accompanying table lists packages, SU costs, Power costs in any round when the ship accelerates at more than the standard rate, and effects.

The SU cost for the uprating includes modifications to the SIF and IDF so that the ship can handle the increased stress on the hull. If a ship has multiple impulse engines, it must buy an acceleration package for each one, and the packages must all be the same one.

ACCELERATION UPRATING PACKAGES TABLE

Package	SU	Power	Rate of Acceleration
Class Alpha	2	1	66% (two-thirds) of maximum impulse speed per round
Class Beta	4	2	75% (three-quarters) of maximum impulse speed per round
Class Gamma	8	4	100% of maximum impulse speed per round

REACTION CONTROL SYSTEM

SU Cost: 1 x Size
Power Cost: 2 Power per round

The Reaction Control System (RCS), colloquially known as "thrusters," is used to move the ship while entering or leaving spacedock, or in other situations where precise control of the ship's motion is necessary. RCS engines are located at appropriate points on the body of a ship. They consist of a gas-fusion reaction chamber, magnetohydrodynamic (MHD) energy field trap, and vectored-thrust exhaust nozzles. Some ships also have an auxiliary RCS system

which functions at half strength and costs 2 Power per round; this costs .5 x Size in SUs. An auxiliary RCS improves a ship's maneuverability, but not to a degree simulatable in Icon System terms.

When using the RCS system, which requires a Routine (3) Shipboard Systems (Flight Control) Test for most delicate operations, a ship moves at a top speed of .025c (one-quarter of a Movement Unit per round, in game terms). An RCS occupies 1 x Size in SUs and costs 2 Power per round of use. A ship can double its thruster speed to up to .05c for an additional 3 Power per round.

If a ship has no RCS, or its RCS is malfunctioning, it can try to use impulse engines as thrusters. The Difficulty for any such movement is Difficult (13). The Flight Control officer must make a Test every round he uses the impulse drive this way.

Impulse Thrusters

SU Cost: 2 x Size
Power Cost: 2 Power per round

Ships of Size 5 and smaller can also install *impulse thrusters,* a special type of thruster which improves a ship's speed and maneuverability. They add +.1 c to the ship's impulse speed (maximum of .95 c) and provide +1 die to roll when the pilot makes Shipboard Systems (Flight Control) Tests to maneuver the ship at speeds of .6 c and above.

Power Systems

Without power, nothing on a starship can function. The ship can't move, life support cuts off, and the lights dim. Therefore, Starfleet design engineers have taken pains to make sure that ships have multiple sources of power to draw on, the primary ones being the warp and impulse engines.

In Icon System terms, a system's power output and/or power usage per round is rated in terms of a characteristic called, logically enough, *Power.* For example, an impulse engine might generate 30 Power per round, long-range sensors cost 5 Power per round.

Warp Engines

SU Cost: Varies (see table and text)
Power Cost: See above

As discussed on page 33, the warp engine provides power to the ship. The accompanying table indicates the classes of warp engines available, as well as their base SU cost and the amount of Power they provide per round.

WARP DRIVE SYSTEMS TABLE

Warp Engine	SU	Power Generated Per Round
Class 1/A	20	10-99
Class 2/B	30	100-149
Class 3/E	40	150-199
Class 4/G	50	200-249
Class 5/H	60	250-299
Class 6/K	70	300-349
Class 7/M	80	350-399
Class 8/N	90	400-449
Class 9/O	100	450-499
Class 10/P	110	500-549
Class 11/Q	120	550-599
Class 12/R	130	600-649
Class 13/S	140	650-699

The base SU cost listed in the table indicates the SU cost for the lowest figure in the "Power Generated" column—for example, 350 Power for a Class 7/M engine. For each +10 Power (or fraction thereof) beyond that, the engine costs an additional +1 SU. Thus, a top-of-the-line Class 7/M engine, which generates 399 Power per round, costs 85 SUs. (For the Class 1/A engine, add +1 SU per +20 Power [or fraction thereof].)

Impulse Engines

As described on page 38, a ship's impulse engines also provide Power for other systems (the table on page 39 tells you how much Power each class of engine generates). This Power is cumulative with Power generated by the warp engine.

Auxiliary Power

SU Cost: 3 SUs per additional fusion reactor
Power Cost: None

In addition to the fusion reactors which form the impulse engines, most ships carry another set of reactors simply to generate power. Each additional fusion reactor occupies 3 SUs and generates 5 points of Power per round. The crew holds auxiliary power in reserve for use in emergency or crisis situations, rather than using it at all times. Most ships have at least one auxiliary power generator for every 4 points of Size.

A crew can use one of a ship's auxiliary power reactors to replace damaged or spent reactors in the impulse engines. This takes an hour and requires a Routine (4) Systems Engineering (Power Systems) or Propulsion Engineering (Impulse) Test.

EMERGENCY POWER

SU Cost: Varies (see table)
Power Cost: None

In addition to auxiliary power, starships have a small reserve of emergency power for use in crisis situations or when other power systems are nonfunctional. The emergency power system uses a set of fusion reactors which are independent from the standard and auxiliary power systems. The accompanying table lists the SU cost and Power generated by various types of emergency power systems.

A ship may only have one emergency power system.

EMERGENCY POWER SYSTEMS TABLE

System Type	SU	Power Generated Per Round
Type A	25	25
Type B	30	30
Type C	35	35
Type D	40	40
Type E	45	45
Type F	50	50

INDIVIDUAL SYSTEMS POWER GENERATORS

Some of the systems on a starship have their own small "reserve" of Power for use in emergencies or when all other power systems are not working. Emergency life support has its own power system, for example, and the ship's phasers have phaser array power cells good for a few shots when there's no other Power available. Whether this Power can be siphoned for other uses is addressed under the respective systems. Even when it can be drained this way, it only provides a one-time or temporary Power boost, not an ongoing supply.

DETERMINING A STARSHIP'S TOTAL POWER

To determine the total amount of Power a ship can generate per round under standard conditions, add the Power from the warp and impulse engines. Do not include auxiliary, emergency, or individual systems Power. The total tells you how much Power a ship can draw on in most situations.

To determine the ship's overall Power total, add the warp engine, impulse engine, auxiliary, and emergency Power totals together (do not include individual systems Power). The total lets you know just how far a ship can be pushed in a crisis.

ELECTROPLASMA SYSTEM

SU Cost: 5 x Size; transfer 10 extra Power per round per +1 SU
Power Cost: None

Power from the warp engine, impulse engines, and other sources is routed throughout the ship by the electroplasma system (EPS). The EPS is a network of microwave power transmission waveguides. A ship's EPS is assumed to be able to handle the Power flow to run all systems at up to maximum efficiency without difficulty. But when there's a need to transfer more Power—for example, to increase the damage a phaser does, boost the strength of the shields, or feed more Power to the sensors to punch through some interference—the EPS may not be able to handle the demands placed on it. The quality and efficiency of an EPS determine how much Power a starship can transfer each round.

The base SU cost of an EPS is 5 x Size. That allows the ship to use all systems at their maximum normal performance without problem. For each SU spent beyond that, the EPS can handle transferring 10 additional points of Power. Most Starfleet vessels build in enough capacity to handle substantial extra Power flow (and to compensate for any damage the EPS system may suffer during combat); +100 to +300 points (+10 to +30 SUs) is standard. The mandatory Starfleet minimum for most vessels is +50 Power (+5 SUs).

Example: *Chris's ship is in combat, operating at full normal capacity, including its full normal shield Protection of 1200. Chris realizes that he's got 120 extra points of Power to spare and decides to increase the forward shield's Protection by 400 points (costs 120 Power). Unfortunately, his ship's EPS system can only handle up to +100 Power, so the best he can do is to increase the shield by 330 Protection (costs 99 Power).*

Isomagnetic EPS Conduits

SU Cost: +2 SUs to EPS
Power Cost: None

By 2371, a new form of technology, isomagnetic conduits, is available to make EPS systems more efficient. When isomagnetic EPS conduits are in use, extra Power transfer capacity only costs +1 SU for every *20* extra Power per round. Isomagnetic EPS conduits are still relatively rare by 2376; the Narrator determines whether they're available for a particular ship.

Operations Systems

The largest category of systems on a starship fall under the heading of *operations systems*. They include flight control, sensors, computers, and many other systems related to the daily command and operation of the ship.

BRIDGE SYSTEMS

SU Cost: 5 x Size
Power Cost: None

If the warp engine is the heart of a starship, the bridge is the brains. Here the captain holds sway, directing the course and actions of the vessel. From the bridge, he and his senior officers can, if they need to, control every system on the ship. On most Starfleet ships, the bridge is located on the very top of the ship (of its saucer section, if it has one).

The basic bridge module occupies 5 x Size in SUs. In and of itself, it costs no Power.

OPERATING MODES

Based on the conditions and circumstances existing at any given moment, a starship will assume one of several operating modes which dictate which systems become (or remain) active, the preparations made by the ship's personnel, and so forth. The following brief descriptions indicate what each mode involves and the Power costs involved. For more complete details, see the *Starfleet Security Handbook* from Last Unicorn Games.

Cruise Mode: The standard operating mode during non-crisis situations. Level 4 diagnostics run on all primary and tactical systems at each shift change. One major power system operational; at least one maintained at standby. Long-range sensors and main deflector in use if ship is moving. A minimum of 40% of phaser bank elements and one torpedo launcher on cold standby status (available for full activation in two minutes). One shuttlebay maintained at five minutes launch readiness. No Power cost.

Yellow Alert: This mode indicates that the ship is prepared for a potential crisis situation. Level 4 diagnostics run on all primary and tactical systems. Power and propulsion systems brought to full operating condition. At least one auxiliary power source brought to hot standby. Phasers, torpedo launchers, and battle bridge (if any) brought to partial standby. For the first round of Yellow Alert status, the ship must expend 10 Power to activate all necessary systems; no Power cost in later rounds.

Red Alert: This mode indicates an actual state of emergency; it's established in, for example, any combat situation. Level 4 diagnostics run on all primary and tactical systems every five minutes. All sensors brought to fully operational status. Shields are brought to tactical configuration and weapons and battle bridge to full standby. All shuttlebays are brought to 30 seconds' launch readiness. Isolation doors and force fields are automatically activated as a proactive measure to contain any potential damage. For the first round of Red Alert status, the ship must expend 20 Power to activate all necessary systems (or only 10 if it's already at Yellow Alert); no Power cost in later rounds.

Blue Alert: Ships with planetfall capability must declare a Blue Alert before starting the descent. This alerts all crewmembers to assume their Blue condition stations and prepare for the landing. Level 4 diagnostics run on all primary and tactical systems. Power and propulsion systems brought to full operating condition. At least one auxiliary power source brought to hot standby. For the first round of Blue Alert status, the ship must expend 5 Power to activate all necessary systems; no Power cost in later rounds.

Reduced Power: This mode is designed for maximum power conservation in the event of fuel shortages, failure in the power generation systems, or tactical situations which require that most Power be diverted to tactical systems. The crew performs a cold shutdown of the warp engine unless the ship's traveling at warp speeds or it's the only remaining source of Power (or soon likely to be). Hourly energy budgets and consumption reports are made to the appropriate persons. Weapon systems are brought to cold shutdown unless deemed necessary. Some systems (IDF, SIF, main deflector, environmental systems) are operated at minimum levels; others (transporters, replicators) may not be used without special permission. No Power cost.

Silent Running: Invoked for "stealth" missions, Silent Running mode is designed to minimize a ship's profile to enemy sensors. All active sensor sweeps and communications outside the ship are forbidden. All non-essential systems, such as lighting, replicators, and holodecks, run at half power or may be used only with permission (as appropriate). Any shipboard activity which might alert an enemy to the ship's presence is curtailed. No Power cost; in fact, most systems run on less Power. Silent Running mode gives a ship a reduced power signature (see page 150).

Separated Flight: On ships which have saucer separation or multivector attack capability, this mode applies while the vessel is separated. For the most part it resembles Cruise Mode, unless Red Alert conditions apply. The IDF and SIF of the two "parts" of the vessel are usually set to high output. See "Saucer Separation," page 89, for more details.

External Support: This mode applies when a ship is docked at a starbase or similar support facility. It signifies a state of reduced activity, where many ship systems are completely powered down and many personnel are on shore leave. No Power cost.

On most ships it can be removed *in toto* at a spacedock or similar facility and replaced with a new one, thus facilitating upgrades and maintenance. Because of its importance to the ship, the bridge is always one of a ship's emergency environmental support shelters (see page 26), and even if both primary and emergency life support systems fail, the bridge's separate systems can maintain a Class M environment for 72 hours. Even if a total environmental systems failure occurs, two emergency modules provide lighting and atmosphere for 24 hours.

The major sections of most bridges include the captain's chair, viewscreen, duty stations, captain's ready room, and conference room (*a.k.a.* "Observation Lounge"). Not all ships may have all of these systems; the *Danube*-class vessel has no viewscreen, for example.

The Captain's Chair

Also known as the Command Station, this is where a Starfleet captain normally sits (among other species and governments, a captain's chair may or may not be used). It directly faces the viewscreen. The armrests (or panels within arm's reach) include the Command station—miniaturized, simplified Conn and Ops displays which allow the captain to override any ship system.

Duty Stations

Each ship's bridge is arranged a little differently (bridges often vary from ship to ship even within the same class). However, most of them include the following duty stations. Each one can be configured for various types of tasks (or to suit the user's preferences) and functions as a computer interface.

Engineering Station: A ship's Chief Engineer uses the Engineering station to oversee the Engineering department, and if necessary run or recalibrate its equipment, from the bridge. Sometimes it's necessary to have the Chief Engineer on the bridge, and this station allows him to keep doing his job while he's there. Characters use Shipboard Systems (Engineering Station) or any Engineering Skill to operate this station.

Environmental Station: In most cases, a ship's environmental systems function automatically and require no oversight from the crew. During emergencies or crisis situations, crewmembers can monitor and configure the ship's environmental systems from the Environmental station. Characters use Shipboard Systems (Environmental Systems) to operate this station.

Flight Control (Conn): A Flight Control Officer uses this station to pilot the ship, navigate his course among the stars, and so forth. It allows him not only to steer the ship, but to access the warp and impulse drives, review data from long-range and navigational sensors, launch probes, monitor the status of the warp field and other relevant ship systems, and so forth. Except for emergencies and other situations in which the Conn switches to manual steering, most steering is done by the ship's navigation computers. Characters use Shipboard Systems (Flight Control) to operate this station.

Operations Manager Station (Ops): The Ops station allows the Ops officer to manage the allocation of resources (including Power) to the various systems, departments, and personnel aboard ship. Since there are so many things going on aboard even a small starship, the conflicting needs for resources have to be resolved quickly to avoid disrupting the conduct of anyone's duties. At the Ops station, the Ops officer can quickly and easily handle complicated scheduling and resource allocation issues (routine matters are managed automatically by the computer). Characters use Shipboard Systems (Mission Ops) to operate this station.

Science Station: Starships constantly gather scientific data with sensors and probes, and the science station is where pertinent information is displayed. Personnel can use the station's controls to obtain information from the ship's laboratories and other facilities, reconfigure and calibrate sensors and related systems, and access the ship's LCARS (Library Computer Access and Retrieval System). In combat situations, the Science station acts as a backup for Conn, Ops, and Tactical. The station itself is easily configurable; it has room for specialized isolinear chips containing particular mission profiles and programs. Characters use Shipboard Systems (Science Station) to operate this station.

Tactical Station: A crewmember can control a ship's beam weapons, missile weapons, shields, tractor beams, and related systems from this station. He can also read the status of defensive systems, monitor internal security, obtain data from various tactical and targeting scanners, direct security teams, and access sensors and communications. Characters use Shipboard Systems (Tactical) to operate this station.

SECURITY SHOCK PULSES

If necessary for internal security purposes, a character can use any duty station or control panel to transmit an electromagnetic pulse to another control panel, thus shocking and, hopefully, disabling the person using that panel. This takes 1 round and 3 Power, and requires a Moderate (6) Shipboard Systems (any Specialization) or Systems Engineering (any Specialization) Test. If it succeeds, the target takes 3d6 Stun damage. If it fails, the character may try again, but the intended target is aware that someone is attempting to attack him through the ship's systems (though he may not know exactly what is being attempted, or how). If it Dramatically Fails, the character accidentally shocks himself, taking 2d6 Stun.

The Viewscreen

Occupying most of the wall in front of the captain's chair, the viewscreen allows visual images, sensor readings, and other graphic images to be displayed for everyone on the bridge to see. In many cases it functions as a "windshield," allowing the captain and bridge crew to see where the ship is going.

Ready Room

To ensure that the captain remains near the bridge as much as possible, and that he has a place to hold private conferences with his First Officer and other crewmembers, most ship's bridges include a *ready room*. The ready room is the captain's office, but also an area where the captain can relax for a moment or two. Most captains decorate their ready rooms with a few mementoes or favorite works of art.

Conference Room

Often known as the "observation lounge" or "conference lounge," the conference room is usually opposite the ready room. It's a large room where the captain can meet with his bridge crew to discuss matters affecting the entire ship, meet parties of VIPs who have come aboard, and so on.

AUXILIARY CONTROL ROOM/ BATTLE BRIDGE

SU Cost: 3 x Size
Power Cost: None

Ships which have saucer separation or multi-vector attack mode capabilities need one or more secondary bridges so that the captain (or other officer) can operate the engineering section of the ship effectively. These are known as *auxiliary control rooms* or *battle bridges*. Although smaller than a standard bridge, an auxiliary control room has standard Engineering, Flight Control, and Ops stations, and an enhanced Tactical station. In some cases, it also has several unique stations, including Defense Communications, Defense Systems Engineering, Technology Assessment, Computer Systems, and Engagement Damage Intelligence. An auxiliary control room serves as a secondary control center in the event the main bridge is damaged or incapacitated.

Each auxiliary control room costs 3 x Size in SUs. This cost includes a dedicated turbolift running from the main bridge to each auxiliary control room (it typically takes 2-4 rounds to reach the auxiliary control room via this turbolift). Crewmembers can also access auxiliary control rooms through the standard turbolift system. Like the main bridge, an auxiliary control room is a discrete unit which engineers can wholly replace at a starbase.

Of course, even if they haven't paid SUs for it, most ships have some sort of auxiliary control center. Such control centers are never very elaborate; their only purpose is to get the ship to safety in the event of an emergency which destroys the main bridge. An auxiliary control room paid for in SUs represents a second control center which can control all or nearly all of a ship's functions.

SEPARATION SYSTEMS

Several of Starfleet's most advanced ships have the capability to separate one or more parts of themselves from the main section of the ship. This offers numerous safety and tactical advantages.

If a ship has a separation system, it's important to note the location of every Power source, weapon, and other crucial system. That way you can determine the capabilities of the discrete sections after they separate.

Saucer Separation

SU Cost: 1 x Size (.5 x Size if no reattachment)
Power Cost: 10 Power when used

In emergency situations, some ships have the ability to separate into two discrete units, each with its own systems. This is typically known as *saucer separation*, since it most often involves separation of a saucer module (such as the one on the *Galaxy*-class ship) from an "engineering"

or "stardrive" or "battle" section. This allows civilians and other persons to leave a dangerous area while the engineering section of the ship remains behind to deal with the situation.

A separation system occupies 1 x Size in SUs; it costs 10 Power to use. Detached ship sections should usually be bought as atmosphere-capable (though not planetfall-capable) (see page 21).

A saucer section must have its own Computer, Impulse Engines, Navigational Deflector (if warp-capable), and Cloaking Device (if applicable). The same rules for ablative armor for ships with multivector assault mode apply (see below). Otherwise, most systems bought for a ship with saucer separation apply to both its "sub-vessels"; you don't have to buy them twice. In some cases—such as crew quarters, cargo holds, tactical systems, IDF, and auxiliary power generators— you should divide the system among the two sections (usually by percentages based on how the ship's Size divides), or assume that one section has the main system (or one of the main systems), and the others lesser "substitutes" (for example, only one section has a full sickbay; the other typically has a first aid station).

Typically, a saucer only has an impulse engine, auxiliary power, and emergency power systems. Therefore it cannot afford to activate shields or use many (if any) weapons. However, since its primary purpose is to get crewmembers and passengers to safety, not to fight, Starfleet regards this as acceptable. If it serves the dramatic purposes of the story, the Narrator can allow the saucer to activate shields anyway, disregarding the Power cost (but not allowing it to increase the shields' effectiveness with extra Power, either).

If a saucer cannot re-attach to the engineering hull on its own (it requires a spacedock or similar facility to do so), saucer separation only costs .5 x SUs.

For rules and guidelines regarding the use and effects of saucer separation in combat, see page 89.

Multivector Assault Mode

SU Cost: 2 x Size

Power Cost: 10 Power per round for 2 rounds

Beginning in 2375, Starfleet introduced a new form of ship separation technology known as *multivector assault mode* (MVAM). An MVAM system allows a ship to split into three separate sections, each with its own systems. An MVAM system occupies 2 x Size in SU and costs 10 Power to use (this cost applies for each of the 2 rounds it takes to separate the ship). A ship with MVAM may use the SU allotment for a ship 2 Size categories larger without increasing its own Size (this is necessary to install all of the redundant systems required for MVAM use).

Most systems bought for a ship with MVAM apply to all its "sub-vessels"; you don't have to buy them three times. In some cases—such as crew quarters, cargo holds, tactical systems, and auxiliary power generators— you should divide the system among the three sections (usually by percentages based on how the ship's Size divides), or assume that one section has the main system, and the others lesser "substitutes (for example, only one section has a full sickbay; the others typically have first aid stations). Computers, all warp propulsion system components, Impulse Engines, Navigational Deflectors, Cloaking Devices, and TA/T/TS are an exception to this general rule. Each sub-vessel needs its own warp drive or cloak, for example (in most cases, these systems should be the same type in each part of the ship—each with a Class 7/M warp drive instead of two or three different types of drives—but this is not required, only recommended). The MVAM system includes hardware and software which "links" these systems together to increase their effectiveness when the ship links together. The ship must buy them (including their subsystems, like acceleration upgrades) three times. When the ship links together, the best of the three systems applies to the whole ship; however, for purposes of Power generation, each impulse engine counts as a separate system (the warp engines typically link to form one unit, and so do not generate Power separately).

Special rules apply to shields. Buy shields one time for the entire vessel. When it separates into three parts, each part has the equivalent of a shield with maximum Protection for a shield two classes *less* than the entire ship's shield. The subspace field distortion amplifiers are reduced in effect by two classes as well, or to the class providing exactly one-third Threshold for the reduced Protection, whichever is less. The shield grid and recharging or regeneration system do not change. Calculate the Power costs for the reduced-effect systems as normal for that class of system, not for the overall, more powerful, system.

Example: *The* U.S.S. Epimetheus *has Class 6 shield generators (1200 Protection) and Class Theta subspace field distortion amplifiers (Threshold 400). When it separates, its shields are reduced to maximum Protection Class 4 shields (800 Protection). Reducing its distortion amplifiers by two classes would give them a Threshold of 300, but that's greater than one-third the reduced Protection (267). So, each sub-vessel has a Threshold of 267. The reduced-effect shields cost 80 Power per shield, not 120 Power per shield.*

If it has ablative armor, when the ship separates, each section has an amount of ablative armor equal to the overall ship's total (for example, if 430 of the ship's 1000 points of ablative armor have been blown away, each section has 570 points of armor). Once they separate, each section's armor can suffer separate damage. When the sections recombine, average their ablative armor totals to determine the overall ship's remaining armor.

A third exception is tactical systems—beam weapons, missile weapons, stored missiles, other weapons, and TA/T/TS. These must be bought individually and their location noted so that when the ship separates, the offensive capabilities of each section can be determined. This also applies to transporters and tractor beams.

If a ship with MVAM has a cloaking device, the section containing the device must be indicated on the Starship Template. That section and any sections attached to it are covered by the cloak when the crew activates the device. Sections not attached to that section are not covered by the cloak.

For rules and guidelines regarding the use and effects of MVAM in combat, see page 90.

Detachable Warhead

SU Cost: .5 x Size
Power Cost: None

One of the tactical systems developed by Starfleet in response to the Borg incursions of the late 2360s and early 2370s was a *detachable warhead* system. A detachable warhead is a small section of a ship which detaches from the main body of the ship and can move under its own power. It is laden with one to six torpedoes and is designed to explode upon impact with an enemy vessel. A character can remotely steer a warhead, but it also has room for a pilot in the event one is deemed necessary. A warhead is equipped with its own miniaturized impulse drive, equivalent to a Class 1 impulse engine.

Typically a detachable warhead is built into a pre-designed "notch" at the forward end of the ship (the *Defiant*-class Heavy Escort is the best-known example of this). After the warhead is used, engineering crews can install another one at a starbase. Use of the warhead does not change the "parent" vessel's Size or other characteristics.

A detachable warhead system costs one-half the vessel's Size in SUs; it costs no Power. It includes enough space for one person and two torpedoes. Up to four more torpedoes may be installed in the warhead at a cost of 1 SU.

For rules and guidelines regarding the use and effects of a detachable warhead in combat, see page 90.

COMPUTERS

SU Cost: 2 x Size per computer core
Power Cost: 5 Power per active core per round

Computers control virtually every function of a starship in some way. They regulate the power flow in the warp drive system, operate the sensors, and help the Tactical officer accurately fire the weapons. Without a working computer system, a starship virtually shuts down. While the Federation has never managed to build a reliable fully sentient computer, starship computers contain such sophisticated artificial intelligence subroutines that they sometimes *seem* sentient. They can understand, and respond to, ordinary speech, including contextual cues within that speech. Crewmembers interface with the computer system via the Library Computer Access and Retrieval System (LCARS), which lets them use voice commands and graphic interfaces to access data, modify ship systems, and write programs. The LCARS contains the equivalent of trillions upon trillion of pages of text, and more data is added every stardate.

A ship's computer monitors everything occurring on that ship, including the location of everyone aboard ship based on their communicator badge (the Tactical officer can track down anyone aboard, even persons not wearing communicators, but this takes some time). When emergencies or crises occur (such as a failure of life support or hull integrity), the computer evaluates the situation and notifies the appropriate personnel. However, that's about all the computer can do; it cannot operate the ship for extended periods, or in other than extremely routine circumstances, without crew control.

The computer lacks the judgment, intuition, and emotions which a sentient humanoid possesses and can apply to complex situations. It can only follow the instructions given it by its programming and the crew. For example, unless instructed to do so, the computer will not report that a crewmember has left the ship.

Starfleet computers use miniature subspace generators to process data at faster than light speeds. They store information and programs in modules of isolinear optical storage chips. Each module holds 144 isolinear chips. Approximately the size of a microscope slide, an isolinear chip holds up to 2.15 kiloquads of data. On large starships, a computer core is a cylindrical structure ranging from about 20 to about 100 meters tall and 10-15 meters in diameter which holds thousands of modules containing hundreds of thousands of isolinear chips. Rearranging the isolinear chips within a module, or installing new ones with specialized programming, can interfere with, alter, or in some cases enhance computer operation.

Each computer core capable of handling the primary computational load of the entire vessel costs 2 x Size in SUs. Starfleet regulations require any ship above Size 4 to have a minimum of two computer cores (and in fact even smaller vessels tend to have at least two). Vessels of Size 8 and higher must have at least three computer cores. If the ship has saucer separation or multivector attack mode capabilities, each "piece" of the ship must have its own core computer (for example, a *Galaxy*-class ship [Size 8] has to have at least three computer cores; it arranges them so that two are in the saucer section and one in the engineering section). A detachable warhead does not require a core computer.

In addition to the computer cores, ships have a network of subprocessors throughout the ship. These subprocessors help to improve the system's operation by handling some of the computational load. They can also provide some redundancy for the computer cores.

Computers cost 5 Power per round per computer core. If a ship has two or more computer cores, Starfleet protocols require that at least two operate at once—that way, if service to one is somehow interrupted, the other can instantly, and without loss of significant ship functions, pick up the computational load.

In addition to the main computer system, several systems aboard a ship have dedicated computer systems. Examples include the navigation computer and tactical computer. These are addressed elsewhere under the specific systems they work with.

Computer Uprating

SU Cost: Varies (see table)
Power Cost: Varies (see table)

Some ships, due to their mission profiles, need particularly efficient or powerful computers. Starfleet installs computer uprating packages with these ships' computers. The packages, which consist of both hardware and software, improve the performance of the standard computer system. In game terms, a computer uprating grants a bonus to the result of any Computer Test made using the ship's equipment. The accompanying table lists the SU and Power costs and benefits of upgrades.

Computer uprating packages are not cumulative; a ship can only have one in effect. A single uprating package covers all of a ship's computer cores.

COMPUTER UPRATING

Package	SU	Power	Computer Test Bonus
Class Alpha	2	1	+1
Class Beta	4	2	+2

Optical Data Network

SU Cost: 3 x Size
Power Cost: None

Data transmission throughout a ship is accomplished by means of an *optical data network* (ODN), a network of multiplexed optical monocrystal microfibers. Most ships have from three to six redundant ODN trunks linking their computer cores and the various subprocessors and control panels throughout the ship (this redundancy is built into the system's SU cost; players do not have to buy each ODN system separately, though they can buy extra ones if they want to). Damage to the ODN may hamper the ability of the ship's computers to operate the ship.

The ODN costs 3 x Size in SUs. It does not cost Power to operate; it works off of the Power fed to the computer cores themselves.

Bio-neural Computer System

SU Cost: 3 x Size per computer core
Power Cost: 7 Power per active core per round

On some of the latest, most advanced ships, the computer core has been augmented with a *bio-neural computer system*. This system, which includes bio-neural gel packs installed throughout the ship, uses organic substances which link with standard computers to create a very powerful information storage and processing device. The gel packs contain synthetic neural cells in a gelatinous organic medium. These neural cells replace the processors and isolinear chips of the standard Starfleet computer. In game terms, a bio-neural computer system provides a +1 bonus to the results of all Computer Tests made using the system (this is in addition to bonuses from any standard computer upgrades). For lengthy computing tasks, the bio-neural computer system reduces the time needed by 10% (round up; the minimum time for any task is one round).

Although faster and more powerful than standard computers, bio-neural computers are vulnerable to viral infections and other attacks to which organic substances are susceptible. Infections can slow the system down, or even destroy it entirely. Unlike standard computers, which require repairs from engineers when they don't work correctly, bio-neural systems also need a doctor's care when they malfunction. For example, to treat an infection, the gel packs might be heated to give them a "temperature" which kills off the virus.

Standard regulations regarding the number of computer cores per ship and how many must be operational apply to bio-neural computer systems.

NAVIGATIONAL DEFLECTOR

SU Cost: 4 x Size for main deflector, 1 x Size for auxiliary deflector

Power Cost: 5 Power per round of use

Although most people think of space as empty, in truth it's full of a lot of debris—stray atoms of hydrogen, micrometeoroid particulates, and the like. To a vessel traveling at warp or impulse speeds, a single, or repeated, collisions with such objects can cause wear and tear, or even significant damage. To avoid these objects, Starfleet vessels use a device called a *navigational deflector* or *main deflector* to "push" them out of a ship's flight path.

A navigational deflector uses three redundant high-powered graviton polarity source generators to generate two effects: a series of five nested parabolic shields projected two kilometers ahead of the ship, which sweep aside stray hydrogen atoms and submicron particulates; and a deflector beam projected thousands of kilometers ahead of the ship to move larger objects out of the way. These two effects are focused and manipulated with the main deflector dish, a prominent substructure easily visible on the front of most ships. (If the ship wants to collect hydrogen with its Bussard ramscoops, it manipulates the deflector shields to create "holes" which allow collection of the atoms.)

The navigational deflector works in conjunction with the long-range sensors, which locate and track objects in the ship's projected course. Since the deflector emits a great deal of electromagnetic and subspace radiation, which could interfere with long-range sensors, the long-range sensor array is located behind the deflector dish so that the axis of its scans matches that of the deflector projections.

In addition to the two deflecting effects, a ship can use its navigational deflector to emit a wide variety of electromagnetic and subspace radiation effects. For example, if the ship needs to emit old-style delta radiation to communicate with a strange vessel, or a polaron burst to disable masking circuitry, it uses its navigational deflector to do that. (If it's necessary to make a Shipboard Systems (Tactical) Test to hit a target with a deflector-emitted effect, the deflector has a range of 10/20,000/50,000/150,000 and an Accuracy of 5/6/8/11.) Running certain systems, such as some weapons, through the deflector can enhance their performance (see Chapter Two).

At impulse speeds or up to Warp 8, only one of the deflector's generators has to be operational. From Warp 8.1 to 9.1, at least two must function. At Warp 9.2 or higher, all three generators must operate to ensure the safety of the ship. If the deflector does not have enough functioning generators, or is not supplied with sufficient Power, the ship may suffer wear and tear (or worse damage); the Narrator determines the exact effects (if any).

A navigational deflector costs 4 x Size in SUs (this cost includes the small secondary deflector built into the saucer or other detachable sections of some ships). It costs 5 Power per round to use (whether standard uses, or unusual ones like emitting old-style delta waves). Characters operate it with Shipboard Systems (Flight Control) or, for more specialized uses, Shipboard Systems (Deflector).

Additionally, Starfleet now constructs some ships, such as the *Intrepid*-class Light Explorer, with a small auxiliary deflector. These cost 1

x Size in SUs. They require the same amount of Power as a main deflector, but since they are less efficient, they impose a -1 Test Result penalty on all Tests made using them.

SENSOR SYSTEMS

Sensors are a starship's "eyes." They allow it to detect not only phenomena visible to humanoid sight, but an enormous number of electromagnetic and physical phenomena which humanoid senses cannot perceive. Every starship has many different types of sensors (Explorers, Scouts, and Research/Laboratory vessels tend to have more or better sensors, for obvious reasons), divided into four types: long-range; lateral (or short-range); navigation; and specialized.

Sensors are rated for three characteristics: the range over which they work accurately; their "gain," or strength and efficiency relative to their power input (represented in game terms as a bonus to Shipboard Systems (Sensors) Test Results); and their Strength, or ability to overcome interference (see page 148 for rules on sensor interference).

Caveat: Standard Starfleet sensor technology, as extremely sensitive as it is, does not detect some 15,000 substances. The regular sensor settings do not include certain unusual, rare, and/or exotic materials. It excludes these from the standard analysis routines because they occur so infrequently that it's inefficient to search for them all the time. Crewmembers can recalibrate sensors to detect many of these substances, but this usually requires them to "blind" the sensors to something they normally register. Detecting the other types of exotic particles requires special sensor equipment and/or analysis programming.

IMPROVING SENSOR PERFORMANCE

Using any type of sensor costs 5 Power per round. For every +5 Power devoted to a sensor, it provides a +1 Test Result bonus to Shipboard Systems (Sensors) Tests made with them (maximum equal to half of the sensor's Class [round down] or +4, whichever is less). For example, long-range sensors with a Class 7 Strength package could receive a bonus of up to +3 (half of 7) for 5 Power per point; lateral sensors with a Class 10 package could receive a bonus of up to +4 (10/2 = +5, but the maximum bonus is +4). For lateral sensors, Narrators may wish to reduce the maximum bonus to +2 when ships use them to obtain improved targeting locks in combat, to maintain game balance.

ACTIVE AND PASSIVE SENSING

An important distinction between different types of scans involves active versus passive sensor use. Active scans require the ship to project some form of energy, then read what happens to that energy (how it reflects back to the ship or dissipates) to locate and track objects and phenomena. Active scanning gives a ship a control over what it's detecting (or trying to), but reveals the ship's position to other ships. Passive scans, on the other hand, involve receiving and analyzing forms of energy or other phenomena which come to the ship on their own—the energy projected by a star, for example. Ships have less control over what a passive scan can detect (if the target of the scan is not emitting any radiation, the ship can't perceive it), but don't run the risk of detection just for sitting there with their "eyes and ears" open.

Active sensor scan pulses typically travel at Warp 9.9997. At this speed, it takes about 45 minutes to perform a long-range scan at 17 light-years. (Use the 9.9999 row on the "Travel Times at Warp" table, page 215 of the *Star Trek: The Next Generation Roleplaying Game* core rulebook or page 213 of the *Star Trek: Deep Space Nine Roleplaying Game* core rulebook, to determine the time an active scan takes.)

EXCEEDING A SENSOR'S RANGE

All sensors have a maximum effective range. For ease of game play, it is assumed that beyond that range, a sensor's effects or readings become so attenuated or vague or contradictory that they're useless. If they prefer, Narrators may instead impose substantial Test Result penalties for scans beyond a sensor's maximum range—+1 Difficulty for every .25 light-years beyond maximum for long-range sensors; +4 Difficulty or greater for other sensors. The further beyond the sensor's range an object is, the greater the penalty to Tests made to detect it, and the more vague the data recovered.

LONG-RANGE SENSORS

SU Cost: Varies (see table)
Power Cost: 5 Power per round of use

The long-range sensors, located behind the deflector dish, include narrow- and wide-angle active electromagnetic scanners, a parametric subspace field stress sensor, a gravimetric distortion scanner, an electromagnetic flux sensor, a lifeform analysis instrument cluster, a passive neutrino imaging scanner, a thermal imaging array, and a gamma-ray telescope.

Long-range sensors usually involve active scanning. They work better at high resolution (+1 to Shipboard Systems (Sensors) Test Results), but this limits their range to five light-years. Their maximum range (at medium-to-low resolution) is typically in the 14-17 light-year range. The arc of detection is usually about 45 degrees in front of the ship, though this narrows slightly

LONG-RANGE SENSORS TABLE

Package	SU	Range (Point Blank/Short/Medium/Long)
Type 1	4	High Resolution: 4 light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)
		Low Resolution: 10 light-years (1/1.1-3.0/3.1-7.0/7.1-10)
Type 2	8	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
		Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)
Type 3	12	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
		Low Resolution: 13 light-years (1/1.1-3.5/3.6-9.0/9.1-13)
Type 4	16	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
		Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Type 5	20	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
		Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
Type 6	24	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
		Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
Type 7	28	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)
		Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Type 8	32	High Resolution: 6 light-years (.5/.6-1.0/1.1-4.5/4.6-6.0)
		Low Resolution: 18 light-years (1/1.1-6.5/6.6-13.5/13.6-18)

Strength Package	SU	Strength Rating
Class 1	2	1
Class 2	4	2
Class 3	6	3
Class 4	8	4
Class 5	10	5
Class 6	12	6
Class 7	14	7
Class 8	16	8
Class 9	18	9
Class 10	20	10

Gain Package	SU	Test Result Bonus
Standard	0	+0
Class Alpha	3	+1
Class Beta	6	+2
Class Gamma	12	+3

Coverage Packages: Standard ship sensors cannot detect about 15,000 substances and effects unless they're calibrated for them (see text). However, a ship can reduce this number by -1,000 substances for every 3 SUs (thus making its sensors better), or increase it +1,000 substances for every -2 SUs (thus making them worse).

at longer ranges.

The accompanying table indicates the range, gain, strength, and SU cost for long-range sensor packages. Range includes Point Blank, Short, Medium, and Long ranges for high and low resolution use of the sensors (high resolution provides a better "picture" and more information). The base Difficulties to detect an object at those ranges are 3, 4, 7, and 10, respectively, but many circumstances (interference, the size or quality of the target, and so forth) may modify this Difficulty. (If the rules give a standard Difficulty for performing a task with sensors, such as detecting a cloaked ship, use that Difficulty or the Difficulty for range, whichever is higher.) For every .25 light-year beyond Long range, increase the Difficulty to detect a target by +1.

Lateral Sensors

SU Cost: 2 x Class for basic sensors; gain adds to cost (see table)

Power Cost: 5 Power per round of use

Lateral sensors, so called because their sensor pallets are usually located along the edges or sides of various parts of a ship, are short-range systems which can detect a wide range of phenomena from any direction around the ship. The individual sensor pallets are located all over the ship's hull to maximize signal gain and system flexibility, and to provide redundancy in case some pallets are damaged. On most starships standard Starfleet sensor packages occupy the majority of a ship's lateral sensor pallets, but the remainder are open for mission-specific sensor packages. The standard Starfleet science sensor array consists of six pallets, each containing one to six specific sensory devices.

Lateral sensors are both active and passive. Among their many uses, they are employed extensively in combat situations to monitor enemy movement and activities. Their maximum active range is approximately one light-year; their gain depends on the gain package taken (see table). The SU cost for the gain package adds to the base cost of the lateral sensors, which is 2 x class.

Navigational Sensors

SU Cost: 2 x Class for basic sensors; gain adds to cost (see table)

Power Cost: 5 Power per round of use

Navigational sensors, which help the flight control officer steer the ship in the proper

LATERAL SENSORS TABLE

Strength Package	SU	Strength Rating
Class 1	2	1
Class 2	4	2
Class 3	6	3
Class 4	8	4
Class 5	10	5
Class 6	12	6
Class 7	14	7
Class 8	16	8
Class 9	18	9
Class 10	20	10

Gain Package	SU	Test Result Bonus
Standard	0	+0
Class Alpha	3	+1
Class Beta	6	+2
Class Gamma	9	+3

Coverage Packages: Standard ship sensors cannot detect about 15,000 substances and effects unless they're calibrated for them (see text). However, a ship can reduce this number by -1,000 substances for every 3 SUs (thus making its sensors better), or increase it +1,000 substances for every -2 SUs (thus making them worse).

NAVIGATIONAL SENSORS TABLE

Strength Package	SU	Strength Rating
Class 1	2	1
Class 2	4	2
Class 3	6	3
Class 4	8	4
Class 5	10	5
Class 6	12	6
Class 7	14	7
Class 8	16	8
Class 9	18	9
Class 10	20	10

Gain Package	SU	Test Result Bonus
Standard	0	+0
Class Alpha	2	+1
Class Beta	4	+2
Class Gamma	8	+3

direction and avoid space debris, include a quasar telescope, passive subspace multibeacon receivers, stellar graviton detectors, a Federation Timebase Beacon receiver, and various IR and UV imagers and trackers. The ship's guidance and navigation (G&N) relay handles the flow of sensor data and converts it into usable information with three- and four-dimensional flight motion software which feeds directly into the flight control system.

The accompanying table indicates the strength, gain and SU cost of navigational sensors. The gain bonus applies to Shipboard Systems (Sensors) or (Flight Control) Tests to detect an object in a vessel's flight path, determine where the starship is located, chart a course, or the like.

Probes

SU Cost: .5 SUs per 5 probes (minimum of 1)

Power Cost: 5 Power to launch

Sometimes ships need to extend the range and/or sensitivity of their sensors. They do this with *probes,* automated sensor platforms launched from missile launchers; they use microfusion propulsion systems and/or warp field sustainers to travel beyond the ship itself. All probes can withstand atmospheric entry; some are even capable of gently descending through an atmosphere to the surface of a planet to run scans. Most allow for some degree of remote operation, so that the ship's crewmembers (typically the Flight Control or Tactical officer) can direct the probe where they want it to go. Probes, which are about two meters long, are encased in a photon torpedo casing or a gamma-welded duranium-tritanium and pressure-bonded lufium boronate hull.

The Federation uses nine classes of probes. The designations indicate particular mission types the probe is suited for, or its capabilities; a higher numerical classification does not indicate that a probe is "better" than other probes. However, a higher-designation probe usually flies more quickly and has a greater range. Other species use similar probes.

Probes generate sufficient internal Power to operate their systems until they reach their maximum range or otherwise cease to function. It costs the ship 5 Power to launch one, however.

In an emergency situation, a probe can be outfitted with a warhead to create a crude torpedo. This requires 10 minutes and a successful

COMMON PROBE CHARACTERISTICS

All probes have the following characteristics in common:

Size: 1

Resistance: 0

Crew/Passengers/Evac: None

Computers: 1

PROBE TYPES TABLE

Type	Speed	Range	Long	Lat	Nav
Class I	.5 c	200,000 km	--	+2	--
Class II	.65 c	400,000 km	--	+2	--
Class III	.65 c	1,200,000 km	--	+2	--
Class IV	.6 c	3,500,000 km	--	+2	--
Class V	Warp 2, .5c	430 billion km	--	+3	--
Class VI	.8 c	430 billion km	--	+1	+3
Class VII	Warp 1.5, .5c	450 million km	--	+3	--
Class VIII	Warp 8/9	See Notes	+3	+3	--
Class IX	Warp 8/9	See Notes	+3	+3	--

Range: The distance the probe is expected to travel before it stops functioning. The crewmember directing the probe can usually extend this range by restricting the probe's velocity or thrust time.

Long, Lat, Nav: The probe's long-range, lateral, and navigational sensor capacity, listed as a bonus to the operator's Shipboard Systems (Sensors) Skill (the probe returns its telemetry to the ship constantly). Use the probe's bonus, or the bonus from the sensors' Gain Package, whichever is better; do not combine them.

Notes

1. Class I and II Probes: Short-range astronomical probes which analyze EM radiation, interstellar chemistry, and subspace fields.

2. Class III and V Probes: These probes land on planets and return samples, thus providing a detailed on-site analysis of the planet. Crews can also use Class III probes to analyze the capabilities of enemy starships. They have "stealth" capabilities (see below).

3. Class IV Probes: These probes perform close observation of stars and other high-energy phenomena.

4. Class VI Probes: Communicator relays and emergency beacons. They cannot attain warp speed (to make it harder to detect them with subspace sensors), but have high sublight velocities. When a Class VI probe exhausts its fuel supply, it coasts and broadcasts a recovery signal toward Federation space. The probe's navigational module facilitates recovery and trajectory tracking.

5. Class VII Probes: These probes orbit an inhabited planet for up to three months to collect information about its inhabitants and relay it to the ship. They have "stealth" capabilities (see below).

6. Class VIII and IX Probes: Long-range sensor probes. In crisis situations, they can be used to send a lone passenger on an emergency mission. The range of a Class VIII probe depends upon its speed. At Warp 8, it can travel about 12 light-years; at warp 9, it travels for a maximum of 6.5 hours. Its long-range sensors have a range of 6 light-years. Similarly, a Class IX probe can travel for about 14 days (76 light-years) at Warp 8; at Warp 9, it travels for a maximum of 12 hours. Its long-range sensors have a range of 12 light-years.

Stealth capabilities: Some probes have "stealth" technology which makes it more difficult to detect them with sensors. This is the equivalent of a Cloak 2 (or a Cloak 6 for the Class III), but costs no Power.

Systems Engineering (Weapon Systems) Test (failure allows the character to try again; Dramatic Failure means he *thinks* he's succeeded, but the torpedo is a dud). A "probepedo" has range of 15/300,000/1,000,000/3,500,000 and an Accuracy of 5/6/8/11; it does as much damage as a normal torpedo with the same warhead.

Probes cost .5 SU per 5 to store, just like torpedoes, with which they are usually kept (mixed batches are possible; see page 70).

Sensors Skill

SU Cost: None

Power Cost: None

For ships run by NPC crews, or when describing a class of ships generally, Narrators can establish a Sensors Skill rating. This indicates how competent the average crewmember is when he uses the ship's sensors, and the general sophistication of those sensors. Consider it the equivalent of a Shipboard Systems (Sensors) Skill (assume an Intellect of 2). When using the Sensors Skill characteristic, you should not normally apply bonuses for the gain of a sensor.

Sensors Skill costs no SUs or Power (though use of the sensors themselves does cost Power, as described above).

FLIGHT CONTROL SYSTEMS

Ultimately, starships are vehicles—a way physically to get from one part of the galaxy to another. That means they have many systems for steering or maneuvering them, or to assist with related tasks such as navigation.

Autopilot

SU Cost: 3 SUs per level of skill (maximum of 4), plus 1 SU per point of Coordination (maximum of 3)

Power Cost: 1 Power per round of use

In situations when a ship's pilot or pilots are disabled or cannot fly the ship, the *autopilot* can be activated. Using sophisticated computer subroutines, the autopilot flies the ship. The

most advanced autopilot systems are as good as, or better than, the average humanoid pilot.

In game terms, an autopilot system is simulated with a Shipboard Systems (Flight Control) skill and Coordination level. The SU cost is 3 SUs per level of skill (minimum of 1, maximum of 4) *plus* 1 SU per point of Coordination (minimum of 1, maximum of 3). An autopilot's Flight Control skill may only be used to pilot the ship; it does not count as a Specialization or allow the autopilot to operate other ship systems.

Example: *A scout ship has an autopilot with Shipboard Systems (Flight Control) 3 and Coordination 2. When the autopilot must make a Test to fly the ship, it rolls two dice and adds 3 to the roll.*

Navigational Computers

SU Cost: Varies (see table)
Power Cost: Varies (see table); 1 Power per round of use for backup navigational computer

Because flight control is such an important aspect of ship operations, it has its own dedicated computer system, the *navigation computer,* to assist the Flight Control officer. The standard nav computer does not cost SUs or Power; it's part of the bridge and related systems. But some ships, due to their engines or main computers or assigned missions, need better navigational computers to improve the Flight Control officer's ability to fly the ship. This means uprating the nav computer. The accompanying table lists the SU and Power cost and benefits of uprating packages (the bonus provided improves the Flight Control officer's Shipboard Systems (Flight Control) Test Results). Navigational computers are not cumulative; a ship can only have one in effect, and cannot have both an uprating and a downgrade.

Most ships have at least one backup navigational computer as well, to take over for the main nav computer if it's damaged or malfunctions. A backup nav computer occupies 1 SU (or 0 SU if the basic computer is a Class 1), costs no Power, and provides no Test bonuses.

NAVIGATIONAL COMPUTER TABLE

Type	SU	Power	Modifier
Class 1	0	0	+0 (standard model)
Class 2	2	1	+1
Class 3	4	2	+2
Downgrade	-1	0	-1

Inertial Damping Field

SU Cost: 2 x Size for main generator; .5 x Size for backup generator
Power Cost: 3 Power per round

The tremendous acceleration and deceleration involved with space travel and starship combat would be enough to cause fatal injury to everyone aboard ship if not for the *inertial damping field* (IDF). The IDF is a series of variable-symmetry force fields which absorbs and counteracts the forces generated by starship travel. Although normally maintained at a low level throughout the ship, it can respond to data from Flight Control to "redistribute" itself along vectors directly opposing the force generated (there is a millisecond delay while this occurs, so a drastic maneuver may cause some crewmembers to stumble or fall out of their chairs). Thus, the crew on a ship usually feels little, if anything, when the ship accelerates, decelerates, or maneuvers. (See page 124 for information on the consequences of IDF failure.)

A main IDF generator costs 2 x Size in SUs. The IDF automatically has a rating equal to the whole number of a ship's Maximum warp speed (for example, a ship with a Maximum of Warp 9.975 has an IDF with a rating of 9; if a ship can only travel at impulse speeds, its IDF has a rating equal to its maximum impulse speed expressed as a whole number). The IDF costs 3 Power per round. It can improve its rating to a maximum of 150% of standard for an additional 3 Power per rating point above its base rating. For example, an IDF 9 costs 3 Power to maintain that rating; it can be improved to as much as 14 (9 x 1.5) for 3 Power per point (or a total of 18 Power to maintain a full rating of 14). The stronger an IDF's rating, the more inertial force it can protect the crew from. (For information on how the IDF works in combat, see page 124.)

Starfleet protocols require a ship to have at least one main IDF generator for every two points of Size; many vessels have more. It should also have at least one backup IDF generator for every two main generators (again, many ships have more). Backup IDF generators cost .5 x Size in SUs (minimum of 1 SU), cost 2 Power when in use, and provide two-thirds of the rating of a main IDF generator (thus, on a ship with an

IDF 9, the backup IDFs have a rating of 6). The strength of a backup IDF may be improved with extra Power, per the rules above.

Attitude Control

SU Cost: .25 x Size
Power Cost: (.25 x Size) Power per round

Attitude control, which is tied in to the navigational computer and flight control systems, helps to maintain the ship in an "upright" position, with its axes properly oriented along its projected flight path. Without it, a ship will wobble, shake, yaw, and become difficult to steer properly. Even a strong IDF cannot compensate for the loss of attitude control, which makes the ride uncomfortable for everyone aboard. (See page 91 for rules regarding loss of attitude control.)

Attitude control costs (.25 x Size) Power per round. Increasing the Power to it has no effect.

Specialized Flight Control Systems

Manual Steering Column

SU Cost: 1
Power Cost: 1 Power per round of use

Some ships come equipped with a Manual Steering Column (MSC) for use in situations where precise flying is absolutely necessary (typically, this means some starship combat situations). The MSC, which takes one round to deploy, provides +1 die to roll when making Shipboard Systems (Flight Control) Tests.

An MSC costs 1 SU. It requires 1 Power per round to operate; increasing the Power to the system has no effect.

Neurogenic Interface

SU Cost: 1 x Size
Power Cost: 4 Power per round of use

A neurogenic interface works by interfacing directly with a pilot's brain. This allows him to operate flight control, sensors, ops, and other systems by thought alone, which greatly improves reaction time and ship responsiveness. In game terms, it provides a +2 Test Result bonus to Shipboard Systems (Flight Control) Tests.

Neurogenic interfaces are not perfect, however. In many cases they cause the user to experience hallucinations that the ship is a "real person" which talks to him, become addicted to using the system, or suffer neurological damage. This is particularly likely when the pilot using the interface is not of the same species as the interface's builders. The Narrator should determine the exact effects of using an interface.

Communications Systems

SU Cost: Varies (see table)
Power Cost: 2 Power per round of use

If sensors are a starship's eyes, its communications systems are its ears and its voice. Through personal communicators, planetary broadcast stations, and the Federation's subspace relay network, a starship can use its subspace radio and other communications devices to contact just about anyone in the quadrant.

Subspace radio waves propagate at Warp 9.9997, far faster than the fastest starship, but not always fast enough to allow instantaneous communication with distant locations. Sometimes communications lags of hours or days result, but in most situations any lags are minimal. However, subspace radio waves cannot travel more than 22.65 light-years without degrading to unacceptable levels. Thus, networks of manned and unmanned subspace relay stations are required for communication across the quadrant. No existing or projected Federation technology can overcome this "97/22" limit (though the Borg, at least, seem to be able to use interplexing beacons to project messages farther than 22.65 light-years).

Most ships have medium-powered subspace transceivers for ship-to-ground communications, and ultra-high-powered transceivers for ship-to-ship and long-range communications needs. The transceivers are located at various points within the ship to provide maximum coverage. Medium-powered transceivers have a maximum range of about 60,000 kilometers; ultra-high-powered transceivers a maximum range of 22.65 light-years as described above.

Many Starfleet communications contain confidential, classified, or secret information which Threat species must not be allowed to overhear. To prevent such breaches of security, a *secured channel* may be used for communicating. A secured channel uses Starfleet's advanced encryption algorithms to prevent outsiders from understanding the transmission. Every communication system has a security rating, represented as the penalty to Espionage (Cryptography) Tests made to defeat Starfleet's encryption or to Shipboard Systems (Communications) or Computer (Data Alteration/Hacking) Tests made to penetrate a ship's computer systems remote-

ly.

The accompanying table lists the SU cost, strength, and security rating for various types of communication systems. It includes some basic uprating packages which provide bonuses to Shipboard Systems (Communications) Tests, and security uprating packages which improve the security rating of the communications system. Uprating packages are not cumulative; a ship can only have one basic package and one security package in effect. A ship has two medium-powered transceivers and one ultra-high-powered transceiver per strength rating.

Communications costs 2 Power per round to operate at its standard strength. A system's Strength and Security may be improved to those of a class up to 150% of its class by increasing the power flow to it; this costs 3 points of Power for every class beyond the normal. For example, a Class 4 communications system could be improved to Class 6-level performance, but the total cost would be 8 Power per round (2+3+3).

Universal Translator

SU Cost: None
Power Cost: None

Every ship's computer is equipped with a *universal translator*. This subroutine analyzes spoken or written language, compares it to its database (which holds thousands of languages), and in almost all cases makes an instant two-way translation—each participant in the conversation hears or reads the other person's speech in his native tongue. However, the use of the UT is obvious; the speech comes from it, not the persons speaking. If a language is not in the UT's database, it can analyze the language and usually delivers a reasonable translation after no more than a half hour of exposure (the more speech or writing it has to analyze, the less time translation usually takes, though the exotic nature or complexity of some languages requires more processing time).

COMMUNICATIONS TABLE

Strength	SU	Strength Rating	Security
Class 1	2	1	-0
Class 2	4	2	-1
Class 3	6	3	-1
Class 4	8	4	-2
Class 5	10	5	-2
Class 6	12	6	-2
Class 7	14	7	-3
Class 8	16	8	-3
Class 9	18	9	-4
Class 10	20	10	-5

Basic Uprating	SU	Test Result Bonus
Class Alpha	3	+1
Class Beta	6	+2
Security Uprating	**SU**	**Security Increase**
Class Gamma	2	-1
Class Delta	4	-2
Class Epsilon	6	-3

Emergency Communications

SU Cost: 1
Power Cost: 2 Power per round of use

In crisis situations, such as when main communications is damaged or invaders have locked out the normal communications system, some ships have an emergency communications system which the crew can access. An emergency communications system is half the strength of the main communications system; it uses many of the same resources, so it only costs 1 SU. It costs 2 Power per round to operate; its performance can be improved by spending extra Power, as described above.

Holocommunications System

SU Cost: +1 to Communications
Power Cost: None

Some of the latest Starfleet vessels incorporate a system which links communications with a small holoemitter array. When used to communicate with another, similarly equipped, vessel, a holocommunications system allows the persons communicating to "see" each other.

A holocommunications system adds 1 SU to the cost of a communications system. It does not cost any extra Power to operate.

TRACTOR BEAMS

SU Cost: Varies (see table)
Power Cost: 3 Power per point of Strength used per round

Starships sometimes have to manipulate large objects (such as other ships or asteroids) at a distance from the ship. Examples include towing a derelict or damaged vessel, stopping an enemy ship from fleeing, and clearing a path through an asteroid belt. To do this, they use

tractor beams.

Tractor beams use emitters to project superimposed subspace/graviton force beams onto a target object. This places spatial stress on the target, and manipulation of these stress patterns allows the ship to push the target away, pull it closer, or hold it in place. Main tractor emitters must be mounted directly to a ship's primary structural framework to resist the stress and inertial potential imbalance created by tractor beam use.

Range and Mass

The accompanying tables detail the amount of mass a particular class of tractor beam can move at various ranges, as well as the SU cost for the various models and their accuracy at range. A tractor beam costs 3 Power per round per point of Strength. For example, if a ship with a Class Delta tractor beam needed to move a mass of 100,000 metric tonnes at a range of 100 kilometers, it would have to set its tractor beam at 9, so it would cost 27 Power per round to move that object. If a particular mass or distance is not listed on the tables, round up to the next highest category.

However, a tractor beam's effective range depends upon the mass of the object being moved, and how quickly the user wants to move it. The parameters listed on the accompanying tables assume a delta-*v* (change in velocity) of approximately five meters per second squared. To double that speed, halve the effective movable mass or distance; at half that speed, a tractor can move either twice as much mass or move the listed mass at twice the listed distance.

Additionally, characters can improve the performance of a tractor beam by using the beam more effectively. In addition to assuming a delta-*v* of five meters per second squared, the accompanying tables also assume a Routine (3) Difficulty for any Shipboard Systems (Tractor Beam) Tests involved in moving the object (this is a separate roll from the roll to latch onto the object, which depends on the range to the object and the model used). For every increase in Difficulty *category* (Moderate (6), Challenging (9), and so on), a character can double the delta-*v* at which a given mass is moved at a given range, double the amount of mass moved at standard delta-*v* at a given range, or double the range at which a given mass can be moved at standard delta-*v*.

Example: *The* U.S.S. Redmond *has a Class Delta tractor beam. It wants to move 100,000 metric tonnes (a large asteroid) at a range of 100 km. It can move the asteroid at a speed of five meters per second squared. At a speed of 2.5 meters per second squared, it could move 200,000 metric tonnes at 100 km, or 100,000 metric tonnes at 200 km. If a Test is required, it would be a Routine (3) Difficulty.*

The Ops officer on the Redmond *decides that the ship can't afford to reduce the mass or move closer, but that he needs to move that mass quickly, at 10 meters per second squared. Since he's not willing to reduce the mass or the distance, he can do this by making a Shipboard Systems (Tractor Beam) Test at a Difficulty one category higher—Moderate (6). Alternately, by making that Test he could maintain the standard delta-v (5 m/sec^2), but move 200,000 metric tons at 100 km, or 100,000 metric tonnes at 200 km.*

Main and Secondary Tractor Beams

The larger tractor beams on a ship are referred to as its "main" tractor beams. These usually include one aft ventral (for towing ships and so forth) and at least one forward for moving objects in front of the ship. In addition, ships have "secondary" tractor beams in its shuttlebays to help maneuver incoming craft. Typically secondary tractors are, at best, Class Alpha or Beta; main tractors are usually Gamma- or Delta-class, but this depends on the size of the ship. Many ships have Class Alpha tractors in their shuttlebays to help shuttles make smooth landings.

Tractor beams cost 3 Power per point of Strength used. They cannot be enhanced with extra Power. For information on using tractors in combat, see page 155.

Specialized Tractor Beams

Multiphase Tractor Beam

SU Cost: +1 SU to normal tractor beam cost

Power Cost: Special (see text)

Multiphase tractor beams allow warp engine Power to be channelled to the tractor beam more effectively. When using Power to run a multiphase tractor, the Power cost is only 2 Power per point of Strength provided that the

CLASS DELTA TRACTOR BEAM (12 SUS)

Accuracy: 4/5/7/10

					Range					
Str	1 km	10 km	50 km	100 km	1,000 km	2,000 km	4,000 km	8,000 km	14,000 km	20,000 km
10	7,500,000 mt	5,000,000 mt	1,000,000 mt	500,000 mt	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt
9	5,000,000 mt	1,000,000 mt	500,000 mt	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg
8	1,000,000 mt	500,000 mt	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg
7	500,000 mt	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg
6	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg
5	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg
4	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg
3	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg
2	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg
1	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg	1 kg

CLASS GAMMA TRACTOR BEAM (9 SUS)

Accuracy: 4/5/7/10

					Range					
Str	1 km	10 km	50 km	100 km	1,000 km	2,000 km	4,000 km	8,000 km	14,000 km	20,000 km
10	5,000,000 mt	1,000,000 mt	500,000 mt	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg
9	1,000,000 mt	500,000 mt	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg
8	500,000 mt	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg
7	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg
6	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg
5	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg
4	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg
3	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg
2	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg	1 kg
1	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg	1 kg	.5 kg

CLASS BETA TRACTOR BEAM (6 SUS)

Accuracy: 5/6/8/11

					Range					
Str	1 km	10 km	50 km	100 km	1,000 km	2,000 km	4,000 km	8,000 km	14,000 km	20,000 km
10	1,000,000 mt	500,000 mt	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg
9	500,000 mt	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg
8	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg
7	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg
6	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg
5	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg
4	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg
3	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg	1 kg
2	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg	1 kg	.5 kg
1	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg	1 kg	.5 kg	.25 kg

kg: kilogram (2.2 pounds)

mt: metric tonnes (1 mt = 1,000 kg)

CLASS ALPHA TRACTOR BEAM (3 SUS)

Accuracy: 5/6/8/11

					Range					
Str	**1 km**	**10 km**	**50 km**	**100 km**	**1,000 km**	**2,000 km**	**4,000 km**	**8,000 km**	**14,000 km**	**20,000 km**
10	500,000 mt	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg
9	100,000 mt	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg
8	50,000 mt	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg
7	1,000 mt	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg
6	100 mt	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg
5	10 mt	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg
4	1 mt	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg	1 kg
3	500 kg	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg	1 kg	.5 kg
2	250 kg	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg	1 kg	.5 kg	.25 kg
1	100 kg	50 kg	25 kg	10 kg	5 kg	2.5 kg	1 kg	.5 kg	.25 kg	.1 kg

kg: kilogram (2.2 pounds)

mt: metric tonnes (1 mt = 1,000 kg)

Power comes from the warp engine. The Power cost remains 3 Power per point of Strength for Power from all other sources. A multiphase tractor costs +1 SU more than a normal tractor beam.

One drawback to multiphase tractors is that they have a tendency to short out other systems on the ship. When one is used, roll 2d6. On a 2, roll on the Hit Location Table (page 112) and determine which system malfunctions. The system may be repaired in the usual manner; treat it as if at only 10% of its SUs for repair purposes.

TRANSPORTER SYSTEMS

SU Cost: Varies (see table)

Power Cost: Varies (see table)

Instead of using shuttles and other small craft to travel to and from their ships, Starfleet personnel can take advantage of one of the most miraculous of the Federation's technological achievements: the *transporter*. Transporters dematerialize a subject or object, transforming it from matter into energy, use a narrow-focus subspace carrier wave to transport the energy to a designated location, then transform the energy back into the matter which was dematerialized. Thus, a person can transport carrying his equipment without worrying about having a phaser's atoms mixed in with his, or his hair coming out blonde instead of black, or his tricorder failing to work.

Whenever any person or object is transported, the carrier wave includes a transporter ID trace—a computer record of the entire transport process. In the event of an accident, personnel can review the trace to try to find out what happened and, if possible, correct the situation.

The transport process takes about five seconds (1 full round) when using Federation equipment; other species' transporters may work a little slower or faster. Problems such as interference or equipment malfunction may slow the process considerably, or pose a risk to the subject. Operating a transporter is often a delicate and complex task, and even the lightest interference (see page 158) can render transport dangerous. Problems can easily result in "losing" a person's pattern forever or an improper materialization (almost always fatal), or sometimes in even more bizarre fates—individuals duplicated or divided into two separate beings, two persons melded into one, or temporal or dimensional rifts (which cause the subject to end up in a different time or dimension than he transported from), just to name a few horrific examples. Fortunately, such accidents are extraordinarily rare—multiple redundancies and safety procedures ensure that the vast majority of transports are absolutely safe, routine, and uneventful.

A transporter will not work through a shield or through a cloak. However, there are sometimes ways to avoid these restrictions; see page 161.

Types and Components

There are three types of transporters. The first, the personnel transporter, is primarily designed to transport humanoids and has a range of up to 40,000 kilometers. The second, the emergency transporter, is used to beam personnel away from the ship in evacuation situations; it cannot beam people into the ship, and only has a 15,000 kilometer range. Both of these transporters can also be used to transport objects, provided they fit on the transporter pads.

The third is the cargo transporter, which is mainly used for cargo and other bulky objects; it also has a range of up to 40,000 kilometers. Cargo transporters only work at the molecular level, and so cannot safely transport living beings (they would die). A character can make a Moderate (6) Systems Engineering (Transporter/Replication Systems) Test to reconfigure a cargo transporter for quantum-level operation (sufficient to safely transport living beings); a converted cargo transporter can transport one humanoid person per 400 kg of cargo capacity.

Transporters have six primary components:

Ship's personnel use the *control station* to monitor and control the operation of the transporter. Ordinary uses require no Tests and are very routine, but in case of problems only one of Starfleet's highly-trained transporter officers can ensure the safety of the transported person.

The transporter pad's *molecular imaging scanners* analyze the subject down to a quantum (subatomic) level. Other scanners on the ship's hull locate the destination for off-ship transports, or persons who are beaming up to the ship (for the latter, they can, by themselves or in conjunction with other sensors, lock on to a combadge signal, life signs, communication signal, or the like).

The *energizing and transition coils* dematerialize the subject, then materialize him at the destination. The energizing coils generate an Annular Confinement Beam (ACB), which creates a spatial matrix within which dematerialization takes place. An additional field holds the subject within the ACB, since disruption of the ACB field during dematerialization can create a massive energy discharge (which can kill the subject and sometimes bystanders). A transporter operator can boost or reconfigure the ACB in an attempt to overcome interference or other problems.

The subject's energy pattern is held by the *pattern buffer,* a magnetic holding tank, before transport begins (all transporters have multiple buffers for safety reasons). This allows the Doppler compensators to adjust for the relative motion between the ship and the destination. A pattern buffer can safely store a pattern for as long as seven minutes; beyond that, or if all pattern buffers experience a minor failure, the subject may begin to suffer from transporter psychosis, a treatable mental disorder which causes hallucinations and delusions (it usually takes several hours to manifest). A highly skilled engineer can preserve a matter stream for a long time by shuttling it from one pattern buffer to another (Chief Engineer Montgomery Scott of the original *U.S.S. Enterprise* kept himself alive for an astonishing 75 years with this trick until the crew of the *U.S.S. Enterprise*-D rescued him). (This requires a Nearly Impossible (15) Systems Engineering (Transporter/Replication Systems) Test; failure indicates pattern degradation, which kills the character.)

The *transporter biofilters* scan every transported matter stream for the presence of known harmful bacterial and viral agents (and some contraband items). If it finds any, the transporter automatically edits them out of the subject's matter stream. Similarly, most transporters automatically prevent the transport of dangerous items, such as bombs. (Personnel can use various protocols, described on page 159, to transport persons onto a ship without their weapons or other accouterments if desired.)

The *emitter and receiver arrays* on the ship's hull transmit and receive matter streams to and from the ship to the destination. (The presence or absence of a transporter pad at the destination or beam-up point does not affect the range of any type of transporter. However, it does make transporting safer and easier; when a person or object is transported from one pad to another, any Shipboard Systems (Transporter) Tests receive a +1 bonus to the Test Result.)

Buying Transporters

The accompanying table lists the SU costs of transporter components. You must buy three different components to create a transporter.

First, buy the transporter pads. The SU cost listed represents one pad (so, to build a six-pad personnel transporter, you'd have to buy six personnel pads at a total cost of 3 SUs).

Second, buy the emitter/receiver array. It determines the range of the transporter.

Third, buy the energizing/transition coils. They determine the transporter's "strength" and efficiency (its ability to overcome interference

TRANSPORTERS TABLE

Pad Type	SU	Power
Personnel	.5 per person	.5 per person transported
Emergency	.25 per person	.25 per person transported
Cargo	.5 per 100 kg	.5 per 100 kg transported

Emitter/Receiver	SU	Power	Range
Personnel Type 1	1	1	10,000 km
Personnel Type 2	2	1	15,000 km
Personnel Type 3	3	1	25,000 km
Personnel Type 4	4	2	30,000 km
Personnel Type 5	5	2	35,000 km
Personnel Type 6	6	2	40,000 km
Personnel Type 7[1]	7	3	50,000 km
Personnel Type 8[1]	8	3	100,000 km
Personnel Type 9[1]	9	3	500,000 km
Personnel Type 10[1]	10	4	1,000,000 km
Personnel Type 11[1]	11	4	2,000,000 km
Personnel Type 12[1]	12	4	5,000,000 km
Personnel Type 13[1]	13	5	1 light-year
Personnel Type 14[1]	14	6	2 light-years
Personnel Type 15[1]	15	7	3 light-years
Emergency Type 1	1	1	5,000 km
Emergency Type 2	2	1	10,000 km
Emergency Type 3	3	1	15,000 km
Emergency Type 4[1]	4	2	20,000 km
Emergency Type 5[1]	5	2	25,000 km
Cargo Type 1	1	1	10,000 km
Cargo Type 2	2	1	20,000 km
Cargo Type 3	3	2	40,000 km
Cargo Type 4[1]	4	3	80,000 km
Cargo Type 5[1]	5	4	160,000 km
Cargo Type 6[1]	6	4	500,000 km
Cargo Type 7[1]	7	5	1,000,000 km
Cargo Type 8[1]	8	5	5,000,000 km
Cargo Type 9[1]	9	6	1 light-year
Cargo Type 10[1]	10	6	2 light-years
Cargo Type 11[1]	11	7	3 light-years

[1]: This equipment is beyond the technological capabilities of the Federation or most of the species it interacts with as of 2375, with some exceptions (*e.g.*, the Dominion).

Energizing/Transition Coils	SU	Strength
Class A	1	1
Class B	2	2
Class C	3	3
Class D	4	4
Class E	5	5
Class F	6	6
Class G	7	7
Class H	8	8
Class I	9	9
Class J	10	10

and the like; see page 158).

Thus, to buy an eight-person personnel transporter with a range of 40,000 kilometers and Class H energizing/transition coils costs 18 SUs.

You can determine the Power cost of operating a transporter by adding up the numbers in the "Power" columns in the accompanying table. For example, using an 8-person, 40,000 km transporter with Class H coils costs 6 Power. However, the Power cost for the transporter pads depends on how many people are actually transported; if that eight-person transporter is used to transport only four people, it only uses 4 Power. A transporter's Strength may be improved by up to 150% by increasing the power flow to it; this costs 3 points of Power for every point of strength beyond the normal. For example, a Class H coil (Strength 8) can be improved to Strength 12, but this adds 12 Power (4 points x 3 Power each) to the base cost of using the transporter.

Extra Power can also be used to improve the range of a transporter, at the rate of 10 Power per +5% increase in distance (maximum of +20%). This also requires a Challenging (9) Shipboard Systems (Transporters) Test to boost the gain of the ACB properly.

See page 157 for rules on overcoming interference and other combat aspects of transporter use.

Example: *Jeffrey's designing a ship for his campaign. He wants it to have six personnel, six emergency, and four cargo transporters.*

For the personnel transporters, he wants six pads per transporter, with a Type 6 emitter/receiver array for each transporter and Class H energizing/transition coils (Strength 8) for each transporter. Creating one transporter like this costs 17 SU (3 SU for the pads, 6 SU for the array, and 8 SUs for the coils). Therefore, six such transporters costs him 102 SUs total.

For the emergency transporters, he wants 16 pads per transporter, with Type 3 arrays and Class H coils. One such transporter costs 15 SUs (4 SUs for the pads, 3 SUs for the array, and 8 SUs for the coils), so all six cost 90 SUs.

Lastly, he wants cargo transporters able to handle 400 kg at a time, with Type 3 emitters and Class H coils. The four transporters cost him 52 SUs ((2+3+8) x 4).

Advanced/Alternate Transporter Systems

Ships may have the following non-standard types of transporters with the Narrator's permission.

Borg and Dominion Transporters

SU Cost: 5 SUs per transporter
Power Cost: None

Borg transporter technology can effortlessly penetrate the shields of Starfleet vessels and other ships of a similar level of technological development (so could Dominion transporters until late 2373). This technology, which is not available to the Federation or similar governments, costs 5 SUs per transporter; there is no additional Power cost.

Folded Space Transport

Based upon the so-called Elway Theorem, this type of transporter folds space to transport persons or objects across great distances. However, each use of a folded space transporter causes irreversible damage to the subject. Each time a person uses a folded space transporter, he loses 0.1 point of Fitness. When he reaches Fitness 0, he dies. He cannot heal this damage, and all Fitness losses from folded space transport are permanent (he could, however, spend Experience Points to increase his Fitness in the usual fashion, thus "healing" the damage). Whenever a point of Fitness drops to .4 or below, round down to the next whole number for purposes of making Tests. (For objects, assign them a "Fitness" score for purposes of determining their resistance to the effects of folded space transport.)

Characters buy folded space transporters as normal, but may use the classes of transporters normally denied Starfleet (the ones marked with an asterisk in the table).

Multidimensional Transporters

A transporter accident in 2267 involving some of the crew of the original *U.S.S. Enterprise* revealed the existence of a "mirror universe" where the same people exist as in the regular universe, but with different morals and a different history. Since then it has become possible to configure a transporter to travel to the Mirror Universe automatically. A transporter built expressly for cross-dimensional travel uses a 5 SU, 3 Power emitter/receiver array, but is otherwise built the same as an ordinary transporter. However, most instances of multidimensional travel simply involve modified normal transporters. Only transporters with Class F energizing/transition coils (or better) and a Personnel Type 4 emitter/receiver array (or better) can be configured for multidimensional travel. Reconfiguring one requires the proper schematics, about one hour, and a Moderate (8) Systems Engineering (Transporter/Replication Systems) Test, or occurs automatically when a Mirror Universe device known as a cross-dimensional transporter modulator is applied to the transporter.

Subspace Transporters

This form of transporter operates by putting the matter stream into a state of quantum flux and transporting it through subspace instead of normal space. The benefit to this is that it allows a much greater range of transport: up to three light-years. The downside is that the quantum flux state is unstable, which can cause problems for the person or object transported. When a character uses a subspace transporter, the Narrator rolls 1d6. On a 6, the quantum flux matter stream breaks up, killing or destroying the subject.

Characters can build a subspace transporter from the ground up, taking a Personnel Type 15 emitter/receiver array for the range. A character can reconfigure a normal transporter for subspace transport with a Moderate (8) Systems Engineering (Transporter/Replication Systems) Test; this takes about one hour. If a character fails, he can try again; if he Dramatically Fails, there's an explosion which causes him 1+2d6 damage and does a similar amount of damage to the transporter (no defense applies; it takes 10 minutes per SU of damage to make repairs).

Temporal Transporters

Temporal transporters, a highly advanced form of technology, transport persons or objects backwards or forwards through time, rather than across distances. All societies heavily restrict their use and keep their existence secret.

Characters can reconfigure a normal transporter for temporal transport by spending 1d6 hours and making a Nearly Impossible (16) Systems Engineering (Transporter Systems) Test. The character operating the transporter must make a Challenging (10) Shipboard Systems

(Transporter) Test to beam the target to the correct time, or to beam a character to the present from the past or future.

To transport a subject temporally, a temporal beacon—a small, triangular badge—must be used. Any given person can only be safely temporally transported a number of times equal to his Fitness within a 24-hour period. If temporally transported more than that, he will suffer the effects of temporal narcosis (see *All Our Yesterdays,* page 13).

If a subject is sent to one of his foreseeable futures, a responsible temporal transporter operator will resequence the subject's memory engrams to prevent him from returning to his normal time-frame with knowledge of the future; if not, he is simply given a stern warning about the Temporal Prime Directive (or like regulation) before being returned to his proper time-frame.

To build a temporal transporter, use a Personnel emitter/receiver array. The transporter can send a subject backwards or forwards in time a number of years equal to 20 times the transporter's SUs.

CLOAKING DEVICES

SU Cost: (3 x Class) + Size
Power Cost: 40 Power per class per round of use

Cloaking devices, a type of "stealth" technology, emit an energy field which bends light and other energy phenomena around a cloaked ship, rendering it invisible to both the naked eye and most sensors. However, while they're powerful weapons, cloaks are not without their drawbacks. They require enormous amounts of power—so much that a ship cannot use many other systems, including shields, transporters, active sensors, and weapons systems, while a cloak is on. The ship can, however, use its communication devices or passive sensor systems, and doing so will not reveal its location to other ships. Cloaking devices work in atmospheres, but may be effectively useless due to the presence of atmospheric particulates and the like.

Starfleet dislikes cloaks, which it considers contrary to its mission as an exploratory organization, and does not use them. In fact, under the terms of the Treaty of Algeron, Federation ships are forbidden to use them. However, exceptions are occasionally made (most notably the *U.S.S. Defiant*).

In game terms, cloaks work by imposing a substantial negative modifier on all Tests made to perceive the cloaked ship or object (including Intellect Tests and Shipboard Systems (Sensors) Tests). See below for base Difficulties using sensors. Sometimes, despite the modifiers imposed by a cloak, a ship manages to succeed with a Test anyway; this indicates it detected some anomaly or "sensor blip" which may provide a clue that there's a cloaked ship nearby. The accompanying table indicates the SU cost and effect of various types of cloak. Typically a ship's cloak should have a rating equal to or greater than its Size.

A cloaking device costs 40 Power per class per round it's in use. For example, using a Class 8 cloak costs (40 x 8) 320 Power per round.

A cloaking device has a small internal battery with enough Power to operate it to cloak itself (and itself alone) for about five rounds. This Power cannot be drained to use with other systems.

RELATED SYSTEMS

Creative inventors have developed many other forms of technology to hide starships from those who would detect them. Examples include the energy sheath (page 21) and the systems described below.

HULL HOLOEMITTERS

SU Cost: Varies
Power Cost: 20 Power per round of use

While the Federation cannot use true cloaks, it can equip ships with holoemitters in the hull which can surround the entire hull with a holographic projection. A Class Alpha hull holoemitter system can make a ship appear to be any other ship of equal or lesser Size; it occupies 2 x Size in SUs and requires 10 Power per round to operate. A Class Beta hull

CLOAKING DEVICES TABLE

Class	SU	Effect
Class 1	3+Size	+1 Difficulty to detect ship
Class 2	6+Size	+2 Difficulty to detect ship
Class 3	9+Size	+3 Difficulty to detect ship
Class 4	12+Size	+4 Difficulty to detect ship
Class 5	15+Size	+5 Difficulty to detect ship
Class 6	18+Size	+6 Difficulty to detect ship
Class 7	21+Size	+7 Difficulty to detect ship
Class 8	24+Size	+8 Difficulty to detect ship
Class 9	27+Size	+9 Difficulty to detect ship
Class 10	30+Size	+10 Difficulty to detect ship

holoemitter system can make a ship appear to be any other ship of equal or lesser Size, empty space, a floating asteroid, or the like. It occupies 3 x Size in SUs and requires 20 Power per round to operate.

Either type of hull holoemitter system is designed to fool not only the visual senses, but standard sensors as well—a ship disguised like an asteroid registers as an asteroid on another ship's sensors. However, a disguised ship cannot use weapons, shields, transporters, a cloaking device, communications systems, active sensors, or warp or impulse engines without instantly dispelling the illusion.

Interferometric Dispersion

SU Cost: None
Power Cost: 2 Power per round of use

Interferometric dispersion is a technique which renders a ship undetectable by radar systems and other primitive sensors (but not modern 24th century sensors). Establishing an interferometric dispersion around a ship requires a Moderate (6) Systems Engineering (Deflector) Test and the expenditure of 2 Power per round to maintain it. If the ship uses any weapons, shields, or transporters, the effects of the dispersion are cancelled (it may, however, use sensors and communications).

Interphase Generator/Phasing Cloak

SU Cost: As normal cloak, + (3 x Size)
Power Cost: 50 Power per rating per round of use

This technology, which remains more or less experimental, combines a normal cloaking device with a molecular phase inverter or similar device. The resulting system not only prevents sensors from detecting the ship, it allows the vessel to pass through normal matter! The tactical and strategic advantages of such a system are obvious (as is its potential to unbalance a game series; *caveat Narrator*).

As of 2375, neither the Federation, the Romulans, or the Klingons appear to have perfected this device. When using it, a ship must make a Challenging (9) Shipboard Systems (Cloaking Device) Test each round. Success allows the ship to use the phasing cloak as normal. Failure mean the cloak shuts off and cannot be reactivated for 1-3 rounds; Dramatic Failure is the same as failure, but the cloak also takes 4d6 damage (no defense).

Masking Circuitry

SU Cost: 18 + Size
Power Cost: 240 Power per round of use

Masking circuitry is a type of device which renders a ship difficult to detect with sensors or the naked eye. It is the equivalent of a Cloak 6 in terms of effect, SU cost, and Power cost. However, unlike a cloak, it can be cancelled for one round by a polaron burst.

SECURITY SYSTEMS

SU Cost: 4 x rating (see table)
Power Cost: See table

Security systems and procedures help a starship protect itself from external and internal threats. To simulate the level of security on board Starfleet vessels, each ship has a Security rating. The accompanying table describes what each rating indicates and its SU cost. Security generally costs no Power, though certain aspects of Security, as described below, do.

Anti-Intruder System

SU Cost: 1 x Size
Power Cost: 1 Power per round of use

Almost all Starfleet vessels come equipped with an anti-intruder system designed to disable hostile forces which invade the ship. This system allows the commanding officer (or other officers of appropriate rank) to order some or all parts of the ship flooded with anesthezine or neurozine gas, which render all known humanoids unconscious in seconds (see sidebar). Activating an anti-intruder system costs 1 Power.

Internal Force Fields

SU Cost: 1 x Size
Power Cost: 1 Power per round per 3 Strength per force field

Starfleet vessels have the ability to generate force fields, also known as containment fields or security fields, anywhere in the ship for protective or defensive purposes. For example, force fields are used to seal off Engineering in the event that the warp engine accidentally starts venting dangerous gases, to keep prisoners in the brig, to seal off sickbay to prevent a contagious disease from spreading to the rest of the crew, or to block off a corridor to prevent an invader from reaching the bridge.

A ship can generate a force field anywhere

SECURITY TABLE

Rating	SU	Effect
1	4	Chief Security Officer: Security 2 (3) Security Personnel: Security 1 (2) Base Difficulty for Illegal Activities: Routine (4) Brigs: 1-3
2	8	Chief Security Officer: Security 3 (4) Security Personnel: Security 2 (3) Base Difficulty for Illegal Activities: Moderate (6) Brigs: 2-4
3	12	Chief Security Officer: Security 4 (5) Security Personnel: Security 2 (3) Base Difficulty for Illegal Activities: Challenging (9) Brigs: 3-6
4	16	Chief Security Officer: Security 4 (5) Security Personnel: Security 3 (4) Base Difficulty for Illegal Activities: Difficult (12) Brigs: 3-8
5	20	Chief Security Officer: Security 5 (6) Security Personnel: Security 3 (4) Base Difficulty for Illegal Activities: Near Impossible (15) Brigs: 3-10

Chief Security Officer: The typical level of Security skill (including a chosen Specialization) possessed by the Chief Security Officer on the ship (individuals may, of course, vary from this average).

Security Personnel: The typical level of Security skill (including a chosen Specialization) possessed by the average Security Officer on the ship (individuals may, of course, have different skill levels).

Base Difficulty for Illegal Activities: When determining how easy it is for someone (say, a Romulan spy) to perform illegal activities on the ship, use this base Difficulty for all Tests related to committing the crime(s). It represents, in an abstract way, the ongoing level of security scrutiny on the ship.

Brigs: The number of brigs the ship has. Each brig is sealed off by a Level 10 force field and a pattern scrambler to prevent transporters from beaming the prisoner away. Operating a brig costs 4 Power per round.

ANESTHEZINE/NEUROZINE

Type: Gaseous

Onset Time: Instantaneous

Effect: Victim takes 8 + 5d6 Stun damage the first round of exposure, then 3d6 per round of breathing the gas until he falls unconscious. Until removed from the affected area, he cannot wake up.

Compatability: Affects all known humanoid species

Anesthezine is a sedative gas which renders anyone who breathes it unconscious. Most starships can flood all or selective parts of the ship with anesthezine in the event of a boarding action by an enemy. Some ships use an equivalent gas, neurozine, which is also used by the Cardassians and the Dominion.

within its hull; although normally kept as small as possible to help maintain field integrity, they can be large enough to, for example, seal off the entire bridge. Any internal force field generator can create fields rated in Strength from 1 to 10.

A force field functions much like a shield. It has a Protection rating equal to twice its Strength, and a Threshold equal to its Strength, but unlike ship's shields the Protection is only decreased by damage which exceeds the Threshold. When sufficient force (from attacks, an individual's strength, or the like) is applied to a field, it resists until the force is enough to break it down and/or overload the local field emitters.

The internal force field emitters occupy 1 x Size in SUs. It costs 1 Power per round for every three points of Strength a force field has; thus, to erect a level 10 force field across a corridor costs 3 Power, while using the same force field generator to erect a level 3 force field would only cost 1 Power. At the Narrator's option, erecting a force field around a large area (say, the entire bridge) may cost +1 Power per round.

SCIENCE SYSTEMS

SU Cost: Varies (see table)
Power Cost: Varies (see table)

Starfleet is, first and foremost, an exploratory and research organization. Most of its ships come equipped with an impressive array of sophisticated laboratories, scientific instruments, and related technology. In many cases this equipment not only allows scientists and researchers to do their jobs, it actually makes their jobs easier.

To represent its scientific equipment and resources, every ship has a Science rating. Some Science ratings represent technology and systems so advanced that they grant Test Result bonuses to any Science skill Test made with them (this would include analyzing sensor data, but not operating the sensors themselves). The accompanying table indicates the SU cost, Power cost per round of use, and effects of the various Science ratings. It provides a separate listing for the number of laboratories a ship has, which cost SUs but not Power. The designer of the ship can specify what's in each lab (perhaps leaving some unspecified for special missions) if he wants to.

The Power cost of Science systems can be reduced in emergencies by up to half. Any reduction immediately cancels any Test Result bonus provided by the Science rating, and will prevent many types of scientific equipment from functioning altogether (the Narrator determines which devices remain operational).

SCIENCE SYSTEMS TABLE

Rating	SU	Power	Effect	Notes
1	5 + Size	1	+0	Most scouts, escorts, runabouts, shuttlecraft
2	10 + Size	2	+1	Most frigates, cruisers
3	15 + Size	3	+2	Most explorers, science, and medical vessels
4	20 + Size	5	+3	The most advanced science and medical vessels

Number of Laboratories	SU
0	0
1-10	2
11-20	4
21-30	6
31-40	8
41-50	10
51-60	12
61-70	14

HOW MANY LABS DOES A STARSHIP HAVE?

The Science systems rules don't specify any hard-and-fast number for how many laboratories and related scientific facilities a ship can have. It all depends on the nature of the ship and the missions it's designed for—in short, the preferences of the person designing the ship, tempered with a little common sense and Narrator wisdom.

As a benchmark, here are some guidelines you can follow, based on ship type and Size. Light, Fast, and Heavy versions within each class tend to have fewer laboratories.

Ship Type	Average Number of Labs per Size
Courier	0-1
Cruiser	1-4
Escort	1-3
Explorer	2-6
Frigate	1-3
Medical	3-6
Research/Laboratory	3-7
Scout	0-1
Surveyor	2-6
Transport	0-1

Thus, for example, following these guidelines, a *Galaxy*-class Explorer (Size 8) would, on the average, have anywhere from 16-48 laboratories. This figure represents the number of major laboratory facilities. A ship could also have some smaller, minor laboratories.

Specialized Science Systems

SU Cost: 5 SUs per +1 with a specific Science Skill, or 3 SUs per +1 with specific Science Skill Specialization.

Power Cost: None

To reflect its advanced facilities for one particular Science Skill (such as Space Sciences, Planetary Sciences, or Life Sciences (Botany)), a starship may buy improvements to its Science systems for that one skill. This simulates the specialized laboratory, equipment, and sensor capacity devoted to studying that topic. A +1 bonus costs 5 SUs for all Tests with a particular Science Skill, or 3 SUs for Tests with just one Specialization of one Science Skill. This costs no additional Power beyond the normal science systems cost. A ship may not buy more than a +1 bonus for any particular skill (it could buy a bonus with an overall skill and with one of its Specializations, but only one of the bonuses applies to any given Test). Nor may a ship have a number of specialized science systems greater than one-half its Size (for example, four for a Size 8 ship).

Tactical Systems

Even though Starfleet is not a military organization, there come times when it has to fight back against aggressors, tyrants, and other threats to the security of the Federation and other peoples. When push comes to shove, or environmental dangers threaten, Starfleet vessels are equipped with powerful tactical systems to protect themselves and strike back at the enemy.

Beam Weapons

To construct a beam weapon, a ship must buy four things: the type of weapon itself (which entails various design and tactical choices); the weapon's targeting system; the weapon's arc of fire; and the firing modes the weapon can use.

Beam Weapon Range

All beam weapons have a range of 10/30,000/100,000/300,000. For every 100 kilometers beyond Long range, increase the Difficulty to hit the target by +1. A ship may negate this penalty, thus effectively extending the range of its beam weapons, at a cost of 3 SUs per +1 penalty negated (maximum of +3 negated, for 9 SUs).

HOW MANY WEAPONS CAN A SHIP HAVE?

There are no specific rules regarding the number of weapons a ship can mount. Some, like the *Akira*-class, carry many weapons; others have relatively few. The amount and type of weapons installed depend upon the current level of technology and the ship's perceived need for various tactical systems based on its standard missions profile. Thus, in most cases, ship builders should not be restricted if they want to mount a lot of weapons on a combat-oriented ship. However, Narrators needing a good rule of thumb can apply the following guidelines:

— for ships designed with combat as one of their primary missions (the *Akira*-class or *Defiant*-class, for example), up to 2 x Size in beam weapons and 2 x Size in missile weapons

— for ships not designed with combat as one of their primary missions (the *Galaxy*-class or *Miranda*-class), up to 1.5 x Size in beam weapons and .5 x Size in missile weapons

PHASERS

SU Cost: Varies (see table)
Power Cost: 2 Power per type of emitter (see table)

The primary weapons on most Starfleet vessels are *phasers*. Phasers (short for PHASed Energy Rectification) use a rapid nadion effect (RNE) to release and transfer energy generated within superconducting crystals known as *fushigi-no-umi*. Ships can use these beams of energy as tools (say, to remove obstacles, excavate large holes, or reshape planetary terrain) or as weapons.

Ship-mounted phasers are organized into *types,* rated from I (one) to X (ten). Generally, Type X is the most powerful type of phaser which Starfleet can mount on a ship. Advances in tactical technology as of 2372 have allowed it to mount Type XI and XII phasers on large ships, but to date only the *Sovereign*-class Heavy Explorer has benefitted from this breakthrough.

Phasers consist of multiple *emitters* organized into series called *arrays*. An emitter has three main parts: an EPS submaster flow regulator (which controls phaser power levels); a plasma distribution manifold (PDM), which channels the power to the prefiring chambers; and the actual phaser emitter crystal. A large array, such as the ones found on the dorsal or ventral surfaces of many starships' saucers, may have as many as 200 emitters (the minimum number is 40). The type of emitter dictates how powerful a beam an array can emit; the size of the array indicates how many beams that array can emit at one time (singly or as a multifire burst). The EPS subsystem which provides Power to a phaser array is called the *phaser generator.*

Phaser arrays (sometimes called "banks") also include an *auto-phaser interlock* which links with the TA/T/TS computer to assure accurate firing. It precisely times the firing of the array for maximum chance of a successful shot.

The accompanying tables lists four things:

1. The SU cost for every five emitters (by type);
2. The amount of damage done (by type of emitter);
3. The SU cost for the auto-phaser interlock, which indicates the base Accuracy for the weapon (a ship must purchase one interlock per array); and
4. How many shots per round a given array can fire based on its size (either as single shots or as part of a multifire burst; the Power cost must be paid separately for each shot).

A phaser shot costs 2 Power per type of emitter; thus, a shot with a Type VIII emitter costs 16 Power. The auto-phaser interlock does

PHASERS TABLE

Type	Per 5 Emitters	Per 40 Emitters	Per 200 Emitters	Damage	Power
Type I	.1	.8	4	20	2
Type II	.2	1.6	8	40	4
Type III	.3	2.4	12	60	6
Type IV	.4	3.2	16	80	8
Type V	.5	4.0	20	100	10
Type VI	.6	4.8	24	120	12
Type VII	.7	5.6	28	140	14
Type VIII	.8	6.4	32	160	16
Type IX	.9	7.2	36	180	18
Type X	1	8.0	40	200	20
Type XI	1.1	8.8	44	220	22
Type XII	1.2	9.6	48	240	24

Auto-Phaser Interlock	SU	Accuracy
Class Alpha	0	5/6/8/11
Class Beta	2	4/5/7/10
Class Gamma	3	3/4/6/9

Emitters per Array	Maximum Shots per Round
40-79	1
80-119	2
120-159	3
160-199	4
200-239	5
...and so forth	

not cost Power to use. Every phaser array comes equipped with a *phaser array power cell* which includes enough Power for two shots from the array (at normal full strength). Crewmembers can drain this power, also known as the "phaser reserves" or "defense reserves," for use by other ship's systems if necessary.

Phasers do more damage the more Power they can draw on, up to a point. A character can increase any phaser's base damage up to 125% of normal (for example, a Type X phaser normally does 200 damage; it could increase to 250 with enough Power). This costs 3 Power per 10 points of damage above base normal, and requires a Moderate (6) Shipboard Systems (Tactical *or* Mission Ops) Test. Failure on this Test means the Power is wasted (it does not improve the weapon's performance); Dramatic Failure means the Power overloaded the weapon, disabling it for 1d6 minutes or until a crewmember makes a Challenging (11) Systems Engineering (Weapons Systems) Test to effect repairs.

For full rules on using phasers in starship combat, see page 138.

Example: *David wants to install a 160-emitter Type X phaser array on the ship he's building. Since Type X phasers cost 1 SU per 5 emitters, the basic array costs him (160/5 = 32) 32 SUs. He chooses a Class Beta auto-phaser interlock (2 SUs), all four firing modes, and a firing arc of 360 degrees, so his total cost for this array is 39 SUs. This array can fire a maximum of 4 shots per round, at a cost of 20 Power per shot.*

ACB Jacketing

SU Cost: +5 SUs to cost of phaser array
Power Cost: +5 Power to cost of phaser array

Phaser beams are ordinarily useless at warp speeds; they dissipate too quickly in the presence of moving warp fields to be effective weapons (see page 98 for notes on warp speed combat). To provide a potential tactical advantage in warp speed combat situations, Starfleet recently invented technology which jackets a phaser beam inside an annular confinement beam (ACB), similar to the one involved in the materialization/dematerialization process which is a part of transporter use. The benefit to this is that a ship can fire an ACB-jacketed phaser beam at any target while the firing ship travels at warp speeds, regardless of relative speeds or angle of fire. This technology, which adds 5 SUs to the cost of a phaser array and 5 Power to the cost of every phaser shot, is still very new as of 2375 though it began development some years prior to that date; few ships have been equipped with it.

Pulse Phaser Cannons

SU Cost: +3 SUs to cost of phaser array
Power Cost: +5 Power to cost of phaser array

Pulse phasers are a relatively new Starfleet development. They combine large, nearly flawless emitter crystals with rapid-discharge EPS capacitance banks and high-speed beam focussing coils. This technology allows the coils to store the phaser charge for a few nanoseconds, then release it as a layered pulse. Shields and materials have a harder time dispersing the layered energy pulse than the standard phaser beam, resulting in more damage to the target.

Pulse phaser cannons are usually built into ships in linked pairs (you don't have to buy two cannons to represent this—it's an aesthetic touch already reflected in the weapon's game statistics—but you can if you want, and always use them in multiple-weapon multifire mode). They have the same range as standard phasers, but are slightly more accurate and do more damage. On the other hand, they have a smaller arc of fire (usually just straight forward) and cannot fire in continuous mode, or in wide-beam mode without extensive modification (which limits their usefulness as tools—they're really meant only for combat). They can perform single-weapon multifire, or multiple-weapon multifire with other phasers of any type.

A pulse phaser cannon costs the same as any other phaser of its type, plus 3 SUs for the new technology. It does +50 damage compared to a normal phaser of the same type, and costs +5 Power. A pulse phaser must include a Class Gamma auto-phaser interlock. It can only fire in a 360 arc in one direction. Pulse phasers cannot be ACB-jacketed.

Disruptors

SU Cost: Varies (see table)
Power Cost: 1 Power per 10 points of damage

The primary beam weapons of the Klingons and Romulans is the *disruptor*; the Cardassians use a variant, the spiral-wave disruptor, which moves energy through the system differently. Disruptors create highly-charged, powerful

beams of plasma using microscopic amounts of antimatter. This makes a comparative model more powerful than a phaser, but much less versatile.

Romulan disruptors leave an anti-proton residue. The anti-proton decay allows the time of use to be estimated (this requires a Routine (5) Shipboard Systems (Sensors) Test).

The accompanying table includes SU costs, damage done by various types of disruptors, and the maximum number of shots per disruptor per round as indicated in the table. The ship must pay the Power cost separately for each shot.

A disruptor uses 1 Power per 10 points of damage the weapon does (the targeting system costs no Power). Disruptors' strength may be increased with extra Power, using the same rules as for phasers.

Polaron Beams

The polaron beam is the standard weapon of the Dominion. Powerful, and possessing several useful tactical applications, they're the perfect weapon for such a belligerent, militaristic species as the Jem'Hadar. From 2370 to 2373, Starfleet vessels were utterly vulnerable to polaron beams; their deflector shields offered no protection against them whatsoever, regardless of shield nutation or harmonics. In 2373, Starfleet developed a way to overcome this limitation; since that time Starfleet shields have affected polaron beams normally.

A polaron beam can also disrupt a tractor beam. See page 156 for details.

Narrators may buy polaron beam weapons for Dominion ships using the Disruptor Table; the SU and Power costs and effects are the same.

DISRUPTORS TABLE

Disruptor	SU	Damage	Shots per Round
Type 1	4	40	2
Type 2	8	60	2
Type 3	12	80	2
Type 4	16	100	2
Type 5	20	120	2
Type 6	24	140	3
Type 7	28	160	3
Type 8	32	180	3
Type 9	36	200	3
Type 10	40	220	3
Type 11	44	240	5
Type 12	48	260	5
Type 13	52	280	5

Disruptor Targeting System	SU	Accuracy
Class Alpha	0	5/6/8/11
Class Beta	3	4/5/7/10
Class Gamma	4	3/4/6/9

Borg Beam Weapons

Borg Energy Beam

SU Cost: 50
Power Cost: 25

The Borg use a powerful energy beam which does 250 points of damage per shot. They can fire it up to twice a round, in all firing modes, with an Accuracy of 3/4/6/9 (bought as for disruptors) and a Range of 10/35,000/150,000/400,000.

Borg Cutting Beam

SU Cost: 25
Power Cost: 20

The Borg use a weapon called a *cutting beam* to take samples of other ships' technology. Able to bypass shields without any loss of effect, the cutting beam slices through a ship's hull and systems in a circular pattern, then uses a linked tractor beam to pull the "cylinder" of ship's hull and systems out like removing a cork from a wine bottle.

A Borg cutting beam does 20 points of damage a round (the target's Resistance affects this, but not its shields). Before using the weapon, the Borg define the size of the piece of ship they want to obtain: Size 1, Size 2, or Size 3 (2 is the most common). (The piece Size cannot exceed the ship's Size, of course.) The cutting beam must do 50 points of damage to the ship for every Size category (thus, a Size 3 piece requires 150 points of damage); assume this damage is general, or roll a random location on the Hit Location Table. After the Borg withdraw their "sample" (which takes 1 round), the ship has a hull breach equal in Size to the Size of the piece taken.

Borg Feedback Pulse

SU Cost: 15
Power Cost: 30

Borg defensive technology includes a beam

weapon-like device which allows a Borg ship to send a "feedback pulse" back down a beam which hits it, causing the attacker to take the weapon's damage as well! A feedback pulse requires a delayed action (to act when the other ship fires) and a successful Moderate (8) Shipboard Systems (Feedback Pulse Generator) Test to use properly. Failure indicates the attack strikes the Borg ship but the feedback system does not take effect; Dramatic Failure results in the beam doing double damage to the Borg ship and not feeding back.

Borg Shield Draining Weapon

SU Cost: 20
Power Cost: 20

This weapon only works in conjunction with a Borg tractor beam. When the Borg catch a ship with one of their tractor beams, they can activate the shield draining weapon the next round. Each round it drains 25% of the shields' normal maximum Protection until the shields collapse. Once shields collapse, they cannot recharge or regenerate until the Borg turn off the shield draining weapon.

Other Beam Weapons

Some of the other beam weapons used on ships throughout the galaxy include:

Isolytic Weapons

SU Cost: Varies (see table)
Power Cost: Varies (see table)

Used by the Son'a and some other peoples who favor power over following the laws of war, these widely outlawed weapons have unpredictable effects and can open tears in the subspace fabric. A tear opens near the targeted ship and moves towards its warp engine at Warp 1 (if the ship attempts to go to higher warp speeds to escape the tear, it will simply "pull" the tear along with it, causing it to move at the same speed and wreaking untold havoc). If the tear contacts the ship, it rips it apart, but the detonation of the warp drive system as it does so seals the tear. Subspace in the area remains dangerously unstable forever after, and can cause problems for ships passing through.

A ship hoping to escape being destroyed by a tear can try to eject its warp core, move away, and then detonate the core when the tear gets close to it. This requires a Moderate (6) Shipboard Systems (Tactical) Test to get the timing right; if it succeeds, it destroys the tear and returns the local subspace environment to normal. Failure (of any degree) means the tear ignores the detonation and keeps pursuing the ship.

ISOLYTIC WEAPONS TABLE

Type	SU	Power	Damage	Tear
Small	30	60	600	2 on 2d6
Large	50	90	900	1 on 1d6

LASERS TABLE

Type	SU	Power	Damage	Shots per Round
Type A	2	2	20	1
Type B	4	4	40	1
Type C	6	6	60	1
Type D	8	8	80	2
Type E	10	10	100	2

The accompanying table gives the SU cost, Power cost, and damage for isolytic weapons; "Tear" represents the chance that any use of the weapon causes a subspace tear. An isolytic weapon may only be fired once per round.

Lasers

SU Cost: Varies (see table)
Power Cost: Varies (see table)

Lasers, ranging from basic models to high-energy X-ray lasers, are primitive weapons used by societies which have not yet developed phasers or other advanced weaponry. As indicated by the accompanying table, they pose little threat to an advanced starship.

Firing Arcs For Beam Weapons

SU Cost: Varies (see table)
Power Cost: None

All beam weapons have a *firing arc,* which defines the shape and size of the area they "cover" (*i.e.,* can fire into). The larger the firing arc, the more SUs it costs, as defined by the accompanying table.

Some firing arcs possess substantial "arc shadows" which interfere with their ability to fire into an area they normally could. For example, a beam weapon mounted on the aft of a saucer section might not be able to fire at a target "behind" one of the ship's nacelle pylons. At the Narrator's option, a weapon which suffers from a substantial arc shadow may reduce the SU cost of its firing arc by 1. See page 136 for

more on arc shadows.

Firing Modes For Beam Weapons

SU Cost: 1 per mode in addition to Standard, per weapon
Power Cost: None

Beam weapons have *firing modes* which describe different ways of using them. The various modes—Standard, Pulse, Continuous, and Wide Beam—are defined and discussed on page 139.

All beam weapons can fire in Standard mode for free. Each additional mode costs 1 SU per weapon. Typically, a phaser can fire in all four modes (except for pulse phasers, which cannot fire in Continuous or Pulse mode); disruptors and polaron beams fire in Standard and Pulse only; isolytic weapons and lasers fire in only Standard mode.

BEAM WEAPON FIRING ARCS

Firing Arc	SU
Up to 180 degrees	0
181-360 degrees	2
361-405 degrees	3
406-540 degrees	4
541+ degrees	5

MISSILE WEAPONS

SU Cost: 5 + (Spread/2, rounded down) for basic launchers; 10 + Spread for advanced launchers
Power Cost: 20 + (5 Power per torpedo fired)

In addition to beam weapons, most ships carry at least one missile weapon—the torpedo launcher. Though many different types of torpedoes, such as photon, plasma, quantum, and gravimetric, are used, the launchers themselves are basically the same from one ship or species to another. They typically consist of tubes about 30 meters long made of tritanium, sarium farnide, and similar materials. Sequential field induction coils and launch assist gas generators provide the power to fire the torpedo.

One important difference between different types of torpedo launchers is the *spread* they can fire, meaning the number of torpedoes a launcher can fire in one round (either one at a time, or via one or more Multifire bursts). Most launchers are limited to one to five torpedoes in a spread; advanced models can fire spreads of up to 10 or more torpedoes or more. (As of 2376, the maximum Spread is 12.)

The standard Starfleet torpedo launcher—the type used to launch Type II photon torpedoes or Mark I quantum torpedoes—costs a base of 5 SUs, plus its Spread divided by 2 (round down). Thus, a launcher with a Spread of 10 costs 10 SUs; one with a Spread of 1 costs 5 SUs; one with a Spread of 7 costs 8 SUs. Each use of a launcher costs a number of Power equal to 20 + (5 per torpedo fired).

For high-yield torpedoes, such as the Type VI photon torpedo, a special type of launcher is required (the normal launcher cannot fire them at the high-yield level; see page 144). It costs a base of 10 SUs, plus its Spread. Thus, a launcher to fire ten Type VI torpedoes costs 20 SUs. The Power cost is the same as for the basic launcher. An advanced launcher can fire torpedoes with normal yields, such as Type II photon torpedoes, and probes without difficulty.

The standard ranges for most torpedoes are 15/300,000/1,000,000/3,500,000. However, recent advances by Starfleet (and perhaps other powers) have increased the fuel tank size of the individual torpedo, extending the range of the missile to 15/350,000/1,500,000/4,050,000. (See individual ship descriptions for which type of torpedo is carried; switching from one to the other, or from one type of torpedo to another, does not change the SU cost of torpedoes or launchers). For every 1,000 kilometers beyond Long range, increase the Difficulty to hit the target by +1.

To determine the Accuracy of a torpedo launcher, buy a Torpedo Targeting System. This is the same as a Auto-Phaser Interlock or Disruptor Targeting System (depending upon what type of beam weapons the ship uses) in terms of SU cost and effect, and applies to a single torpedo launcher. Torpedo launchers must also buy a 541+ degree firing arc (5 SUs), to reflect the self-guided nature of torpedoes.

Torpedo Storage

SU Cost: .5 SU per 5 torpedoes
Power Cost: None

Ships have to carry a sufficient load of torpedo casings and parts so that they have enough "ammunition" to meet any challenge they might face. Every 5 torpedoes occupy .5 SU of storage space. Probes, which are also launched from torpedo launchers, are usually stored with torpedoes; any one probe is equivalent to any one torpedo in terms of the

SUs required to store it (thus, a batch of 15 torpedoes and five different probes takes 2 SU of storage space).

Microtorpedo Launcher

SU Cost: .5 SU (+5 SUs for Firing Arc); 100 microtorpedoes per 1 SU
Power Cost: 1 Power

A microtorpedo launcher is a device for firing microtorpedoes, small missiles loaded with chemical explosives. They have ranges of 1/100/500/2000, have a Firing Arc identical to that of a photon torpedo, and do 50 points of damage. The launcher costs .5 SU; 100 microtorpedoes occupy 1 SU. A microtorpedo launcher costs 1 Power to use, regardless of how many torpedoes it fires. It has a Spread of 5.

Tricobalt Devices

SU Cost: 2 SUs per device
Power Cost: 5 Power to fire

These powerful photon torpedo-like weapons are carried by a few Starfleet vessels. Not generally considered a weapon of war, the tricobalt device is used to destroy derelict space stations, crack open small asteroids so miners can get at their interiors, and so forth.

A tricobalt device can only be launched from a high-yield torpedo launcher. It has a range of 5/350,000/1,500,000/4,050,000 and uses the launcher's targeting systems to determine its Accuracy.

Tricobalt devices must be prepared before firing. Preparing one takes one minute and a Routine (5) Shipboard Systems (Tactical) Test; for every 2 points by which the Test Result exceeds 5, reduce the preparation time by 10 seconds (to a minimum preparation time of 20 seconds). Failure indicates the officer must spend another minute and try again; Dramatic Failure causes the device to explode prior to launch and do its full damage to the ship. Tricobalt devices are not stored while prepared due to their volatile nature; typically a ship fires them as soon as they're prepared. For every minute (or fraction thereof) beyond one round which a ship keeps a prepared tricobalt device without firing it, the Narrator should roll 2d6. On a 2, the device explodes, doing its full damage to the ship.

A tricobalt device does 750 points of damage. Tricobalt devices cannot be Multifired.

Chemical Rockets

SU Cost: 5 SUs for a launching tube; 10 rockets per 1 SU
Power Cost: 3 Power per rocket fired

Some less advanced races use rockets armed with chemical explosives, such as the Merculite rockets fired by the Talarians. While this type of rocket can vary tremendously, most have a range of 1/100/500/2000, an Accuracy of 5/6/8/11, and do anywhere from 50-100 points of damage depending on size. They can be Multifired.

MINES

SU Cost: .5 SU per 10 mines (round up)

Similar to torpedoes are various types of mines which starships can lay down to, for example, deny an enemy access to an area or interfere with shipping lanes. The types of mines available, and rules for them, are discussed on page 146. Regardless of type, stored mines occupy .5 SU per 10 mines.

THREAT ASSESSMENT/TRACKING/ TARGETTING SYSTEM

SU Cost: Varies (see table)
Power Cost: Varies (see table)

Known colloquially as the "targeting scanners," the Threat Assessment/Tracking/Targeting System (TA/T/TS) is a ship's tactical sensors and computer package. The Tactical Officer relies on the TA/T/TS in combat in much the same way as the Flight Control officer uses the navigational computer—it helps him do his job better. Different classes of TA/T/TS are available; the better ones make the Tactical Officer's job easier, but take up more space and require more power to operate. The accompanying table lists types, costs, strength, and benefits of different TA/T/TS systems. The listed bonus applies to the Test Results of Shipboard Systems (Tactical) Tests made to hit a target with weapons, or to cancel out negative modifiers such as those due

THREAT ASSESSMENT/TRACKING/TARGETING SYSTEM (TA/T/TS) TABLE

Class	SU	Power/Round	Strength	Bonus
Alpha	6	0	7	+0 (std)
Beta	9	1	8	+1
Gamma	12	2	9	+2
Delta	15	4	10	+3
Epsilon	18	6	11	+3

to size, (Tactical) Tests made to scan a ship for a particular target, and the like. TA/T/TS systems are not cumulative; a ship can only have one in effect.

Ships may have a backup TA/T/TS system if they wish, to take over for the main system if it's damaged or malfunctions. A backup TA/T/TS occupies 1 SU, costs no Power, and provides no Test bonuses.

In addition to using it to target weapons and assess tactical data, a character may use targeting scanners to obtain a transporter lock on a person or object.

WEAPONS SKILL

SU Cost: None
Power Cost: None

For ships run by NPC crews, or when describing a class of ships generally, Narrators can establish a Weapons Skill rating. This indicates how competent the average Tactical officer is when he uses the ship's weapons and shields. Consider it the equivalent of a Shipboard Systems (Tactical) Skill (assume an Intellect of 2). When using the Weapons Skill characteristic, you should not normally apply bonuses for the TA/T/TS or a specific weapon's targeting system.

Weapons Skill costs no SUs or Power (though use of the weapons and shields themselves does cost Power).

DEFLECTOR SHIELDS

SU Cost: Varies (see table)
Power Cost: 1 Power per 10 Protection per active shield per round of use

Deflector shields (so called because they deflect energy and physical objects from the shield to save it from harm, not because they have anything to do with the navigational deflector) are a ship's primary form of defense. They (and related types of technology, such as multiphasic force fields) are fields of highly focused spatial distortion created by shield generators and focused by subspace field distortion amplifiers, within which the generators maintain an energetic graviton field. Shield grids on the exterior of the hull shape the shield to conform to the ship (collectively, the shield grids are referred to as the shield matrix). When energy or physical objects impact the shield, its field energy is concentrated at the point of impact to resist the intrusion. Impacts are accompanied by a quick flash of Cerenkov radiation which humanoids perceive as a flash of colored light (blue for Starfleet shields, sometimes different colors for other species's shields).

Shields are activated, or "raised," whenever threats to the ship become apparent. This could be an enemy attack, potentially dangerous emissions from a nearby star, or the presence of some enormous spacefaring creature. Shield modulation frequencies shift at random to prevent an enemy from adjusting the frequency of its weapons to penetrate the shield without resistance (on the other hand, adjusting the shields to match the frequency of a weapon can strengthen them against it). Raised shields interfere with sensors, so shield frequency rotation creates electromagnetic "windows" to which sensors automatically recalibrate to minimize this effect. (In game terms, shields without such windows impose a -1 die penalty on all Shipboard Systems (Sensors) Tests (minimum of 1 die is still rolled); Tests made when windows exist are rolled normally.) Often, however, Silent Running mode (see page 42) comes into effect when shields are raised, so only passive sensor use is allowed anyway. Shields completely block transporters; no one can transport onto or off of a ship whose shields are raised (but see page 161).

Shields also interfere with warp travel. Software which controls warp drive and shield operation compensates for this effect. Without such measures, use of shields reduces a ship's Standard, Sustainable, and Maximum warp speeds by one-third.

Shields would interfere with outgoing attacks, except that Starfleet has anticipated and corrected for these problems. Torpedoes are equipped with shield transponders which allow them to pass through the shields unimpeded. (It might be possible to interfere with the transponder's signal, causing a torpedo to strike the inside of a shield and explode, but no workable means has yet been developed to take advantage of this idea.) Beam weapons' frequencies are set by the tactical computers to match that of the shields, so they pass through unhindered. (Theoretically, a ship could gauge another ship's shield frequency by sensing the frequency of outgoing beam weapon attacks, but rapid shield frequency changes during combat generally eliminates any chance of making practical use of this theory.)

Buying and Using Shields

Every ship has four shields: Forward, Aft, Port, and Starboard. Each one is paid for sepa-

rately in terms of SUs and Power; each shield must have the same characteristics (the Aft shield cannot be weaker than the Forward shield, for example). Each shield provides a certain amount of Protection, rated in terms of a number of points. Each attack reduces the amount of defense provided; when Protection reaches 0, the shield collapses and the ship is vulnerable to attack on that one side. Each shield has a Recharge rating which indicates how long it takes for it to return to full strength after collapsing or being turned off.

However, even while shields remain intact, some damage manages to "leak" through them from some attacks. This reflects concussion damage to the ship from extremely strong attacks, sudden changes of inertia, and other factors. Each shield generator incorporates a subspace field distortion amplifier which provides the shield with a *Threshold* rating. Threshold indicates the point at which damage leaks through the shield. For example, if a shield has a Threshold of 200, an attack which does 230 points of damage will leak 30 points through to affect the ship. Hull Resistance offers defense against "leaked" damage. A ship's Threshold cannot exceed one-third of its full normal Protection except in certain circumstances (for example, if a shield offers Protection 600, its Threshold cannot be higher than 200).

The accompanying table describes the various types of shield equipment, their SU costs, and their effects. Each type of equipment—shield generator, shield grid, subspace field distortion amplifiers, and shield recharging system—must be purchased once per shield (*i.e.*, four times). For rules about using and affecting shields in combat, see page 125.

Each shield costs 1 Power per 10 points of Protection to operate. For example, a Class 4 shield generator bought to provide Protection 700 costs 70 Power to operate. This cost does not decrease just because damage reduces the shield's Protection (see page 125). The Shield Grid indicates how much a shield's Protection and Threshold may be increased by providing it with extra Power (3 Power per additional 10 points of Protection, per round; or +5 Threshold per +25 Power per round). Recharge cannot be improved with extra Power. See page 125 for details.

Backup Shield Generators

SU Cost: .25 x Size per generator (minimum of 1 SU)

Power Cost: 1 Power per 10 Protection per active shield per round of use

Most ships have multiple backups for their shield generators, to ensure that they can maintain some form of defense if the main generators are damaged or malfunction. Each backup

SHIELDS TABLE

Shield Generator	SU	Protection
Class 1	1 x Size	10-200
Class 2	2 x Size	210-400
Class 3	3 x Size	410-600
Class 4	4 x Size	610-800
Class 5	5 x Size	810-1000
Class 6	6 x Size	1010-1200
Class 7	7 x Size	1210-1400

The base SU cost listed in the table indicates the SU cost for the lowest figure in the "Protection" column—for example, 810 Protection for a Class 5 generator. For each +50 Protection (or fraction thereof) beyond that, the engine costs an additional +1 SU. Thus, a top-of-the-line Class 5 generator, which provides 1000 Protection, costs (5 x Size) + 4 SUs.

Shield Grid	SU	Increase
Type 0	0	0%
Type A	.5 x Size	25%
Type B	1 x Size	33%
Type C	2 x Size	50%

Distortion Amplifiers	SU	Threshold
Class Alpha	1 x Size	10-50
Class Beta	1.5 x Size	60-100
Class Gamma	2 x Size	110-150
Class Delta	2.5 x Size	160-200
Class Epsilon	3 x Size	210-250
Class Zeta	3.5 x Size	260-300
Class Eta	4 x Size	310-350
Class Theta	4.5 x Size	360-400
Class Iota	5 x Size	410-450

Recharging System	SU	Recharge Speed
Class 1	.5 x Size	45 seconds (9 rounds)
Class 2	1 x Size	40 seconds (8 rounds)
Class 3	1.5 x Size	35 seconds (7 rounds)
Class 4	2 x Size	30 seconds (6 rounds)

generator costs .25 x Size (minimum of 1 SU per backup generator); a ship must have at least 1 backup generator for each of its four shields. Backup generators use 1 Power per 10 points of Protection.

A backup shield generator functions only when its main shield generator cannot work for some reason (typically, because of damage suffered in combat). When that occurs, the backup generator activates immediately to maintain the shields at their current Protection and Threshold, or a maximum of two-thirds of the shields' normal Protection and Threshold, whichever is *lower*. If the shield has already been reduced to 0 Protection, activating the backup generator has no effect—the shield systems' capacity for creating and maintaining the shield is too stressed and/or damaged to generate another shield until the normal Recharge period has passed (or the crew effects repairs).

Example: *The* U.S.S. Chickamauga *has shields with Protection 900, Threshold 300. During a battle, the Protection suffers 150 points of damage; it's now at 750. The attack which damages the shields manages to leak enough force past the Threshold to destroy the main forward shield generator. The backup generator immediately comes online to maintain the shield. It provides Protection 600, Threshold 200 effect—two-thirds of the shield's normal rating. If the Protection had been damaged to 500, the backup generator would provide Protection 500, Threshold 200, since 500 is lower than 600.*

Advanced Shield Variants

Since shields are so important to the integrity of a ship and the safety of its crew, much research has gone into improving them or developing new, more powerful types of shields. Players may buy the following types of advanced shields for their ships with the Narrator's permission. (See also page 130 for ways to enhance normal shields.)

Covariant Shields

SU Cost: 3 x Size (in addition to normal shield cost)
Power Cost: Normal shield Power cost

Covariant shields use an advanced, tetryon-based technology. They work like normal shields, but with one additional benefit: they interfere with sensors. They have the same effect as a sensor reflective hull (page 22) when active. They cost 3 x Size in SUs in addition to the normal SU cost of the shields, but cost no additional Power.

Metaphasic Shields

Developed in 2369 by a Ferengi scientist, Dr. Reyga, the metaphasic shield generates overlapping low-level subspace fields. This causes anything within those fields to partially enter subspace, which provides a high level of protection against phenomena in normal space.

Metaphasic shields have the same SU cost as normal shields (or see page 131 for rules on converting normal shields to metaphasic). However, their Protection and Threshold are *triple* that of a normal deflector shield, though their Power cost remains the same as for a normal, non-tripled, shield (for example, a Class Three metaphasic shield generator with a Class Delta subspace field distortion amplifier would have 1800 points of Protection and a Threshold of 600, and cost 60 Power per shield per round). Among other things, this allows a ship with a metaphasic shield to safely enter and spend time in the coronae of stars. (For obvious reasons, metaphasic shields can significantly unbalance a *Star Trek* roleplaying game series; Narrators should be very, very cautious about allowing players to have metaphasic shields for their ship.)

Multi-spectral Shields

This type of shield, available from 2370 on, uses multiple spectrums of energy, thus enabling the shields to recharge more quickly. To simulate them, buy a Class 2 or higher Shield Recharging System.

Regenerative Force Fields

SU Cost: Varies (see table)
Power Cost: Normal shield Power cost, plus 1 Power per 1 Protection regenerated when regenerating

Starfleet's latest advance in the field of defense technology is the *regenerative force field,* also known as regenerative shielding. Its name derives from the fact that it has the ability to "repair" itself when damaged. A regenerative force field siphons off some of the incoming energy of an attack into a field storage chamber, then

uses that energy to recharge and strengthen itself, making it very difficult to ever completely collapse it.

When a regenerative force field loses any Protection to an attack (or other cause), beginning in the next round each shield can "regenerates" points of the lost Protection until its Protection is once again at full strength (it cannot regenerate additional Protection beyond its full normal Protection). The number of points it regenerates each round depends upon the type of shield regenerator purchased (see accompanying table), but cannot exceed the number of points of Protection lost to previous attacks. For example, if a Class 4 shield regenerator suffers 30 points of damage from an attack, it can only regenerate 30 points, not 50. However, if previous attacks during that combat had caused it 278 points of damage, it could keep regenerating at the rate of 50 Protection per round until it was back at full strength, even if the prior round's attack only did 30 points of damage. Regeneration, and the associated Power cost, occurs *per shield,* not for all shields at once.

Regeneration ceases to occur if the shield collapses; however, all regenerative force fields automatically have Recharge rates of only 20 seconds (so there's no need to buy a separate recharge system). Shield generators, grids, and subspace field distortion amplifiers are bought as normal. Normal shield rules otherwise apply. A regenerative force field can only regenerate up to its full normal Protection; if Power or enhancements (see page 126) are used to increase a shield's strength to the limits allowed by its shield grid, those extra points do not regenerate.

To buy regenerative shielding for a ship, you must buy it for each of the ship's four main shield generators (you cannot build a ship which has, say, one regenerative shield and three normal shields). The backup shield generators automatically tie into the regeneration system; players do not have to purchase separate regenerators for them.

Regeneration costs 1 Power per point of Protection regenerated; this is in addition to the normal Power cost for maintaining the shield.

At present, regenerative force fields are found on only the most advanced vessels, such as the *U.S.S. Prometheus*. Due to technical and economic reasons, it will likely take some time before substantial numbers of Starfleet vessels are equipped with them.

REGENERATIVE FORCE FIELDS TABLE

Regenerator	SU	Protection per Round
Class 1	3 x Size	20 points
Class 2	4 x Size	30 points
Class 3	5 x Size	40 points
Class 4	6 x Size	50 points

AUTO-DESTRUCT SYSTEM

SU Cost: 1 x Size
Power Cost: None

Starfleet vessels contain a lot of advanced technology and sensitive data. To prevent any of it from falling into enemy hands, all Starfleet vessels are equipped with auto-destruct systems. The auto-destruct system is designed to function even if the main computer and most other systems are disabled or destroyed.

The primary auto-destruct system involves releasing all safety interlocks on the warp engine system and expelling the matter and anti-matter simultaneously. The resulting explosion is roughly equivalent to 1,000 Type II photon torpedoes. The secondary system (the primary system for a separated saucer module) is used when command links to the engine systems have been severed. It involves ordnance packages (placed in strategic locations throughout the ship) and an overload of the fusion reactors. It causes an explosion roughly the same as 500 Type II photon torpedoes. Either explosion is sufficient to destroy the ship and all of its key systems completely, kill everyone aboard, and deny an enemy any useful technology or data. Ships near the exploding vessel take 2d6 x 2,000 points of damage if they're within 1 Movement Unit; 2d6 x 1,000 points of damage within 2 MUs; and 1d6 x 1,000 points of damage within 3 MUs.

Activating the auto-destruct system requires verbal commands from both the captain and executive officer (unless the computer acknowledges one of them as dead). After the computer confirms the executive officer's order and the captain informs it of the desired interval until destruction, the computer begins a verbal and visual countdown. The captain or executive officer can abort the destruct sequence at any time with a voice command.

Auxiliary Spacecraft Systems

In many cases, a starship, particularly one which lacks atmospheric capability, needs a host of auxiliary craft such as shuttlecraft, runabouts, Work Bees, and the like to accomplish its missions.

SHUTTLEBAYS

SU Cost: 2 x combined Size of ships which can be stored
Power Cost: None

Generally, auxiliary craft are kept in *shuttlebays,* large, open areas equipped for launching, repairing, and storing small ships. Ships access shuttlebays through enormous doors (exterior made of triple-layered duranium, interior of lightweight neofoam sheeting in an expanded tritanium framework). When the doors are open, atmospheric integrity is maintained with an annular force field. Small, short-range tractor beams assist with ship landings. A Flight Deck Officer operates a shuttlebay from its control booth.

A shuttlebay costs no Power, but occupies a lot of space. To buy one, decide how many ships you wish to store in it, then add up all those ships' Sizes. Multiply the total by 2 to determine how many SUs the shuttlebay occupies. A starship may only keep ships of Sizes 1-2 (and, rarely, Size 3) in a shuttlebay.

SUGGESTED SHUTTLE COMPLEMENTS

The following guidelines indicate the average number of Size 1 ships (shuttlepods) and Size 2 ships (shuttlecraft) starships tend to carry. A ship may substitute other small vessels, with the Narrator's permission. Generally speaking, ships should carry only shuttlecraft and shuttlepods (and in some instances, fighters); ships which belong to their own class and have names and registry numbers normally are not carried by other ships.

Courier: 0-1
Cruiser: 25-40
Escort: 0-3
Explorer: 35-45
Frigate: 20-30
Medical: 5-12
Research/Laboratory: 5-18
Scout: 0-2
Surveyor: 5-18
Transport: 0-2

Players and Narrators should use common sense when creating shuttlebays. Size 3 ships should not carry other Size 3 ships in their shuttlebays; that simply doesn't make sense. Most scouts should not carry a large complement of shuttles. The accompanying table provides some guideliens for shuttle complements for various types of ships.

CAPTAIN'S YACHT

SU Cost: 10
Power Cost: None

Many large ships, such as Explorers and Cruisers, have a special auxiliary ship known as the *captain's yacht.* Typically stored in a "notch" on the underside of the saucer structure, the captain's yacht serves primarily to escort diplomatic personnel and the like, though it can be used for any mission a runabout or shuttle could perform.

Ship Technology Compatability

Sometimes characters find themselves in the position where they need, or want, to install alien technology into their ship. Perhaps they have to cannibalize a defeated enemy ship for the parts needed to repair the damage their ship suffered so they can make it back to base for repairs, or maybe they want to incorporate a newly-discovered weapon into their tactical systems in time for a major battle.

While this sounds easy in theory, in practice it often proves difficult. One species's technology isn't necessarily compatible with another species's. Incorporating alien technology into a ship's systems can create all sorts of problems, from malfunctions to damage to the ship itself. Just installing an alien system usually takes a long time, and the ship's engineers have to devote a lot of effort to maintaining it after it's installed.

The basic Difficulty for Engineering Tests to install alien technology in a ship depends upon the degree of compatability between the two technologies. The Narrator determines this, and also establishes how long installation takes. The base installation time is 1d6 hours, minus one hour for every two points by which the character succeeds at the Engineering Test (once the time drops to one hour, reduce it by ten minutes for each two points of success). The accompanying

tables provide suggested guidelines for system compatability; Narrators are free to alter these guidelines, or create their own.

Failure on an installation Test usually just means that the alien technology won't work with the ship's systems; characters can try again by spending another 1d6 hours. Dramatic Failure may mean that engineers *cannot* integrate the alien system into the ship's technology at all, or it may cause damage to the ship in the form of an explosion, systems overload, or the like.

A ship's engineers often have to spend a considerable amount of time checking on alien systems, maintaining them, and keeping them functioning as well as possible with the ship's normal systems. The frequency of maintenance checks depends upon how well the system was installed (which in turn reflects how compatible a given alien system is with a ship's technology). The accompanying table provides guidelines for intervals between maintenance checks (Narrators may alter these guidelines as they see fit); the Technology Compatibility Levels table lists the Difficulties for maintenance Tests.

ALIEN SYSTEMS MAINTENANCE

Success On Test	Maintenance Test Interval
Exactly or by 1	Every 1d6 hours
By 2-3	Every day
By 4-5	Every 1d6+1 days
By 6-9	Every 10-15 days (1d6+9)
By 10 or more	Every 16-26 days (2d6+14)

Unused Structure Units

Once you finish building a starship, you may find that you have Structure Units "left over." In other words, you haven't used up every possible SU for a vessel of that Size. However, this isn't a problem. It simply means one of two things.

First, it may mean that you don't need as many SUs as you could possibly have. That's fine. Instead of deciding that your Size 6 ship has a full 2,500 SUs, you simply note that it has 1,683. Not every ship has to have the full SUs for its Size category—in fact, few do. Don't feel the need to cram the hull full.

Second, you can decide that the unused SUs represent room for expansion. As the series progresses, you can gradually upgrade old systems or add new ones to occupy some of that space.

TECHNOLOGY COMPATABILITY LEVELS

Degree of Compatability	Engineering Test Difficulty	Maintenance Test Difficulty
Very Compatible	6	3
Compatible	8	5
Slightly Compatible	9	6
Barely Compatible	11	8
Incompatible	13	10
Utterly Incompatible	15	11

SUGGESTED COMPATABILITIES FOR KNOWN SPECIES

Species	Borg	Cardassians	Federation	Ferengi	Klingons	Romulans
Borg	Very	Bar	Bar	Bar	Bar	Bar
Cardassians	Bar	Very	Sli	Sli	Sli	Sli
Federation	Bar	Sli	Very	Inc	Sli	Bar
Ferengi	Bar	Sli	Inc	Very	Inc	Inc
Klingons	Bar	Sli	Sli	Inc	Very	Bar
Romulans	Bar	Sli	Bar	Inc	Bar	Very

Bar = Barely Compatible; Comp = Compatible; Inc = Incompatible; Sli = Slightly Compatible; Utt = Utterly Incompatible; Very = Very Compatible

Note: Much older, or more advanced, versions of a species's own technology usually qualify as Very Compatible, Compatible, or Slightly Compatible, depending upon the situation. Examples including trying to install a 23rd century warp core or a 29th century sensor system on a *Galaxy*-class Explorer.

needs to make a Challenging (10) Shipboard Systems (Transporter) Test to perform this "offensive transport" properly. Failure means a miss; Dramatic Failure causes the weapon to rematerialize and explode on the pad it left from.

Starship Weapons

When an enemy attacks Starfleet officers, or all options for a peaceful resolution of a tense encounter have been exhausted, sometimes the only solution left to them is to defend themselves with force of arms. Starfleet makes every reasonable, and some unreasonable, efforts to avoid violence, but in the final analysis it can put up a mighty tough fight when it has to.

Firing Arcs

Every weapon on a starship has a *firing arc*. This represents the area of space that weapon "covers"—in which it can shoot at targets. For example, the ventral phaser array on the Engineering section of a *Galaxy*-class starship can fire at anything "below" the starship—a 360-degree arc on that side of the ship. It cannot target anything "above" the ship.

Firing arcs are expressed in "degrees." Imagine that a starship is surrounded by a sphere. Degrees represent what portion of that sphere a weapon covers. A weapon which could cover the entire sphere would have a 720-degree arc; one which covers half of it has a 360-degree arc.

The following arcs are commonly used for starship weapons:

Straight: A weapon with this arc can only fire straight in one direction (typically straight forward). This means it lacks the ability to swivel to target ships to the left or right, or above or below the center line of the ship. Unless the firer points the weapon straight at the target, it will always miss.

180 Degrees: This weapon's carriage allows it a limited range of movement. It can cover half of the area in front of it, giving it a roughly cone-shaped field of fire. Targets high "above" or "below" the center line of the ship are out of this weapon's firing arc. Alternately, this arc can represent a weapon which covers roughly one-quarter of the sphere around the ship—for example, the partial ventral phaser arrays on the saucer of the *Akira*-class ship.

360 Degrees: This weapon can fire at any target on one side of the ship. Its firing arc covers half of the sphere around the ship.

405 Degrees: This arc is typically only available for phaser strips which run around the circumference of a ship's saucer section (such as the dorsal and ventral saucer arrays on the *Galaxy*-class Explorer). It's a slight extension of the 360 Degree arc, since the curvature of the saucer allows the phasers to aim at targets slightly below the center line of the saucer.

540 Degrees: This weapon can cover roughly three-quarters of the area around the ship.

720 Degrees: This weapon covers the entire area around the ship. Very few weapons have such a comprehensive arc of fire; it's usually more advantageous to have multiple weapons to cover smaller arcs (thus providing coverage to the entire ship) than one weapon to do the entire job.

Arc Shadows

Some weapons are subject to *arc shadows*—portions of their full arc which they cannot cover due to some obstruction, such as the ship's warp nacelles. Usually the "arc shadow" is represented by the weapon's main firing arc; in a sense, a 360 Degree arc is simply a 720 Degree arc with an arc shadow which covers half of the sphere around the ship. Although most ships are designed so that there is no part of the sphere around them which isn't covered by at least one weapon, it may be tactically advantageous to approach a ship from the arc shadow of a particularly powerful weapons system. Narrators should determine the arc shadows for given weapons based on the ship in question.

Causing and Applying Damage

Damage to starships is simulated in terms of a number of Structure Units (SUs). Each starship has a total number of SUs representing its size, mass, and equipment. For example, a *Galaxy*-class Explorer has about 3,000 SUs. Every point of damage to a starship represents the destruction of 1 SU. When all of a ship's SUs are gone, it has been destroyed. (For non-starship targets, such as asteroids or buildings, the Narrator should assign them a number of SUs to represent the damage they can withstand.)

The various systems aboard a ship occupy a certain number of SUs, as detailed in Chapter One. When a particular system is hit, the damage to it may be enough to destroy it (even

though the ship itself remains mostly intact) or hamper its efficiency (see *Called Shots*, page 110, and the accompanying Hit Location Table).

Most ships (and some other targets, such as orbital weapons platforms) use shields to protect themselves from damage. Damage applied to a shield reduces its Protection; damage which exceeds a shield's Threshold "leaks" through the shields to affect the ship itself (the ship's Resistance—the defense provided by the hull—still applies to such damage, of course). See pages 121, 125 for information on shields and Resistance.

If damage to a shield reduces its Protection below its Threshold, Threshold automatically decreases to match the Protection (Threshold can never exceed Protection). If damage from an attack causes a shield to collapse due to loss of all Protection, all remaining points of damage affect the ship directly (again, Resistance applies).

Example: *The* U.S.S. Redmond *has suffered so much damage to its forward shield that it's down to Protection 100, Threshold 100. A disruptor blast causes 240 points of damage to that shield. The first 100 points of damage reduce the Protection to 0, collapsing the shield. The remaining 140 points affect the ship directly.*

Applying the Damage

When a ship takes damage which exceeds the Threshold and/or Protection of its shields, the Narrator can apply that damage in one of two ways. First, he can apply it as "general" damage to the ship as a whole, without worrying about the effect on individual systems. This is the quickest, easiest way to handle damage.

If the Narrator uses the Hit Location table (page 112) to determine where a ship gets hit, he should apply damage a little differently. *Ten percent* (10%) of the damage caused applies to the system targeted or randomly rolled.

The remaining 90% applies to the ship as a whole as general "superstructure" damage, without affecting any particular system significantly. (The Narrator may, if he chooses, apply a separate 10% to several systems [perhaps 1d6 systems], with the remainder of the damage as "general superstructure" damage.) If the result on the Hit Location table causes additional damage because of an explosion or some other event, that damage is *in addition to* the damage from the attack.

Example: *The* S'jonross *suffers 400 points of damage from an attack beyond its shield Threshold. The Narrator rolls on the Hit Location table and determines that the nacelles were hit by the attack. 10% of the damage—40 points—applies to the nacelles. The remaining 360 points are "general superstructure" damage, which reduce the ship's SUs but don't damage any other specific systems enough to impair their operating efficiency.*

Had the Narrator wished to spread the damage around a little more, he might have rolled 1d6 and applied 10% damage to that many systems. He rolls a 3, so three systems take 10% damage. Rolls on the Hit Location table determine that the three systems are the nacelles, the computer systems, and one of the ship's phaser arrays. Each of those systems takes 40 points of damage; the remaining 280 points becomes general superstructure damage.

The above rules only apply when the ship's shields are still up. If the shields are down, apply the full 100% effect of damage caused to any systems rolled on the Hit Location table.

If you're using a ship, such as one of the ones in Chapter Five, which has some "unused" SUs in its hull (typically saved for future expansion of ship systems), don't consider those unused SUs when applying damage. All damage done applies to the used SUs; when all of a ship's listed used SUs are gone, it is destroyed.

Increasing a Weapon's Damage

Just like a ship can make its shields and many other ship systems work better by providing them with extra Power, they can increase many weapons' damage by boosting their Power. Most beam weapons, for example, can do up to 125% of their listed damage at a cost of 3 Power per 10 points of damage above their normal maximum. This requires a Moderate (6) Shipboard Systems (Tactical *or* Mission Ops) Test. Failure on this Test means the Power is wasted (the ship spends it, but the weapon's performance does not improve); Dramatic Failure means the Power overloaded the weapon, disabling it for 1d6 minutes or until a crewmember makes a Challenging (11) Systems Engineering (Weapons Systems) Test to effect repairs.

Generally, missile weapons and mines cannot do extra damage with extra Power.

Chain Reactions

A quick examination of the Hit Location Table (page 112) shows that damage to many systems may cause them to explode due to EPS overload, violently shorting out, loss of internal pressure, or many other factors (consult the Technobabble Table in the core rulebooks for the precise cause). In most cases, the logical place to apply the extra damage from the explosion is the same system that caused it—but that isn't necessarily the most fun or dramatic way to do things. To better simulate the overall effects of starship combat, the Narrator may prefer to apply the explosion damage to a nearby system, or simply to roll again on the Hit Location Table to determine where the damage applies. Due to the networks of EPS and ODN conduits which traverse the entire ship, it's not impossible for damage in one area to cause an overload which damages a system in a completely different part of the ship. Thus, one small explosion could quickly lead to a chain reaction of similar explosions all over the ship. As always, the Narrator should evaluate the results in light of both common sense and the dramatic needs of the scene and/or episode.

Fires

Similarly, damage to some systems may cause fires. There are no hard and fast rules for when a fire should break out; after all, the fire suppression system will put out most small fires so quickly that they don't really matter for game purposes. However, the Narrator can substitute "fire breaks out" for "explosion" results on the Hit Location Table, simulating fires so large or hot that the Fire Suppression rules (page 32) or other extreme measures are needed to extinguish them. If it makes the scene more dramatic or exciting, the Narrator can simply rule that "a fire breaks out" when part of the ship is damaged, regardless of what the dice or rules say; this is a good way to, for example, force the crew to abandon Engineering, thus making it harder for them to transfer Power or perform some other tasks (which in turn makes it harder for them to win the battle).

In game terms, you can rate fires with a Strength from 1 to 10, sometimes higher. The fire does a number of points of damage equal to its Strength in the area it covers every minute.

THE DRAMATIC DAMAGE RULE

Narrators should never remain a slave to numbers, dice rolls, Hit Location Tables, or other such game impedimentia if it suits them better to determine the results of combat in a more freeform fashion. It's often quicker, more dramatic, and more enjoyable to say, "OK, that last hit damaged the shield generators pretty badly; they're operating at half effect now," rather than depending on the dice to achieve that result. The dice, after all, are impartial, whereas the Narrator has a good feel for what needs to be done to make his game exciting and keep his players interested and happy. He can increase or decrease the damage to achieve the effect he wants.

In short, sometimes you should ignore the numbers and just let ships blow up. After all, what's more fun than a good explosion?

One good example is when a ship takes half or more of its SUs in damage from a single attack. That should take the ship out of the fight completely, if not utterly destroy it. For some ships, even one-third or one-quarter damage from a single attack may cause the ship to obliterate itself in a tremendous explosion.

A fire suppression system can automatically extinguish any fire of equal or lesser Strength to its own rating; other fires it can merely diminish.

Beam Weapons

The most commonly used starship weapons are beam weapons, which project bolts of energy at targets. Starfleet's standard beam weapon is the phaser; other species use disruptors, polaron beams, or many other types.

The standard ranges for beam weapons, whether normal or uprated versions, is 10/30,000/100,000/300,000; beyond 300,000 kilometers, the beams tend to attenuate to the point of ineffectiveness. In atmospheres, beams attenuate even more quickly; halve the Short, Medium, and Long ranges. For every 100 kilometers beyond Long range, increase the Difficulty to hit the target by +1 (some ships have tactical systems which allow them to negate this penalty; see page 71).

Beam weapons ordinarily function effectively only at impulse speeds. See page 98 for information on warp speed combat.

Note that most of the tactics and abilities described below apply primarily to phasers. Disruptors, phased polaron beams, and other weapons are much less versatile. The Narrator has the final say on what tactics can be used with a given beam weapon.

Firing Modes

Beam weapons can fire in up to four modes: Standard, Pulse, Continuous, and Wide Beam. Phasers use all four modes. A disruptor or polaron beam fires in Standard and Pulse modes only; isolytic weapons and lasers fire only in Standard mode. Changing from one firing mode to another constitutes a Timed Action.

Standard mode is the one typically used. It does the weapon's basic damage for the basic Power cost.

Pulse mode involves increasing the damage the weapon does by firing a series of rapid pulses of energy. You can simulate this by increasing the weapon's damage with extra Power, or as a form of single-weapon Multifire. Pulse phaser cannons cannot use this rule; they are already optimized for this type of fire only (which is why they do much more damage than normal phasers of the same type).

Continuous fire mode involves maintaining a beam for longer than normal, making it easier to hit the target. This costs an extra 3 Power, and provides +1 die to roll when making a Shipboard Systems (Tactical) Test to hit the target. Pulse phaser cannons cannot fire in Continuous mode.

Wide Beam mode allows a beam to affect a much broader area. Instead of a narrow beam, the beam widens by 1 meter for every point of damage sacrificed. In combat, for every 30 points of damage sacrificed to widen the beam, the ship receives a +1 Test Result bonus to Shipboard Systems (Tactical) Tests to hit the target. Out of combat, a sufficiently wide beam on low power settings has many uses as a tool. Pulse phaser cannons can fire in Wide Beam mode, but it requires three hours' time and a Moderate (7) Systems Engineering (Weapons Systems) Test to modify them for it (if the roll fails, the character may try again after another three hours; if it Dramatically Fails, he's damaged the phasers and must spend 2+1d6 hours bringing them back online).

SUSTAINED FIRE

Weapons which can fire in Continuous mode can engage in *sustained fire* against a target. This means placing the beam on the target and keeping it on the target, thus increasing the damage it does. Do not apply the normal Continuous fire bonus to attack Tests when using sustained fire.

In game terms, sustained fire is a form of Multifire. The ship decides how many "beams" it wishes to fire; this determines the damage the sustained fire can do. Then the Tactical Officer spends 1 Courage Point and rolls to hit with the Multifire attack and applies Multifire damage normally (if some of the attacks "miss," it just means that the beam wasn't as accurately placed on the target as the ship wanted).

For each round thereafter, the ship may maintain the beam on the target. This requires an action and another Shipboard Systems (Tactical) Test from the Tactical Officer. If he intends to take multiple actions in that round, maintaining the beam must be his first action. In addition to any other penalties (including Multiple Action Penalties), he suffers a -1 Test Result penalty in the first additional round of sustained fire, and another cumulative -1 penalty for each round thereafter. Any penalties from evasive/defensive maneuvers which the target made in the last round (or in this round before the Tactical Officer can act) also apply to this Test. If he succeeds, the beam is maintained. The target ship takes the same amount of damage it did last round; the ship pays only 50% of the Power paid to make the Multifire attack.

A ship may maintain a beam on a target until it misses one of the Tests to maintain it or the target does something to break the contact (like going to warp or flying behind an intervening object). Once a Test is missed or the attack thwarted, the ship may not establish a sustained beam on that target for the rest of that round, though it may try another sustained fire attack the next round.

Generally, a ship should only be allowed to maintain one sustained fire attack at any time. The Narrator may make an exception for special cases or certain types of ships (such as Borg cubes, which can maintain multiple sustained fire attacks against their opponents).

Frequency Modulation

Like shields, beam weapons have frequency modulations. If a beam weapon's frequency can be modulated to match that of the shield it's fired at, it will bypass the shield to strike the target with no loss of energy (see page 129 for details). Conversely, shields can be modulated to provide greater defense against beams. When confronting enemies who adapt quickly to a beam weapon's frequency, such as the Borg, ships sometimes adopt a *frequency-shifting firing pattern* which alters the beam's frequency with every shot, making it harder to track and analyze the frequency. Establishing a frequency-shifting firing pattern requires a Routine (4) Shipboard Systems (Tactical) Test, and may require a specially-programmed isolinear chip in the TA/T/TS.

PHASERS

Starfleet chose the phaser as its beam weapon over a century ago because of its flexibility and wide range of uses. Unlike disruptors and many other beam weapons, a crew can adapt a phaser to many different situations. It has multiple fire modes, and can easily be reconfigured for

drilling or other non-combat-oriented tasks.

Broad-Spectrum Phaser Fire

A ship can fire its phasers with a broader than normal energy spectrum. This does not affect the damage, but does interfere with the target's sensors. If the attack Test to hit the ship is made exactly, impose a -1 Test Result penalty on the target's Shipboard Systems (Sensors) Tests for 1+1d6 rounds. For every additional point by which the attack Test is made, increase the penalty by -1, to a maximum of -4.

Configuring the phasers for broad-spectrum fire requires a Moderate (6) Shipboard Systems (Tactical) Test. If the Test fails, the phaser array is knocked offline for 1d6 rounds; if it Dramatically Fails, it's burned out for 1d6 hours or until a character spends 1 round and makes a Challenging (10) Systems Engineering (Weapons Systems) Test to repair it.

Carrier Phasers

A ship can configure a phaser beam to carry physical agents, such as chemical weapons, biogenic weapons, or Borg nanoprobes. This requires a minimum of 1d6 rounds (often longer) and a Moderate (8) Shipboard Systems (Tactical) Test. If a phaser acting as a carrier impacts a planet, it spreads the carried agent into the planet's atmosphere. If it hits a ship and penetrates its hull, it releases the agent into the ship. The better the attack Test Result, the more of the agent makes it through to spread. The effects depend on the agent carried.

Isolated Emitters

A ship can improve the effectiveness of one of its phaser arrays by isolating it, isolating certain of its emitters, then shunting all of the phaser power to those emitters. This increases the weapon's damage as high as it can go.

In game terms, isolating the emitters requires 1 round and a Moderate (8) Shipboard Systems (Tactical) Test. During that round, and the following round when the isolated phaser actually fires, no other phaser arrays on the ship can be fired. The isolated phaser array's damage increases to 125% of normal (just like can normally be done with extra Power), but this only costs +10 Power. The phaser can only fire a single shot on Standard mode.

A failed Test burns out the isolated array for 1+1d6 rounds or until a character makes a Moderate (8) Systems Engineering (Weapons Systems) Test to repair it (which takes 1 round). Dramatic Failure burns out the isolated array for the rest of the scene (and possibly longer, at the Narrator's option) unless a character spends 1+1d6 rounds and makes a Difficult (12) Systems Engineering (Weapons Systems) Test to repair it.

Main Deflector Phaser

If the emitters in a phaser array have been damaged, but the phaser generator (the EPS subsystem powering it) remains substantially intact, the ship can adapt the main deflector to act as a crude phaser emitter. This requires 1 round and a Moderate (8) Systems Engineering (Weapon Systems *or* Power Systems *or* Deflector) Test. If the Test succeeds, the main deflector can project a single shot at 75% of the array's normal full strength (but at full normal Power cost). Use the deflector's normal Accuracy and range (see page 48). This one shot overloads elements of the main deflector, preventing the crew from using this trick again until it's repaired (for any other purpose, it functions normally but imposes a -2 Test Result penalty on all Tests involving its use).

Failure on the Systems Engineering Test has no adverse effects, but the character must spend 1+1d6 rounds to try it again. Dramatic Failure burns out the main deflector as described above, but without generating the phaser blast.

Phaser-Jacketed Phaser Beams

To strengthen a phaser beam, thus making it do more damage and extending its range, a ship can jacket it inside a *second* phaser beam. This requires 1 Courage Point and a Moderate (7) Shipboard Systems (Tactical) Test. If the Test succeeds, the phaser beam costs +50% Power, does +50 damage, and has its Short, Medium, and Long ranges extended by 25% (to 37,500/125,000/375,000).

Pulse Compression Wave

A ship can run a pulse compression wave through a phaser array, thus increasing the strength of the beam it projects. This requires 1 Courage Point and a Moderate (6) Shipboard Systems (Tactical) Test. If the Test succeeds, increase the phaser's damage by 100 points or 20%, whichever is less; this costs +5 Power. Failure on the Test damages the phaser array,

reducing its damage to half until a character spends 1+1d6 rounds and makes a Moderate (8) Systems Engineering (Weapon Systems) Test to repair it. Dramatic Failure fuses the array entirely, requiring hours or days to repair.

Phasers As Tools

A ship can use its phasers in various capacities as tools. These include:

—*Drilling:* It takes approximately two hours to refit a ship's phasers to drill into a planet's crust through an atmosphere (one hour if the planet has no atmosphere). This requires a Routine (4) Systems Engineering (Weapons Systems) Test.

—*Light:* On Wide Beam settings and their lowest level of damage, phasers can function as sources of light to illuminate darkened areas.

DESIGNER'S NOTES: BEAM WEAPONS VERSUS MISSILE WEAPONS

Because of their much greater range and higher rate of fire, gamers tend to prefer using torpedoes to beam weapons. After all, the maximum range of a beam weapon fits into the Short range of a torpedo! However, beam weapons are by far the preferred method of attack on the *Star Trek* television shows; missiles are used relatively infrequently. Therefore, Narrators and players who want to abide by the rules of *Star Trek* drama need to de-emphasize missile use and emphasize beam weapon use. (Remember, in a proper *Star Trek* scene, all the action in a scene has to fit "on the TV screen." Long-range torpedo battles don't meet that requirement, so they're violating—or at least bending—the rules of *Star Trek* drama.)

Perhaps the easiest way to do this is for the Narrator to arrange the events of episodes so that combats begin well within beam weapon range. This is how fights usually start on the shows, after all. Ships end up confronting one another at close range in some tense situation ("Why have you crossed into the Neutral Zone, Commander T'vek?" "Why have you, Captain Wellington?"). When fighting breaks out, they start firing phasers and disruptors, not torpedoes. Even the major battles of the Dominion War were largely close-up fleet engagements where beam weapons saw more use than torpedoes. In short, give the players fewer chances to use torpedoes, and more chances to use beam weapons.

The other method is trickier, since it requires restraint on the part of the players. Instead of firing torpedoes from long ranges, they simply have to follow the rules of *Star Trek* drama and close with their opponents to use beam weapons. Torpedoes, as much more powerful weapons, are more provocative and dangerous; Starfleet doesn't *like* to use them most of the time. Obviously there are still occasions when ships need missile weapons, but in general, players who can restrict themselves to beam weapons most of the time are fighting *Star Trek* ship combats they way they *should* be fought.

To encourage the use of beam weapons, Narrators might want to consider altering the rules slightly. Some possibilities include: reducing the Difficulty Numbers for Medium and Long range shots with beam weapons to the Short range number; emphasizing the fact that it's easier to target a specific system on a ship with beam weapons (see page 111); increasing the Power cost for missile weapons; or increasing the Difficulty Numbers for hitting a target with torpedoes.

Missile Weapons

In addition to energy beams, starships also use missile weapons known as *torpedoes*. There are many different varieties of torpedoes used throughout the galaxy, all fired by the same types of launchers (see page 70). The Power cost for launching a torpedo is the same for all types of torpedoes.

Basic Torpedo Rules

Launching and Launch Protocols; Reloading

Torpedoes are typically loaded automatically by a ship's Tactical Situation Coordinator (TSC) and fired by commands issued at the Tactical station on the bridge or battle bridge. In the event of an invasion of the ship or disabling of the primary torpedo launch protocols, any Command, Security, Operations, or Flight Control officer on the ship can lock out the standard launch protocols by activating the auxiliary protocols.

In the event all launch protocols fail or the automatic firing equipment is damaged, torpedoes can be launched manually using the standard rules. If the normal manual controls are disabled for any reason, a crewmember can manually launch the torpedoes from the tube itself, but will suffer 4+4d6 damage from plasma burns.

Once a torpedo launcher has fired its complete Spread of torpedoes, it requires one round for the TSC to reload it with another full Spread (this does not require an action or Test by any character). Reloading a partial load also requires one round, during which the launcher may not fire. Until an empty launcher has been reloaded, it cannot fire.

Example: *The U.S.S. S'jonross has a launcher with Spread 10. If it fires all 10 torpedoes in one round, it cannot use that launcher again until it's been reloaded. Reloading it with a full 10 torpedoes takes one round. If it fired five torpedoes in one round, it could fire the other five (singly or at once, as it chose) in later rounds. If the Tactical Officer decided to reload the launcher to bring it up*

to full capacity, it would take one round to load the five new torpedoes, and during that round the ship could not fire the launcher.

If a ship wishes to switch a launcher's load from one type of torpedo to another, it must either fire all torpedoes currently loaded in that launcher and then reload it with another type, or spend one round unloading the launcher and reloading it with the new torpedoes.

Range

Most torpedoes have ranges of 15/300,000/1,000,000/3,500,000. Starfleet's latest model torpedoes have improved fuel tanks, thus increasing their ranges to 15/350,000/1,500,000/4,050,000 (other societies and peoples have made similar advancements). Of course, even in a society which has improved torpedoes, not all ships may come equipped with them, for various reasons. Torpedoes are programmed to self-destruct as harmlessly as possible if they reach their maximum range without impacting a target.

If necessary, a torpedo can extend its range by having its engines draw on the reactants which create the explosive effect for additional fuel. For every 20 points of damage sacrificed, extend the torpedo's maximum range by 50,000 kilometers.

If a torpedo is used on a target within five kilometers of the ship firing it, the blast from the explosion when the torpedo hits its target will do one-quarter of the torpedo's damage to the firing ship.

Because they're easy to see coming over such distances, and thus easier to avoid, grant a ship a +1 Test Result bonus when it tries to dodge torpedoes at Medium and Long ranges. Ships can also avoid torpedoes by remodulating shields to confuse their guidance systems; see page 128.

Torpedoes leave ion trails behind them as they travel through space.

Velocity

While torpedoes do not have independent warp speed capability, if fired by a ship moving at warp speeds they use a warp sustainer engine to maintain the velocity imparted by the ship at the time of launch. If launched at impulse speed or by a stationary target such as a starbase, they travel at .95c. Thus, it is sometimes possible for ships to outrun them. The range, damage, Accuracy, and other characteristics of a torpedo remain the same regardless of the velocity of the ship which fired it.

If a torpedo is fired at warp velocity at a target also traveling at warp speeds, and the target then drops to impulse speeds, the torpedo does not drop to impulse. It continues toward its target at its current warp speed and attempts to impact it as normal.

As they travel, torpedoes leave ion trails behind them. A ship can trace a torpedo's ion trail just as it traces one from a ship's impulse engines (see page 101).

Self-Guidance System

A torpedo has a self-guidance system. Once informed of its target by the Tactical Officer, it will continue to follow that target, regardless of how the target turns or moves, until it hits the target, misses it, or reaches the extent of its range. It's possible to fire a torpedo in one direction (for example, aft) and have it arc completely around to the opposite direction (in this case, forward) to strike at a target, provided the entire journey does not exceed its maximum range. Similarly, torpedoes fired in a spread from a single launcher at the same time do not have to impact the same target; following their targeting data, each one can pursue a separate target if so desired (see "Multifire," page 118).

Damage and Related Configurations

Torpedoes can be reconfigured to do less than their full damage. This can be done without making a Test, but does require an action. A torpedo's damage cannot be increased with extra Power.

With somewhat more difficulty, most types of torpedoes can be configured for other effects, such as:

—*Warp Flare:* The torpedo emits a flare of light bright enough to illuminate an area 3 MUs in radius. This configuration requires a Routine (4) Shipboard Systems (Tactical) Test.

—*Radiation Bursts:* If fitted with a radiogenic warhead, a torpedo can emit a burst of various types of radiation (for example, delta radiation). However, the radiogenic warhead takes up so much room that the torpedo must be targeted manually, and only has a maximum range of 300 meters (thus, all attacks with such warheads are at Point Blank range). Fitting the warhead properly requires a Moderate (6) Shipboard Systems (Tactical) or Systems Engineering (Weapons Systems) Test.

Firing Patterns

Starfleet has developed a number of torpedo firing patterns which enhance a ship's ability to hit a target or targets with one or more torpedoes. Other species and powers have similar firing patterns. The accompanying table describes several of the Starfleet patterns. *Difficulty* indicates the Difficulty for a Shipboard Systems (Tactical) Test to use the pattern properly (the Tactical Officer must fire at just the right time in the right way). Success means the Test to hit the target gains the bonus listed under *Benefit*. Failure on this roll means no Benefit is possible; Dramatic Failure that the torpedoes all automatically miss the target.

Using a torpedo firing pattern counts as an action; the benefit applies to the firing of torpedoes on the character's next action. If the character does not fire torpedoes as his very next action, he loses the benefit.

STARFLEET TORPEDO FIRING PATTERNS TABLE

Pattern	Difficulty	Benefit
Delta-nine-one	8	+2
Delta-nine-two	9	+3
Delta-nine-three	10	+4
Delta-nine-five	11	+5
Omega	Special[1]	Special[1]
Sierra[2]	9	+3

[1]: Spread pattern Omega requires at least four torpedoes. It is used not to damage the target, but to blind his sensors. The Difficulty is 5; if the Tactical Officer sets the pattern up correctly and then hits the target exactly, impose a -1 Test Result penalty on the target's Shipboard Systems (Sensors) Tests for 1+1d6 rounds. For every additional point by which the attack Test is made, increase the penalty by -1, to a maximum of -4.

[2]: Can only be used with multiple torpedoes fired as a single-weapon Multifire.

Advanced Torpedo Combat

Usually, it's easiest to simply think of a torpedo as a variant on beam weapons—it travels directly from the ship which fired it to its target; if it misses, nothing else happens. But the nature of the torpedo allows for more complex combat simulations if the Narrator and players are willing to go into a little bit more detail.

Consider the torpedo as a discrete starship of Size 1. Its speed is equal to the warp speed of the ship which launched it, or .95c (48 MUs per round) if it's launched at sublight speeds. It moves every round, automatically achieving initiative over all combatants. It may choose whether to act first or delay its action; if it delays, it may later interrupt any ship's action automatically, without making a Coordination Test. If two or more torpedoes are in motion, they have simultaneous initiative.

As the torpedo moves toward its target, it turns to follow it if necessary. A torpedo's guidance assembly is considered to have Intellect 3, Shipboard Systems (Flight Control) 4 (5) for purposes of making any Tests necessary to follow a target.

When the Tactical Officer fires a torpedo, he makes his Shipboard Systems (Tactical) Test to hit the target. His Test Result becomes the "target lock" established by the torpedo's target acquisition assembly. If the torpedo loses its lock for some reason (for example, an attack or spatial phenomenon momentarily "blinds" the target acquisition assembly's sensors), the torpedo is considered to have Intellect 3 and Shipboard Systems (Tactical) 3 (4) for purposes of re-acquiring the target. It makes a Test to reacquire, and uses its new Test Result as its target lock.

Since the torpedo moves like any other vehicle, the target or other ships can try to shoot it down, avoid it, or outrun it. Going to warp is the best way to outrun a torpedo, assuming the target goes to warp soon enough (see below). Shooting it down is difficult, given its Size and speed, but possible; any damage to a torpedo destroys it harmlessly.

When a torpedo comes within 30,000 kilometers (1 MU) of its target, it can no longer be outrun (there isn't even enough time to go to warp if the ship has not already done so). Compare the target lock number to the Difficulty needed to hit the target (based on the range to the target at the time the torpedo was fired and other modifiers). If the target wants to try to evade the torpedo, it should make an evasive maneuver in the round before it thinks the torpedo will hit it; for purposes of dodging the torpedo only, the evasive modifier carries over into the next round. (If you're using the advanced torpedo rules, the normal bonus for trying to dodge a torpedo fired at Medium or Long range does not apply.)

If the torpedo hits, apply damage as normal. If it misses, it goes sailing off into space and is never heard from again. (Theoretically a torpedo with sufficient remaining range could turn around and try to hit the target again, but don't worry about that. Not only is it

RANDOMIZING TORPEDO DAMAGE

Since explosions can be relatively imprecise things, some Narrators may prefer to determine torpedo damage randomly, instead of using the flat numbers provided for the various types of torpedoes. To do so, reduce each torpedo's damage by 90 points. When a torpedo hits, roll 2d6 and multiply the result by 10 to determine how much damage to add to the missile's base damage.

For example, a Type II photon torpedo normally does 200 points of damage. Using the random damage system, it does 110 + (2d6 x 10) damage. If the Narrator rolled a 7, it would do 190 points of damage; if he rolled 11, it would do 220 points of damage.

TORPEDO DAMAGE AS PLOT DEVICE

On the *Star Trek* television shows, torpedo damage tends to vary from episode to episode. In one episode, a single torpedo is enough to blow up a large ship. On the next episode, a spread of four torpedoes barely scratches the target's shields. This happens because torpedoes make excellent plot devices. They can be as effective or ineffective as the writer—or the Narrator—wishes.

In short, torpedoes are a perfect way to implement the Dramatic Damage Rule. If the Narrator wants a particular enemy ship to blow up in Scene 4 of his episode, either to drive other parts of the plot or just because it will be fun, a well-placed torpedo or two will take care of it, even if the target ship still has plenty of SUs left.

complicated, but you never see it happen on the *Star Trek* shows.)

Example: *The U.S.S. S'jonross fires a photon torpedo at a target 3,250,000 km away (108 MUs; Long range; base Difficulty 10). The Tactical Officer makes his Shipboard Systems (Tactical) Test, incorporating various bonuses and penalties, and ends up with a Test Result of 13. This becomes the torpedo's target lock. The torpedo travels 48 MUs the round it's fired. The next round it automatically has initiative and moves another 48 MUs towards the target—it's getting close! The target tries to shoot it down. Since it's still 12 MUs, or about 360,000 kilometers away, it's outside of Long range for the target's disruptors, so the target moves 3 MUs (90,000 km) closer, succeeding with a -2 evasive maneuver as it does so. The target needs a Test Result of 10 to hit the torpedo. It rolls a 13, but because of the -5 penalty due to Size difference, it misses! Next round the torpedo moves forward to impact the target. The target desperately tries to go to warp speed and evade it, but it's too late—the torpedo has made it to within 1 MU. The torpedo's target lock of 13 is compared to the Difficulty Number needed to hit—10, based on the original distance between the firing ship and the target. Even with the -2 penalty for the evasive maneuver, the torpedo hits! The target goes up in a ball of flame.*

PHOTON TORPEDOES

Starfleet's primary missile weapon as of 2376 is the *photon torpedo* (though the quantum torpedo [see below] will likely supplant it within a few staryears). Made of a casing 2.1x0.76x0.45 meters in diameter and weighing 187.6-247.5 kilograms, it contains masses of matter and antimatter in thousands of minute packets which meet and explosively annihilate at the moment of impact. For the standard version, the Type II, the yield is approximately 18.5 isotons. The almost equally as common Type IX has a yield of about 25 isotons. Some advanced models, such as the Type VI, have yields of up to 200 isotons. The accompanying table lists the types of torpedoes available and the damage they do.

PHOTON TORPEDO TABLE

Type	Damage	High-Yield?	Atmosphere?
Type II	200	No	No
Type III	230	No	No
Type VI	500	Yes[1]	Yes[2]
Type VII	350	Yes[1]	No
Type VIII	300	Yes[1]	No
Type IX	250	No	No
Type X	400	Yes[1]	Yes[2]

[1]: Indicates a high-yield torpedo which requires a high-yield launcher if a ship wants to use it at full effect.

[2]: Indicates a torpedo which can be fired through an atmosphere at surface targets without difficulty.

High-Yield Torpedoes

Generally, because all photon and quantum torpedoes use the same casing, one system or payload can easily be swapped out for another if necessary (see page 142).

Some types of high-yield torpedoes suffer from certain firing restrictions even though they use the same casing as basic torpedoes. They may be fired at an effect equal to a Type II photon or Mark I quantum torpedo, as appropriate, from a basic torpedo launcher (see page 70). To fire them at their full effect, a ship must meet the following requirements:

—It must fire them from a high-yield torpedo launcher (see page 70)

—It must have a crewmember spend one hour and make a Challenging (9) Systems Engineering (Weapons Systems) Test to convert the torpedo to high-yield status. Combined Tests may reduce this time, but the

minimum time required is 10 minutes. For game balance reasons, ships are not allowed to prepare high-yield torpedoes substantially in advance of a potential combat situation (*i.e.*, to carry them around, ready to fire at full yield, for days or weeks) without the Narrator's permission.

—It can only fire one high-yield torpedo per launcher per round, regardless of the launcher's Spread rating.

Explosive Yield

If necessary, a torpedo can be set to explode and do its normal damage over a Blast Radius of 2 MUs, with a Dropoff of 25 points per .5 MU beyond that. Properly configuring the torpedo to work this way requires a Challenging (9) Shipboard Systems (Tactical) or Systems Engineering (Weapons Systems) Test. Failure indicates the torpedo is a dud and does not explode at all; Dramatic Failure that the torpedo explodes in the launching tube, damaging the ship which launched it (only Resistance applies to reduce this damage).

QUANTUM TORPEDOES

Developed to improve upon and, eventually, replace the photon torpedo, the quantum torpedo uses an energetic release of a zero-point energy field to obtain basic yields of up to 52.3 isotons—twice as powerful as the most common photon torpedoes. More advanced versions similarly surpass the higher-grade photon torpedoes.

Because they are still relatively new and hard to fabricate, quantum torpedoes' use is limited. During the Dominion War, 50% of the Federation's production of quantum torpedoes was allotted to the *U.S.S. Defiant* and space station Deep Space 9. The *Sovereign*-class vessel also carries them. Other vessels receive them on an as-needed basis, and their use remains restricted today to emergency situations.

QUANTUM TORPEDO TABLE

Type	Damage	High-Yield?	Available?
Mark I	400	No	Yes
Mark II	450	Yes[1]	Yes
Mark III	500	Yes[1]	Yes
Mark IV	600	Yes[1]	No[2]
Mark V	800	Yes[1]	No[2]

[1]: Indicates a high-yield torpedo which requires a high-yield launcher if a ship wants to use it at full effect.

[2]: Theoretical advances not yet in production.

PLASMA TORPEDOES

Plasma torpedoes are the primary missile weapon of the Romulan Star Navy. They use a trilithium isotope to produce extremely powerful explosions. However, their effectiveness is limited by the distance to the target—the further they travel, the more power they lose.

Within a range of 90,000 km (3 MUs), a plasma torpedo does 900 points of damage—considerably more than comparative photon torpedoes. For every 30,000 km (1 MU) beyond that, subtract 6 points of damage. (Thus, if a ship can run far and fast enough, it can reach the point where a plasma torpedo impacts the shields harmlessly.) Plasma torpedoes cannot be Multifired; only one may be fired per launcher per round, and each firing constitutes a separate action. Plasma torpedoes require high-yield launchers.

Plasma torpedoes count as high-yield torpedoes, and thus require a special launcher (see page 70). Ships which carry plasma torpedoes often also carry photon or quantum torpedoes for use in situations where firing a plasma torpedo would not be tactically advantageous.

PULSE WAVE TORPEDOES

This form of torpedo is similar to a Type II photon torpedo, but emits an energetic pulse wave when it explodes. The blast does 180 points of damage, and on a roll of 1-2 on 1d6, the subspace interference caused by the blast imposes a -2 Test Result modifier on any Shipboard Systems Tests involving subspace-based technology (including sensors, transporters, shields, and communications) the target makes for the next 2d6 rounds.

Pulse wave torpedoes do not count as high-yield torpedoes; they can be launched from regular launchers.

STRATOSPHERIC TORPEDOES

Ordinary photon torpedoes and other missiles cannot be used for planetary bombardment, because they break apart without properly exploding as they attempt to enter an atmosphere. (Once a ship is inside an atmosphere, it can use torpedoes at targets within Short range without suffering this problem.) A stratospheric torpedo, on the other hand, is designed

to explode inside a planet's atmosphere. This allows chemical, biogenic, or similar weapons to be used against the planet or its population, or torpedoes to be fired at Medium or Long ranges within an atmosphere.

Stratospheric torpedoes do not count as high-yield torpedoes; they can be launched from regular launchers.

GRAVIMETRIC TORPEDOES

Gravimetric torpedoes are advanced Starfleet missile weapons whose explosions create intense gravimetric fields, tearing targets apart through the strain as much as the detonation. They do the same damage as Type II photon torpedoes, but deflector shields provide only half Protection when used against them. On the other hand, the ship's SIF applies to reduce the damage.

Gravimetric torpedoes count as high-yield torpedoes, and thus require a special launcher and are subject to other restrictions (see above).

CHRONITON TORPEDOES

Developed by some races with highly advanced chronal technology, such as the Krenim of the Delta Quadrant, chroniton torpedoes are in a state of chronal flux. As a result, a normal shield has no effect on them (and they do not decrease its Protection); they bypass it to strike the target directly. They do the same damage as Mark I quantum torpedoes.

Chroniton torpedoes count as high-yield torpedoes, and thus require a special launcher and are subject to other restrictions (see above).

MICROTORPEDOES

Microtorpedoes are 13.3 cm-long missiles loaded with chemical explosives (chemical or biogenic warfare agent payloads are also possible). They do 50 points of damage and have a very limited range (see page 71), making them ineffective in starship combat but useful for some forms of atmospheric combat or against unshielded structures.

MULTIKINETIC NEUTRONIC MINE

This fearsome Borg weapon has a yield of *five million* isotons and can affect entire solar systems or scatter Borg nanoprobes over a sphere with a radius of five light-years. Consider it a "plot device" able to destroy any ship within a given solar system and wreak havoc on planets and other bodies within that system.

MISCELLANEOUS ATTACKS

ANTIMATTER CONTAINER EXPLOSIVE

A ship in desperate straits can try ejecting a container filled with antimatter, then detonating it with a photon torpedo. This costs 1 Courage Point. The container is a Size 1 object. If hit, the explosion does 2d6 x 100 SUs of damage to all ships within a 2 MU radius, and one-third of that to ships from two to four MUs away from the center of the explosion.

MINES

Mines are, in essence, stationary torpedoes. Left floating in space to guard some area or interfere with passage through a particular region, they explode only when a ship comes close enough to them to trip their proximity or contact triggers (they can also be detonated by remote control by the person who placed them). They have no ability to move, other than small thrusters to help keep them in place. Versions include:

Antimatter Mines: Antimatter mines are the mine version of the standard Type II photon torpedo (more powerful versions are available). They use magnetic targeting capabilities to detect the approach of an enemy ship and detonate when they'll cause the most damage.

Cloaked Mines: A Klingon weapon, the cloaked mine hides itself with a cloaking field equivalent to a Class 10 cloaking device. They remain in place, inactive but invisible, until armed with a coded subspace signal. When they explode, they do 1000 points of damage.

Gravitic Mines: A mine version of the gravimetric torpedo.

Self-Replicating: Invented by Diagnostic and Repair Technician Rom of Deep Space 9 in 2373 as a last-ditch measure to prevent Dominion forces from coming through the Bajoran wormhole, the self-replicating mine consists of a 1.76x1.76x1.85 meter duranium cargo container filled with off-the-shelf photon torpedo parts and replication technology. The replication technology contains enough raw matter to produce 1/65 of a mine; the mines use subspace emitters to draw on each others' replication capacity to produce entire mines. Thus, before it

explodes, a self-replicating mine creates a mine to replace it, making it very dangerous for any ship to venture anywhere near a self-replicating minefield. They do 200 points of damage when they explode.

Spatial and Subspace Charges: Similar to mines but less powerful, spatial and subspace charges are usually placed by a ship as it passes through an area to deter pursuit or flush another ship out of hiding. Spatial charges work like antimatter mines; subspace charges like gravitic mines. Both do 120 points of damage. A ship can store 30 charges in 1 SU.

A ship may detonate a mine by causing 10 points of damage to it with a beam weapon.

ELECTROMAGNETIC PULSES INTO STARS

A ship can generate a tremendous solar flare by projecting an electromagnetic pulse or highly energetic particle beam into just the right point on a star. This requires the ship to get very close to the star. The Conn must make a Moderate (6) Shipboard Systems (Flight Control) Test. If he succeeds, the ship has gotten close enough without anyone aboard suffering more than discomfort from the heat. If he fails, he flies a little too close; everyone aboard takes 1-3 points of damage from the heat (ship's systems may also suffer some damage, at the Narrator's option). If he Dramatically Fails, he gets far too close; everyone aboard takes 2d6 heat damage (and so do systems aboard the ship). If the ship has metaphasic shielding, no heat damage is suffered unless the ship flies right into the sun.

As the ship flies by the star, it generates the pulse and projects it into the star. This requires 1 Courage Point and a Challenging (10) Shipboard Systems (Tactical) Test—placing the beam at just the right point isn't easy. If the Test succeeds, the star generates a massive solar flare. Anything within 200 million miles of the sun in the direction of the flare is destroyed—ships, space stations, asteroids, everything. Planets' atmospheres are boiled away, killing virtually every inhabitant of the world. (For Narrators who prefer more precision, the flare is Class C or D and magnitude 15-20; see page 174.)

If the Test fails, the beam wasn't properly placed; the ship can swing around and try again. If it Dramatically Fails, only a small flare is generated—and it strikes the ship generating it! The ship takes 200+20d6 damage.

PLASMA FIELD

A ship can generate a plasma field and use it as a weapon to drain another ship's Power. This requires a Challenging (9) Shipboard Systems (Deflector) Test to generate the plasma field. Then the Tactical Officer spends 1 Courage Point and makes regular Shipboard Systems (Tactical) Test to hit the other ship. If both Tests succeed, the plasma field envelopes the target, reducing the Power generated by its warp engine(s), impulse engine(s), auxiliary power, and emergency Power by half for 2+1d6 rounds. If the (Deflector) Test fails, the ship may not try to create the field for another 1+1d6 rounds; if it Dramatically Fails, the ship, not its target, suffers the effects of the plasma field.

VERTERON PULSE

A ship can generate a massive verteron pulse as a way of disabling all of the subspace-based systems on a ship, such as sensors, transporters, shields, and communications. To generate the pulse, the ship must make a Challenging (11) Shipboard Systems (Deflector) Test; hitting the target with it requires 1 Courage Point and a Shipboard Systems (Tactical) Test. If both Tests succeed, the target ship's subspace-based systems shut down completely for 1+1d6 rounds. If the (Deflector) Test fails, the ship may not try to create the field for another 1+1d6 rounds;

PLANETARY BOMBARDMENT

On very rare occasions, Starfleet vessels find it necessary to attack a planet, or something on a planet's surface. This is referred to as *planetary bombardment*, and is governed by very strict rules (such as the now-repealed General Order 24).

Ships perform planetary bombardment with phasers; torpedoes break up harmlessly upon trying to enter an atmosphere (except for stratospheric torpedoes). Starship phasers can be set for Stun damage (to knock out huge segments of the planetary population) or for normal, lethal damage (phasers are sufficient to obliterate any unshielded structure or object within the zone of bombardment, if necessary). When used for planetary bombardment, phasers can affect an area equal to 10 square meters for every point of damage they can generate at their normal full strength. This costs the normal Power for a full strength shot; the ship can expand the area affected by +5 square meters for every extra 3 Power spent, or by reducing the phaser's damage by 10 points.

If set to Stun, the phasers do a number of points of Stun damage equal to their type times three. For example, Type VIII phasers do 24 (8 x 3) points of Stun damage. If set for lethal damage, they do their type times twenty. For example, lethal bombardment with Type IX phasers does 180 points of damage. The Narrator should assign Resistance and SU values to buildings and similar objects to determine the effects of the bombardment.

CHAPTER ONE:
KLINGON SHIP CLASSIFICATION

For centuries, the species of the Alpha and Beta Quadrants have known, and often feared, Klingon starships. The appearance of a Klingon battle cruiser or bird of prey on ships' or planets' sensors has signalled the beginning of invasions, the arrival of "pacification forces" sent by the High Council, or a "showing of the colors" intended to keep the peace or scare off some perceived enemy. With their powerful ships, the Klingons have expanded the boundaries of their empire, kept tight control over their territories, and achieved their greatest victories.

During the 23rd century, the Klingons had relatively few types of vessels, most of which did not vary significantly from one another. But the changing political and economic climate within the Empire since 2293 has allowed the Klingons to expand the size and diversity of their fleets tremendously. To some observers, it seems as if each of the Great Houses has created its own unique ships, building vessels designed to take advantage of their resources and favored tactics. In fact, most Klingon ship designers work from blueprints widely available throughout the Empire for years, modifying the standard designs to suit their (and their employers') own preferences.

Thanks to their alterations, the ships may appear slightly different from House to House, but for the most part they have the same capabilities. A *Goralis*-class Light Cruiser built by the House of Chang may not look exactly the same as one built by the House of Toghuss, but it typically has the same systems (perhaps arranged slightly differently within the hull) and the same tolerances. On the other hand, the ongoing political and military competition between the Great Houses sometimes spurs each House to try to develop its own "superior" ships by devising just the right series of modifications to basic ship types.

But from House to House, any Klingon who builds a ship almost certainly focuses on military missions when designing it. Unlike Starfleet ships, which the ASDB designs to fill many different (and mostly non-military) roles, the Klingons create virtually all of their vessels with military uses in mind. Even civilian ships (such as freighters or transports) have much stronger shields and heavier weapons than comparative Federation, Cardassian, or Romulan ships. In times of war, owners of civilian vessels can quickly convert them into military ships with just a few upgrades and other modifications, thus giving the Empire a "shadow fleet" that some military analysts overlook when evaluating its strength. Although some experts consider the Klingon obsession with matters military a weakness, any officer who's faced a Klingon ship on the field of battle understands Klingon ship design wisdom all too well.

KLINGON VESSEL CLASSIFICATIONS

Klingons organize their ships into ten classes defined by size, firepower, systems capabilities, and other performance factors. From largest/most powerful to smallest/least powerful (generally speaking), the classes are: Battleships; Warships; Cruisers; Frigates; Fast Attack Ships; Destroyers; Escorts; Scouts; Specialized; and Support/Auxiliary.

It should come as no surprise to anyone familiar with Klingon culture that the Klingons build few ships for exploration, science and research, or similar endeavors. The larger Klingon ships do have some laboratory facilities, of course, but the Klingons always regard such functions as secondary to military missions. Medical vessels are unheard of in the Klingon fleets; the sickbays on Klingon ships are so primitive that injured Klingons usually have to depend as much on their own recuperative powers as the abilities of their ships' doctors.

BATTLESHIPS

Battleships (*may'Duj*) are the largest, most powerful ships in the Klingon fleet. The Klingons often organize them into *may'Duj ghomey*, or "battleship groups." Battleship groups form the core of larger ship formations, anchoring the Klingon lines so enemies cannot pass. Many Klingon commanders use battleships as their flagships, though some (such as General, now Chancellor, Martok) prefer the greater maneuverability of Warships.

Surprisingly, as of 2376 the Klingons have only two types of Battleships in active service: the *Negh'Var* and *Gel'joQ*. The former is a unique ship, the Empire's flagship: the ship commanded by the Chancellor (or his designate) should he choose to enter battle. Almost all other Battleships in the Klingon fleet are Gel'joQs, but they performed so well in the Dominion War that many warriors have called for the Empire to build some newer, more powerful types of Battleships. The two proposals currently under consideration are: the *Cho'nek* class, a ship based on the *Gel'joQ* but more streamlined and technologically advanced; and the *Voodieh* class, a ship incorporating design

elements from the *Negh'Var* and various Romulan and Dominion vessels which would be the largest non-unique ship ever built by the Klingon Empire. Adherents of both designs have argued fiercely for them in front of the High Council, but neither the Council nor Chancellor Martok has expressed any preference yet. A third faction wants to phase out the *Gel'joQ* (an easy task, given wartime losses), build more *Negh'Vars*, and design an entirely new flagship for the Chancellor using, in part, technology derived from samples obtained from Dominion ships.

Klingon Battleships played a crucial role during the Dominion War, especially during the terrifying period in which only Klingon ships could withstand the Breen energy dissipator. Most large Klingon forces used battleship groups of *Gel'joQs* as the center point of their main formation, or as the leading edge of attacks designed to punch through the Dominion alliance's strongest defensive lines.

Like other Klingon ships, Battleships have few creature comforts, but compared to most Klingon vessels they seem quite roomy. Many warriors regard a posting to a Battleship as a mark of distinction and a reward for loyal and competent service.

KLINGON BATTLESHIPS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Negh'Var	BA (unique; Imperial flagship)
Gel'joQ	BA
Mornat	BA (retired from general service among most fleets)
Cho'nek (proposed)	BA
Voodieh (proposed)	BA

WARSHIPS

Most of the ships in the IKDF and Great House fleets are Warships, whether they be the small but versatile *B'rel*-class Light Warship, its larger brother the *K'Vort*-class Warship, or the powerful *Vor'cha*- or *Torath*-class Heavy Warships which serve as most Houses' flagships. Some Klingons, and other species, refer to the Warships as "Battle Cruisers."

Because they participated in so many battles during the Dominion War, the ranks of the Klingon Warships are sadly depleted. Few ships remain completely undamaged, and all are undergoing repairs (and, as time and resources allow, upgrading). Until the repairs are finished–which will take several years in the case of some Houses: most Klingon fleets will be significantly weaker than they were prior to the War. But even a weak Klingon fleet often proves more than a match for a full-strength foe. Additionally, to fill some of the gaps, both in numbers of ships and technological capabilities, the Empire recently began manufacturing the first warships of a long-planned new class, the *K'mpec*-class Heavy Warship.

KLINGON WARSHIPS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
B'rel	WL
Felg'ra	WA
K'mpec	WH
K'Vort	WA
Qethla'	WA
Torath	WH
Vor'cha	WH

The Klingons design most of their Warships with their standard "winged shaft" configuration: a main body with nacelles on wing-like pylons to either side, and a central shaft projecting forward to hold a command hull (and usually a forward disruptor cannon). Somc, such as the *K'Vort* and *B'rel*, embed their warp nacelles within the main body and use the wings to hold weapons. Many Klingon starship designers have pointed out that the narrow forward shaft creates a tactical weakness, since it's easily severed, and when that happens, the ship's bridge becomes separated from its main body. However, Klingon tradition, or perhaps the stubborness of generals and House leaders, perpetuates this basic design model.

CRUISERS

Klingon Cruisers fill a much broader set of roles and functions within the Klingon fleets than either Battleships or Warships. Warriors use those larger, combat-oriented ships for their pure offensive might, ability to intimidate enemies, and the like. Cruisers, on the other hand, possess greater maneuverability and adaptability, making them ideal for infiltration runs, raids, stealth-oriented assignments, military courier duties, and similar missions.

In battle, Cruisers typically function as support vessels, backing up larger ships and rounding out a fleet's formations. They lead squadrons of fighters and other small ships, escort and guard larger vessels, and assault the enemy's weak points while fending off the more powerful attacks from the Warships and Battleships.

During the Dominion War, Cruisers, often working together with Fast Attack Ships, frequently engaged groups of Jem'Hadar Attack

KLINGON CRUISERS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
De'nat	CB (Battle Cruiser)
DughHegh	CA
Fel'keth	CB
Goralis	CI (Incursion Cruiser)
Jen'thar	CAA (Assault Cruiser)
K't'inga	CB
Lotl'eh	CA
Ngapej	CI
Pa'chag	CAA
QaDlej	CB
Ro'qul	CL
Tormag	CL
VodleQ	CH

Ships. By doing so they freed larger Klingon ships to fight enemy Battle Cruisers and Carriers. Cruiser crew casualties sometimes reached enormous proportions, especially during the latter stages of the War when desperation drove the Jem'Hadar to resort to use suicide ramming attacks more frequently, but thousands of Klingons served aboard Cruisers with honor, distinction, and pride, scorning the dangers for the chance to serve the Empire.

Klingons use the same standard, Heavy, Light, Battle, Assault, and Incursion (or Fast) subtypes of Cruiser common to other governments and species. Heavy and Battle Cruisers differ so little that the distinctions between them really only matter to engineers. Most Klingons describe their Assault Cruisers as "larger, more powerful fighters," and in fact they often lead fighter squadrons during battles or patrols. Some of the larger ones also function as carriers. Incursion Cruisers (similar to Starfleet's "Fast Cruiser"), the swiftest of the Klingon Cruisers, command Fast Attack Ships on raids and recon missions into enemy-held territory. Light Cruisers often perform courier and combat support duties.

Since they perform so many different types of missions, Cruisers often vary from the typical "winged shaft" Klingon ship design-so much so that the uninformed may not initially realize they are Klingon vessels. For example, the *De'nat* class Battle Cruiser has a large, almost bulbous, main hull with no central "shaft" and four warp nacelles drawn in close to the body of the ship. This facilitates the ship's role as a carrier, improves the efficiency of its cloaking device, and minimizes its vulnerabilities to enemy attack. The *Pa'chag* (described in Chapter Three) provides another excellent example.

KLINGON FRIGATES CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
BaH'reth	FR
HajHal	FR
Kel'var	FH
Qa'cheng	FS (Strike Frigate)
Sa'var	FL
To'beq	FH
Yotwl	FS

FRIGATES

Klingon Frigates perform secondary military duties–patrol and defense of peaceful frontiers or trade lanes, escorting transports and other ships, courier missions, reconnaissance and scouting runs, and so forth. If necessary, Klingons convert Frigates for frontline military duty by upgrading their weapons and shields. Klingon Frigates come in a wide variety of configurations, from vessels with "winged shaft" designs to ships resembling enlarged shuttlecraft.

Klingon Heavy Frigates resemble Cruisers in some ways; they often carry weapons and shields nearly as powerful as those of a Cruiser. The IKDF and House fleets usually assign them to extended border patrols and other long-term, relatively dangerous missions. Strike Frigates (roughly equivalent to Starfleet's Fast Frigates) are built for a combination of high speed and fairly potent offensive "punch." Klingons use them for scouting, raids, reconnaissance, and similar missions; in major battles, they usually join Fast Attack Ship wings. Light Frigates carry fewer weapons and weaker shields than other Frigates (though they usually still outgun comparative Federation ships). But they're easier and cheaper to manufacture than other Frigates, so they appeal to some resource-poor Houses.

Many Klingon commanders regard duty aboard a Frigate as a punishment of sorts, and thus use postings to them as a way of maintaining discipline. Since they rarely get into combat, and often don't survive when they do, Frigates usually represent a dead-end job for the disgraced, the aged, and soldiers with disciplinary problems. Thus, Frigate crews have a rather poor reputation among Klingons. They're considered troublemakers and incompetents; in some circles, the very designation (*qughwI'Hom beq*, or "Frigate crewman") constitutes a mild insult when used out of context. During the Dominion War, Frigate duty provided General Martok and his staff with a way to give failures and disciplinary cases something to do, while getting them away from the front lines.

FAST ATTACK SHIPS

Small, swift, maneuverable, and lightly armed (for a Klingon vessel, anyway), Fast Attack Ships fill a vital niche in Klingon tactical forces. They harass larger ships, combat enemy fighters, raid enemy outposts, perform swift courier missions, and attack enemy supply convoys. Many Klingons consider them sleek and "sexy," not only because of their speed, but because they provide an opportunity to earn honor. The pilot of a Fast Attack Ship lacks the firepower and strength of a capital ship, but since he has only himself (and perhaps a few crewmates or his fellow squadron members) to rely on, he has a greater chance to distinguish himself in battle.

The Klingons optimize some of their Fast Attack Ships for specific mission profiles. For example, Perimeter Defense Ships patrol the perimeters of Klingon starbases, planets, and large fleets, reporting anomalous conditions and, if necessary and feasible, engaging attackers. Fighters dart in and out of large ship formations, using numbers to make up for their individual lack of firepower. The *Suv'tlS*-class Fighter, with its twin torpedo launchers, can devastate the ranks of enemy fleets with its deft maneuvering and thunderbolt-like attacks. Reconnaissance Ships have enhanced sensor packages and cloaking devices for their behind-the-lines scouting missions; after detecting an enemy fleet and gathering data on its composition, they return to their own fleet to provide combat support for larger ships.

During the Dominion War, Klingon Fast Attack craft opposed their counterparts among the Dominion and Cardassian fleets. The Dominion, with its tactical emphasis on Fighters, proved a tenacious and audacious enemy; the Jem'Hadars' attacks strained Klingon Fighter pilots' ingenuity and skills to the utmost.

Klingons usually construct their Fast Attack Ships with the standard "winged shaft" configuration; for example, the popular *Grendoq*-class Fighter resembles a one-man-sized version of the *B'rel*-class Light Warship. Others, designed for a minimal profile and more effective use of their cloaking devices, lack "wings" and mount their weapons directly on the ship's main body.

KLINGON FAST ATTACK SHIPS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
A'leth	FAS-R (Fast Attack Ship/Reconnaissance Ship)
Brakt	FAS
Grendoq	XF
May'nom	FAS
Suv'tlS	XF
Veldak	FAS-PD (Fast Attack Ship/Perimeter Defense Ship)

DESTROYERS

Destroyers-small, frontline military ships about the size of a Frigate, but often as heavily armed as a Cruiser (or even a Light Warship)-come in standard and Heavy versions. The Klingons use them as support craft for larger capital vessels (particularly Heavy Warships and Battleships). In peacetime they sometimes function as escorts or patrol ships, but they perform pure combat duties best.

The Dominion War gave Klingon Destroyers (and their crews) a true chance to shine. As the most intense and significant war fought by the Empire during the 24th century (and perhaps ever), it required the utmost effort from every warrior and ship. Since the Empire could build Destroyers more quickly and easily than larger ships, it constructed them by the hundreds and formed entire Destroyer squadrons to bolster formations and support Battleships and Warships. Their combination of firepower and maneuverability allowed the Destroyers to account for far more enemy casualties than they suffered themselves.

Most Klingon Destroyers have a compact design that lacks "wing" pylons, or uses much shorter pylons. Most designs draw the warp nacelles in close to the ship's body, or embed them. All have a minimum of two disruptors and one torpedo launcher.

KLINGON DESTROYERS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Bach'chunD	DA (Destroyer)
DeSjoH	DA
Po'gach	DH (Heavy Destroyer)
Sompek	DH
Tro'Qa	DA

ESCORTS

Escorts often provide young Klingon warriors with their first chances to serve the Empire. After a suitable career on an Escort, most Klingons progress to bigger, more powerful ships; a few, however, find that Escort duty suits them, and remain where they are.

Most Klingon Escorts share design elements and systems with Destroyers and Heavy Frigates; in general, Klingons do not use Escorts

as testbeds for new design ideas or systems. After all, their primary mission profile-escorting another ship into or through a dangerous area-does not require innovation, it requires proven, durable systems able to get the job done time after time.

During the Dominion War, Escorts protected Federation alliance supply convoys, sometimes using their cloaks to make the convoy appear unprotected so they could surprise attackers. In battle, commanders usually assigned them to defend damaged capital ships from the enemy and buy those ships' crews the time to effect emergency repairs. Standard Klingon Escorts, such as the *Drenok* class, also served as troop transports when necessary.

The Klingon Escort fleet leans strongly towards Heavy and Destroyer Escorts. Most Klingons consider standard and Light Escorts too fragile and puny for "a true warrior."

KLINGON ESCORTS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Bla'koth	EH
DorHub	EH
Drenok	ES
Qlj'tagh	EH
Vel'taS	ED (Destroyer Escort)
Ver'graH	ED

SCOUTS

For much of their history, the Klingons made relatively little use of Scouts, preferring heavier ships (such as Frigates) for what exploration and reconnaissance they needed to do. However, the large-scale conflicts of the 23rd century, and the internecine House warfare of the 24th century, both diminished the Empire's resources and provided a greater need for timely information about an enemy's military capabilities and activities. Thus, the Klingons began to design and build more Scouts–one- or two-person ships with relatively light weaponry, but able to fly at fast speeds.

Klingons typically perform scouting missions under cover of cloak, which also dictates a need for powerful engines but not for heavy weapons. With their sensors optimized for gathering military data (as opposed to Starfleet's more exploration-oriented Scouts), they learn as much as they can about the enemy without being detected, then return to their own lines, or use their sophisticated communications systems to transmit information back to their commanders.

During the Dominion War, all Klingon Scouts and their pilots worked together, perhaps for the first time. Instead of spying on each others' Houses, they found themselves side by side, confronting an enemy in the ancient game of cat-and-mouse. Whether this cooperation will lead to greater understanding between the Houses remains to be seen.

KLINGON SCOUTS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Duq'cha	SH
Kelirax	SS
Zha'greq	SS

SPECIALIZED, SUPPORT AND AUXILIARY VESSELS

Like every other major spacefaring civilization, the Klingons have a diverse fleet of vessels designed for highly specialized uses (such as scientific surveys or courier duty) or for various support and auxiliary purposes (transports, freighters, shuttles, and the like). In fact, because the Klingons have such a large military, they also have one of the largest support fleets in the Alpha and Beta Quadrants.

Klingon Couriers tend to be heavier and more powerful than Couriers fielded by other species, but their powerful engines require them to sacrifice little of the speed for which such vessels are known. During the Dominion War, Klingon Armed Couriers in particular proved their worth by ferrying messages and personnel between the members of the Federation alliance. Far Couriers sometimes made return journeys to Qo'noS for very important reasons, but due to the distances involved this was rare.

KLINGON SPECIALIZED, SUPPORT, AND AUXILIARY VESSELS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Denn'lar	TTA
Ga'ras	SCF (Far Courier)
Geth'tonn	TMF (Military Freighter)
Ked'Nar	SRS/SRL
Kleg-Ta	SV
Neg'lorn	SCA (Armed Courier)
QeD'yuQ	SV
SoQa	IS
Ta'SuS	SRS/SRL
Toron	WS
Tro'gahl	TTO (Occupation Transport)
Yo'QaH	TNF (Fleet Tender)

The Empire has fewer Surveyors and Research/Laboratory vessels, both in type and number, than any of the other major galactic civilizations. Though they understand the value of expansion and knowledge, they simply don't appreciate the need for or enjoy exploration as much as the Federation, the Romulans, or the Cardassians do. Few Klingon warriors regard an extended tour on a Surveyor or laboratory ship as anything more than a thinly-disguised reprimand.

Klingon support and auxiliary vessels showed their worth during the Dominion War, when ships like Military Freighters, Armored Transports, Occupation Transports, and the ubiquitous *SoQa*- and *Toron*-class shuttlecraft proved their ability to withstand more punishment than comparative Federation or Romulan vessels. Without them, the Federation alliance would have found it much more difficult to keep its supply lines open.

KLINGON STARSHIP NAMES

Most Klingon ships use the prefix I.K.S. (Imperial Klingon Ship), even if they belong to one of the Great House fleets. For reasons of tradition and politics, most Klingon commanders prefer to maintain the fiction that the Emperor ultimately rules them and owns their ships. They do not have registry numbers displayed on their hulls the way Starfleet vessels do, preferring to restrict that information to identification beacons and the like. Ship names are chosen by the ship's designer, commissioner, or first captain, depending upon circumstances and House tradition.

CHAPTER TWO:
KLINGON STARSHIP CONSTRUCTION

Roughly speaking, Klingon ships do not differ substantially from Starfleet, Romulan, or Cardassian vessels. All propel themselves and generate power with controlled matter/antimatter reactions, fight with energy projection weapons and antimatter-type or plasma-based torpedoes, and surround themselves with energy shields to obtain protection from those weapons. But the Fek'lhr, as always, is in the details. When compared to other species's ships at a more detailed level, Klingon ships often have differences–some trivial, some important. For example, Klingon ships have warp drives, but they use slightly different forms of technology to achieve and regulate the matter/antimatter reaction. Most of the time, those differences only concern engineers. But they assumed enormous significance at the end of the Dominion War, when Klingon ships could protect themselves from the effects of the Breen energy disruptor by adjusting their tritium intermix.

In *Spacedock* ship design terms, you use the same systems for Klingon ships that you do for other ships-most of the time. As detailed below, the Klingons use different rules for some ship systems. Some cost more (or fewer) SUs, or function a little differently, or are subject to particular malfunctions or upgrades. Unless noted otherwise below, use the normal *Spacedock* rules when building Klingon ships.

Of course, technical minutia aside, Klingon vessels "feel" differently from other species's ships. They have their own special interior arrangements and decor, often deriving from the needs or preferences of Klingon physiology and psychology. For example, where Klingons design their ships for maximum military use of the interior space, Starfleet builds in a wide variety of equipment and facilities (much of which Klingons consider superfluous). Klingons build vessels solely to fulfill a particular type of mission or missions, not to entertain the crewmembers or keep them comfortable and entertained. Starfleet officers consider Klingon vessels dark, spartan, and harsh.

HOUSE VARIATIONS

For centuries, the Klingons have governed themselves, to one extent or another, through a feudalistic system of Great Houses. Each House maintains its own fleet, troops, and materiel, with the larger, more powerful Houses having correspondingly larger, more powerful military forces. Some Houses even have their own corps of starship design engineers to create new ship types and refine old designs.

When a House introduces a new ship into its fleet, other Klingons pay close attention to it. Successful designs quickly disseminate throughout the Empire via alliance, industrial espionage, reverse engineering, and copying; unsuccessful ones find themselves consigned to the junkheap of history. But since each House has its own tactical doctrines, preferences, and strengths, it tends to adapt ships to its unique way of doing things. Sometimes this means making changes, be they major or minor, to a design's systems, structures, weaponry, or the like. Thus, a Torath-class Warship flown by one House may differ in many small ways from one flown by another House.

To simulate this, Narrators should occasionally make changes to the Starship Templates in Chapter Three to reflect House differentiation. Upgrade a system or two, downgrade a couple others, maybe swap out a disruptor for a torpedo launcher or the like. This helps distinguish between the various Houses-and keeps the players on their toes.

HULL SYSTEMS

Ablative Armor

The Klingons obtained ablative armor technology from their Federation allies shortly before the beginning of the Dominion War, but have not yet had time to introduce it into the fleet as a whole. IKDF engineers have equipped only a few ships with it as a test project. Once the Klingons determine how best to employ this new defensive technology, they will undoubtedly install it on as many ships as possible, since extra protection makes victory that much more likely.

Atmospheric and Planetfall Capability

Since they regard the ability to enter atmospheres and land on planets as a tactical advantage, the Klingons often provide their smaller ships with these hulls. Klingon pilots fighting near planets have learned they can duck in and out of atmospheres to lose pursuers, hide from an enemy's sensors, or ambush unwary opponents.

PERSONNEL SYSTEMS

The accompanying tables provide information on Klingon crew complements. The statistics represent average percentages by department; individual ships' complements may vary considerably from these figures.

Compared to an equivalent Starfleet vessel, a Klingon ship usually has a much smaller number of officers. Since every Klingon crewmember should know how to do many different things aboard a ship (a well-rounded warrior is a more dangerous crewmember, after all), and how to perform his duties without excessive instruction from superiors, the Klingons find they require fewer officers to keep their ships running smoothly. Klingon ships also have fewer medical, scientific, and operations personnel than comparative Starfleet vessels, and far more tactical and security crewmembers.

Crew Quarters

Klingon warriors eschew the "creature comforts" so common on Starfleet and Romulan vessels. Instead, they prefer to demonstrate their strength, stamina, and toughness by making things as hard on themselves as possible. For this reason, and not coincidentally because of the small size of many Klingon ships, Spartan quarters (each housing two persons) predominate on the vessels of the Empire. Basic, Expanded, and Luxury quarters are typically reserved for officers, older crewmembers whose backs and bones no longer tolerate cold, hard bunks so well, diplomats, and visitors.

Barracks

SU Cost: 1 SU per 60 crewmembers
Power Cost: None

Klingons build their ships to carry a lot of passengers-typically troops on their way to battle or a new posting. To house all those doughty warriors, they use barracks, quarters with multiple bunks arranged in racks. Most Klingon barracks feature ten racks of bunks, each containing six bunks arranged in a 3x2 column.

KLINGON CREW BREAKDOWNS

Branch	Battleship	Warship	Cruiser	Frigate	FAS/Destroyer	Escort/Scout
Command	20	19	18	17	20	18
Operations						
Engineering/Technical	14	14	17	17	16	21
Operations, General	21	21	22	20	21	22
Security/Tactical	25	24	23	25	28	31
Science						
Medical/Support	10	11	09	13	07	06
Science/Research	10	11	11	08	08	02
Officers/Enlisted	21/79	20/80	27/73	18/82	19/81	42/58

AVERAGE NUMBER OF KLINGON CREWMEMBERS BY SHIP TYPE

Ship Type	Average Number of Crewmen per 100 SUs
Battleship	25
Courier	1
Cruiser	19
Destroyer	6
Escort	17
Frigate	15
Scout	1
Surveyor	2
Warship	28

On Klingon vessels, a ship's Passenger complement often greatly exceeds its crew, sometimes by as much as 200-500%. This reflects the way Klingons use their ships to transport large numbers of troops. A ship's Evac complement typically ranges from 5-15 times the size of its Crew (again, this may vary from ship to ship).

Medical Facilities

Klingon ships have shockingly poor medical facilities-Starfleet and Romulan officers consider them primitive and crude. For cultural reasons, the Klingons have never developed their medical science to the extent other species have; they prefer to rely on their natural toughness (including brak'lul, or vital organ duplication). They expect an injured warrior to bear the pain of his wounds and continue to perform his duty properly in spite of them. Klingon facilities have few resources for treating patients of other species.

In game terms, Klingon ships rarely have Medical ratings above 4 or 5. Only ships that transport important officials or which see a lot of combat (by Klingon standards) have ratings of 6 or 7. Klingon ships other than dedicated Medical vessels (of which the Empire has few) cannot have Medical ratings higher than 7. The Klingons do not have EMH technology; they consider it foolish.

KLINGON RECREATION RATING

Rating	SUs	Notes
1	8	No holodecks; a spartan mess hall; no lounges; an exercise room or gym
2	16	No holodecks; a spartan mess hall; 1 gym; 1 combat practice area
3	24	No holodecks; a spartan mess hall; 2 gyms; 2 combat practice areas
4	32	No holodecks; a large mess hall; 2 gyms; 2 combat practice areas
5	40	No holodecks; 2 large mess halls; 2 gyms; 2 combat practice areas; one additional gym or combat practice area
6	48	1 main holodeck; 2 large mess halls; 3 gyms; 3 combat practice areas
7	56	1 main holodeck; 1 personal holodeck; 3 large mess halls; 3 gyms; 3 combat practice areas; one additional gym or combat practice area
8	64	1 main holodeck; 2 personal holodecks; 4 large mess halls; 4 gyms; 4 combat practice areas

Ship Type	Typical Recreation Rating
Battleship	2-8
Courier	1-2
Cruiser	2-6
Destroyer	2-6
Escort	1-4
Frigate	1-6
Medical	2-6
Research/Laboratory	2-6
Scout	1-2
Surveyor	2-6
Transport	2-8
Warship	2-7

Recreation Facilities

The Klingons scorn advanced recreation facilities the same way they do comfortable quarters. To them, a gymnasium or combat practice area is all the recreation they need. Their ships rarely have holodecks (except for use in training) or dining facilities other than simple mess halls.

Klingon ships do not have Recreation ratings higher than 8. Use the accompanying tables to determine the recreation facilities on a Klingon ship. Note that the SU and Power costs per rating do not change from that for Starfleet vessels.

PROPULSION SYSTEMS

The Klingons use standard matter/antimatter warp propulsion technology and impulse propulsion systems. They have conducted a few experiments with transwarp drive and other advanced forms of superluminal travel, but have never even come close to developing practical working models of such technology.

Warp Nacelles

Although they have not developed it to the extent the Cardassians have, the Klingons have used embedded nacelle technology for over a century. Two of the Empire's most common ships, the B'rel and K'Vort, both have embedded nacelles. While the Klingons can appreciate the value of speed, they appreciate stronger shields even more. Occasionally one may encounter a vessel without standard embedded nacelles which has been reconfigured and rebuilt for them. See page 35 of *Spacedock* for more information on embedded nacelles.

The maximum speed attainable by Klingon vessels as of 2376 is Warp 9.8.

OPERATIONS SYSTEMS

The Bridge

SU Cost: 5.5 x Size
Power Cost: None

Klingon bridges are "crowded"-more tightly packed with equipment and consoles–than most species's ships. They lack large, open area where crewmembers walk or stand; instead, anyone traversing the bridge has to wind his way past duty stations, banks of control panels, and even girders. Most panels have triangular, rhomboidal, or hexagonal screens which use a red, black, and yellow color scheme, providing a garish glow for the dark and gloomy bridge.

Typically a Klingon commander sits in a chair directly in front of the viewscreen. Behind

him and to his sides are the crew's duty stations: Tactical (weapons, shields, and the cloaking device), Communications, Helm, and Navigation, among others. Note that the Klingons maintain a distinction between Helm and Navigation, much like Starfleet did in the 23rd century; the Helmsman and Navigator fulfill the functions that the Flight Control and Operations officers do on a Starfleet ship. The Communications officer can assist them with their duties if necessary (by, for example, taking control of the sensors during a difficult piloting situation).

Most Klingon ships also have a ready room for the captain just off the bridge. Larger vessels also have a war room, where the senior staff can meet with the commander to plan activities and determine the best response to crises.

To reflect the "denser," more equipment-packed nature of Klingon bridges, they cost slightly more SUs than standard bridges: 5.5 x Size, rather than the usual 5 x Size.

Klingon ships often place their bridges in special "bridge module" superstructures, usually attached at the forward end of the central shaft or along the centerline of the main hull. This does not increase their vulnerability to attack or decrease their SUs in any way.

Separation Systems

The Klingons employ two types of separation systems: the detachable forward module; and the detachable bridge module. They have not, as yet, installed detachable warheads on any of their ships (preferring to simply ram the entire ship into the target), and do not have access to multivector assault mode technology.

Detachable Forward Module

SU Cost: 1 x Size
Power Cost: None

The Klingons frequently build their ships using a "winged shaft" configuration, in which a central shaft attaches to a main hull that flares out to the side to form wing-like pylons for carrying nacelles or weapons. On some vessels, such as the *Vor'cha*-class Heavy Warship, the forward end of the central shaft holds a detachable forward module. This module typically contains the ship's largest disruptor cannon, and often a torpedo launcher (or other weapons) as well. If necessary, the ship can detach the forward module; this requires a Timed Action by any officer, but does not involve a Test or the expenditure of Power. The detachment process propels the module a few kilometers forward of the ship; any attempt to target it at something specific requires a Challenging (10) Shipboard Systems (Tactics) Test.

Detaching the forward module has two effects. First, by lightening the mass of the ship, it provides a +0.1c increase to Sustainable and Maximum impulse speeds (maximum of .95c). This does not cost additional Power. Second, the ship can rig the detached module to explode, either on command or when it comes into proximity with other ships. The explosion does 50 points of damage for every rating of the module's largest disruptor array (for example, a module with a Type 10 array does 500 SUs damage; one with a Type 12 does 600 SUs damage). The explosion affects all ships in a 1 MU radius. An officer must use a Timed Action to detonate the module on command, or to establish conditions for automatic detonation, but this does not require a Test or cost any Power.

Detachable Bridge Module

SU Cost: 2 x Size
Power Cost: None

The Negh'Var and some other ships can detach their bridge modules, which have the ability to maneuver under their own impulse power. This allows the command crew to escape the destruction of the ship, or sometimes to make a sneak attack against an unprepared enemy.

A detached bridge has the equivalent of a Type 3A impulse engine for purposes of maneuvering. This impulse engine, along with auxiliary and emergency Power equivalent to those of the full ship, provides Power for life support, flight, weapons, sensors, and the like. The detached bridge should be considered to have systems equivalent to those of the full ship, except where the Narrator feels this would be illogical.

Computers

The Klingons do not possess bio-neural computer technology, though they could probably obtain it from the Federation if they felt a strong need for it.

Transporters

The Klingons use transporter technology which allows them to more easily convert their cargo transporters into quantum-level personnel transporters, primarily so they can beam as many troops onto the battlefield as quickly as possible. The difficulty for the task of converting the system is only Routine (5), and when successfully accomplished allows the cargo transporter to safely transport one person per 200 kg of capacity. (See *Spacedock*, page 59, for more information.)

The Klingons do not have access to advanced and alternate forms of transporter technology.

Cloaking Device

Almost all Klingon ships carry cloaking devices. For all their bluster about how a warrior should confront his enemies directly, without deception or evasion, the Klingons quickly recognized the tactical advantages of the cloaking device. Since the mid 23rd century, they've used them extensively, even going so far as to attempt to develop ships which could fire their weapons while still cloaked. Although that grail still eludes them (systems developed by the infamous General Chang in the late 23rd century proved too failure-prone and dangerous for general adoption), the Klingons have mastered a wide variety of cloaking-based offensive and defensive ship tactics.

Science Systems

Compared to other species's vessels, Klingon ships have relatively low science ratings and relatively primitive research facilities. While the Klingons recognize the value of science, they prefer to perform their experiments on dedicated scientific ships. Ships meant for fighting should fight, not spend a week analyzing the stellar anomalies of the Bre'thak Cluster!

Tactical Systems

Klingon ships use the same rules for tactical systems as other vessels. They just tend to have more, and more powerful, tactical systems on their ships than other species do. Klingon commanders are also far more inclined to fire multiple weapons, even if they have to shut off "trivial" systems (like life support to unused areas of the ship, food replicators, and transporters) to do so.

Targeting Periscope

SU Cost: 3 SUs, except when the ship already has a Class Delta TA/T/TS or better, in which case it costs 10 SUs
Power Cost: 1 Power per round

Some Klingon ships, such as the older D12 variant of the B'rel-class Light Warship, have special targeting "periscopes" which allow the user (typically, the captain) to fire the ship's weapons with greater accuracy. The periscope lowers itself in front of the user's chair until its bottom viewport becomes level with the user's eyes; it takes one round for the periscope to deploy. Once deployed, it provides a +1 bonus to the vessel's Shipboard Systems (Tactical) Tests to hit targets. However, because it requires the user's complete attention, he suffers a -1 Test Result penalty on all other Tests he makes in any round in which he uses it (except for initiative Tests).

A ship may have more than one targeting periscope, but can never receive more than a +1 Test Result bonus from them regardless of how many scopes it has.

AUXILIARY SPACECRAFT SYSTEMS

The accompanying table lists suggested shuttlecraft complements for various types of Klingon ships.

SUGGESTED KLINGON SHUTTLE COMPLEMENTS

The following guidelines indicate the average number of Size 2 ships (shuttlecraft, typically of the *SoQa* or *Toron* classes) that Klingon starships tend to carry (they can also carry Size 1 shuttlepods). A ship may substitute other small vessels, with the Narrator's permission.

Battleship: 30-60
Courier: 0-1
Cruiser: 22-40
Escort: 0-3
Destroyer: 0-12
Frigate: 10-30
Medical: 1-11
Research/Laboratory: 1-12
Scout: 0-1
Surveyor: 5-10
Transport: 0-2
Warship: 25-45

KLINGON SHIP CONSTRUCTION RULES CHANGES

Here's a quick summary of the main rules changes for building Klingon ships:

-Warp travel: Warp 9.8 maximum
-Bridge: 5.5 x Size
-Computers: No bio-neurals

ROMULAN STARSHIP CLASSIFICATIONS

Romulan Ship Type	Classification Code	Starfleet Equivalent
Dreadnoughts		
Dreadnought	DR	BA
Warbirds		
Warbird	WB	WA
Heavy Warbird	WBH	WH, BA
Light Warbird	WBL	WL
Strike Warbird (proposed)	WBST	WA, WH
Swift Warbird	WBSW	WA, WL
Cruisers		
Cruiser	CA	CA
Heavy Cruiser	CH	CH
Incursion Cruiser	CI	CF
Light Cruiser	CL	CL
Strike Cruiser	CS	CS
Swift Cruiser	CSW	CS
Starbirds		
Starbird	SB	CEX, SV
Far Starbird	SBF	CEX, SVH
Generational Cruiser	SB-GC	None
Heavy Starbird	SBH	CEX
Light Starbird	SBL	CEX, CA, or SV
Frigates		
Frigate	FR	FR
Heavy Frigate	FH	FH
Incursion Frigate	FI	FF
Light Frigate	FL	FL
Strike Frigate	FS	None
Swift Frigate	FSW	None
Gunships		
Assault Gunship	GA	FH, DA
Heavy Gunship	GH	DH
Sublight Gunship	GS	FL
Birds of Prey		
Bird of Prey	BP	ES
Swift Bird of Prey (proposed)	BPSW	ES, EL
Scouts		
Scout	SS	SS
Far Scout	SF	None
Heavy Scout	SH	SH
Couriers		
Courier	SC	SC
Far Courier	SCF	SC
Swift Courier	SCSW	SC
Specialized		
Gunship Carrier	GC	None
Medical Cruiser	MC	MD
Research/Laboratory	SRS/SRL	SRS/SRL
Support/Auxiliary		
Armored Transport	TTA	TTA
Cargo Carrier	TC	TC
Military Freighter	TMF	TC
Occupation Transport	TTO	TTA
Shuttle (impulse)	IS	IS
Shuttle (warp)	WS	WS
Tanker	TA	TA
Tender	TN	TN
Transport	TT	TT
Tug	TG	TG

CHAPTER ONE: ROMULAN SHIP CLASSIFICATION

THIS CHAPTER BRIEFLY DISCUSSES the different types of ships fielded by the Romulan Star Navy. It expands upon and slightly updates the information found in Chapter Six of **Book One** of ***the Way of D'era*** boxed set. Readers should refer to that material first before reading the rest of this chapter.

DREADNOUGHTS

Dreadnoughts—of which the Romulans currently only have one class, the dreaded *Vereleus*—are enormous, heavily armed ships designed to serve as fleet flagships, mobile command centers, and the linchpins of many of the Star Navy's strategic plans. Until the Battle of Getha, the next to last confrontation of the Dominion War, no Dreadnought had ever been defeated in battle. The loss of the *Ko'nar* at the hands of the Jem'Hadar has led Romulan starship engineers to propose several upgrades for the rest of the Empire's Dreadnoughts.

The Star Navy is currently developing a second Dreadnought, the *Praetorian* class, and is scheduled to launch the first ship of the class in 2379. However, the need to replace losses suffered during the Dominion War, combined with the desire to install upgrades to eliminate weaknesses revealed in several ships while fighting that war, may cause delays in the *Praetorian* Project.

WARBIRDS

The main fighting ships of the Star Navy, Warbirds (classified as Battleships or Warships by other species) display the best technological advances developed by Romulan engineers. With their powerful disruptors, cloak-enhancing hull shapes, and sophisticated sensor and scientific systems, they can perform any type of mission—from crashing through the Dominion alliance lines at

ROMULAN DREADNOUGHTS CURRENTLY IN SERVICE

Class	Classification Code
Vereleus	DR
Praetorian (proposed)	DR

ROMULAN WARBIRDS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
D'deridex	WBH
D'sera	WBL
D'valek	WBSW
D'vanga	WBH
T'korex	WB
T'varo	WBSW
V'tir	WB
T'kassan (proposed)	WBST

Benzar to exploring astronomical anomalies. The most common and popular ship of this type, the D'deridex-class Heavy Warbird, will undergo a series of class-wide refinements and upgrades beginning in 2377 (again, assuming the outcome of the Dominion War does not change the Star Navy's schedule).

Cruisers

Compared to Starfleet or the Cardassians, the Romulans build relatively few Cruiser classes. Instead of taking basic Cruiser templates and varying them to create specialized types of ships, the Romulans prefer to establish new types of ships—Warbirds for heavy combat missions, Starbirds for exploration, Gunships for rapid deployment, and so forth.

Romulans typically use their Cruisers for long-range reconnaissance, incursion, patrol, and search-and-destroy missions. Able to remain in the field for long periods of time without resupply, they have proven to be some of the most adaptable vessels in the Star Empire.

Starbirds

"Starbird" is the Romulan term for a type of ship that Starfleet typically refers to as an Exploratory Cruiser. Equipped with advanced sensors, copious laboratory resources, and strong shields to protect the crew against radiation and other astronomical phenomena, it can conduct lengthy scientific missions in deep space. Thanks to the Starbird fleet, the boundaries of the Romulan Star Empire, the extent of its scientific knowledge, and the appreciation of the fundamental truth of *D'era* have all expanded within the past several decades.

ROMULAN STARBIRDS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Ralek	SB
T'rasus	SB
V'tana	SBF
Vidian	SBH
T'kairin (proposed)	SB-GC

Perhaps the most unusual of the Starbirds is the *T'kairin*-class Generational Cruiser, due to leave stardock in 2378. The first of its kind in the Star Navy, it's designed to carry a crew of up to 1,000 on decades-long journeys to other quadrants and galaxies. If the *T'kairin* Exploration and Colonization Program goes as planned, within a century the Star Empire could easily become the largest political entity in the galaxy.

Frigates

The Romulans use Frigates for a wide variety of missions. Standard Frigates assist with planetary occupation and pacification, long-range patrols, and the Empire's internal security. Incursion Frigates penetrate enemy territory on reconnaissance runs and raids, using their cloaks to excellent effect. Heavy and Strike Frigates fill various and sundry military roles; many were destroyed by the Jem'Hadar during the Dominion War. Swift and Light Frigates conduct long-range patrols, perform rapid response missions, and protect important trade routes on the frontiers.

Gunships

Gunships are the Star Navy's equivalent of a Destroyer—a fairly small, heavily-armed ship used for patrol and military support missions. Whenever the Romulans launch a major offensive, pacify a planet, or smash a defense perimeter, Gunships, often carried to the battlefield in enormous *Vasteme*-class Gunship Carriers, are there to help. However, their relative lack of maneuverability and speed hampers them when confronting an enemy with more mobile vessels; in such situations, Romulan commanders often

ROMULAN CRUISERS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Ak'tei	CA
D'vire	CI
Mere	CI
Nelvek	CH
Prelar	CSW
Shar'ves	CA
Vercaa	CL

ROMULAN FRIGATES CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Brentoc	FR
D'tavan	FS
D'theros	FL
D'virin	FI
Melek'aan	FR
Serex	FH
Thalan	FSW

ROMULAN GUNSHIPS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
D'gerok	GA
Hotel	GA
Nuur'shet	GH
Vadak	GH
V'gurin	GS

ROMULAN SCOUTS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Cho'chei	SS
Deresus	SH
Kelkarrum	SS
Nir'at	SH
Tireth	SF

use them to fill gaps in their defensive lines, or to protect a fleet's flanks by forming a powerfully-armed bulwark.

Birds of Prey

Birds of Prey are small, fast ships used for short-range reconnaissance missions, raids, and escort duties. Though not heavily armed, they have powerful cloaks, and their pilots are skilled at decloaking, attacking, and then recloaking and fleeing before an enemy can react.

In light of the Birds of Prey's excellent record in recent decades, in the 2360s the Star Navy began a program to build two classes of a new type, the Swift Bird of Prey. With better weapons and engines, these ships will be faster and deadlier than any Bird of Prey to date. The Birds of Prey's performance during the Dominion War, in which they accounted for 37% more casualties than they suffered, validates this decision and has led the Star Navy to allocate additional resources to these programs to ensure they are completed by their 2377 (*Mithras*) and 2379 (*Vithrel*) scheduled dates.

Scouts

The Star Empire's expansion and renewed emphasis on intelligence-gathering during the 24th century have led it to build more Scout ships, and use them for more missions, than ever before. Every fleet has its own contingent of Scouts, many of them upgraded or altered to optimize their ability to perform specific types of missions.

Couriers

Due to the vast size of their Empire, and their nigh-pathological need for secrecy, the Romulans use more types of Courier vessels than any other known major galactic civilization. From their well-known *Theta*-class Swift Courier, to the *Theron*-class Far Courier able to cross huge amounts of space on its important missions, to the more ordinary *Belvidos* and *Rehntet* Couriers, they have a plethora of options available whenever they need to send a message or an operative somewhere.

ROMULAN BIRDS OF PREY CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Ganum	BP
Krenel	BP
Thereus	BP
Mithras (proposed)	BPSW
Vithrel (proposed)	BPSW

ROMULAN STARSHIP NAMES

Unlike Starfleet, with its "U.S.S.," the Romulans do not attach prefixes to the names of their ships. Vessels simply have names, such as the *T'brath*. A suffix naming the fleet the ship belongs to further distinguishes it. For example, if the *T'brath* were part of Senator Chevet's fleet, Romulans would refer to it as the *T'brath* Chevet.

ROMULAN COURIERS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
Belvidos	SC
Rehntet	SC
Theron	SCF
Theta	SCS• •

ROMULAN SPECIALIZED, SUPPORT, AND AUXILIARY VESSELS CURRENTLY IN SERVICE (REPRESENTATIVE SELECTION)

Class	Classification Code
D'seren	TN
Horos	SVH
Neh'vor	SRS/SRL
Phaeros	MC
Sethen	TC
Thoren'a	MC
Vasteme	GC
Vel'tar	TTA
V'geren	TTA
Verana	TTO

CHAPTER TWO: ROMULAN STARSHIP CONSTRUCTION

FOR THE MOST PART, Romulan ships use the same basic types of systems and technology as Starfleet vessels, albeit with occasional variations in construction, underlying scientific principles or doctrines, and of course aesthetics. Romulan ships and technology are, generally speaking, more like Starfleet ships than either Klingon or Cardassian craft—though important differences do exist, such as the use of cloaking devices and artificial quantum singularity drives. Except where noted below, all of the regular ***Spacedock*** rules for ship construction apply to Romulan vessels.

HULL SYSTEMS

Ablative Armor

The Romulans have access to ablative armor as of 2371, though they have not yet introduced it widely. Unfortunately, they cannot make it compatible with cloak-enhancing hulls (see below); a ship with one cannot have the other.

Cloak-Enhancing Hull

SU Cost: 2 x Size

Power Cost: None

The Romulans construct some of their vessels, such as the D'deridex-class Heavy Warbird, with special hulls whose shape and composition enhance the effectiveness of a cloaking device. Generally such hulls have a curvilinear shape, with relatively few straight lines or sharp corners to reflect an enemy vessel's sensor waves back to it. Typically the body of the vessel sort of encloses the warp nacelles within this curvilinear framework, though the nacelles do not thereby qualify as embedded.

A ship with a cloak-enhancing hull increases the effectiveness of its cloaking device by 1. For example, a ship with a Class 6 cloak and a cloak-enhancing hull imposes a +7 Difficulty on attempts to detect it, rather than the usual +6.

A ship with a cloak-enhancing hull cannot also have ablative armor, an energy sheath, or a ramming hull.

PERSONNEL SYSTEMS

The accompanying tables provide information on Romulan crew complements. The statistics represent average percentages by department; individual ships' complements may vary considerably from these figures. Some fleets like to staff their ships more densely; others, by preference or necessity, use fewer crewmembers.

MEDICAL FACILITIES AND SYSTEMS

The Romulans have created their own version of EMH technology, but have not yet installed it on more than a few testbed ships. Romulan personnel seem much less sanguine about trusting their medical care to a "machine" than Starfleet crewmembers.

AVERAGE NUMBER OF ROMULAN CREWMEN BY SHIP TYPE

Ship Type	Average Number of Crewmen per 100 SUs
Bird of Prey	3
Courier	3
Cruiser	25
Dreadnought	50
Frigate	23
Gunship	8
Medical	42
Research/Laboratory	8
Scout	6
Starbird	22
Surveyor	30
Transport	3
Warbird	40

A Romulan ship's Passenger complement is usually about 10-20% of its Crew, but this may vary depending upon the nature of the ship (a personnel transport or medical ship can typically carry more passengers than a Dreadnought or Warbird). A ship's Evac complement ranges from 5-15 times the size of its Crew (again, this may vary from ship to ship).

ROMULAN CREW BREAKDOWNS

Branch	Dreadnought	Warbird	Cruiser/ Starbird	Frigate	Gunship	Scout/ Bird of Prey	Science/ Medical
Command	18	17	17	20	18	14	12
Operations							
Engineering/Technical	14	15	14	17	18	16	11
Operations, General	22	23	25	19	18	27	10
Security/Tactical	17	16	22	24	23	19	14
Science							
Medical/Support	12	13	10	10	15	08	34
Science/Research	17	16	12	10	08	16	29
Officers/Enlisted	32/68	30/70	29/71	27/73	34/66	65/35	33/67

ROMULAN RECREATION RATINGS

Ship Type	Typical Recreation Rating
Bird of Prey	2-5
Courier	1-3
Cruiser	4-10
Dreadnought	6-10
Frigate	2-7
Gunship	2-6
Medical	3-6
Research/Laboratory	3-6
Scout	1-2
Starbird	5-10
Surveyor	3-6
Transport	4-10
Warbird	4-9

Recreation Facilities

Romulan ships use the same Recreation Ratings as Starfleet vessels. The accompanying table indicates the typical Recreation Rating by ship type.

Holodeck Power

The Romulans do not have holodeck reactors to power their holodecks separately from a ship's main power grid. Their holodecks run off ship's power like almost every other system onboard.

PROPULSION SYSTEMS

Nullifier Core

Every Romulan ship with a cloaking device includes a nullifier core to ensure that its movement does not betray its position while cloaked. If the engineering crew does not keep the nullifier core in precise alignment with the propulsion systems, the ship creates magnetic disruptions that other ships can detect with routine sensor scans. This requires a Moderate (6) Propulsion Engineering (AQSD) or Systems Engineering (Cloaking Device) Test at least once a day; the Narrator may also require a Test during any crisis situation when the ship uses its cloak.

Alternate and Advanced Superluminal Drives

The Romulans have conducted experiments with transwarp drive, coaxial warp drive, and soliton propulsion, but like the Federation they have yet to develop practical working models of these drives. However, their enemies the Taurhai employ a gravity induction drive which they have studied and may one day find a way to duplicate.

Taurhai Gravity Induction Drive

As described on page 96 of Book One of the Way of D'era boxed set, the Taurhai use a gravity induction drive (also referred to as a "subspace funnel") to create what amount to "micro-wormholes" (though they don't necessarily function identically to naturally-occurring wormholes found in space). Their ships then "fall" or "slide" through these funnels in subspace, crossing light-years in mere seconds. Though the use of a gravity induction drive creates a graviton wavefront and wake which other ships can detect, once the ship enters subspace via its "funnel" other ships cannot detect it, allowing it to "appear" seemingly instantaneously in position to make devastating surprise attacks.

Activating and using a gravity induction drive requires two full rounds of effort by most of the ship's engineering crew per jump (one round to prepare the drive, one round to activate it). During normal travel, simply use the "LY Per Minute" column in the accompanying table to determine how fast the ship travels with its ongoing series of jumps. In combat situations or other crises, the "Maximum Jump Length" column may come into play, giving the Romulans a slim chance to catch a Taurhai ship before it escapes them completely.

Taurhai ships have matter/antimatter cores to generate Power on their ships—large ones, given the Power requirement of their gravity induction drives. They buy them using the normal ***Spacedock*** rules. They do not buy nacelles or other warp propulsion system elements to drive their ships directly with M/AM power.

The accompanying table provides details on gravity induction drives, including the maximum length of the "jump" the ship can make, and the maximum number of light-years the ship can cross per minute using the drive. The Power cost represents a cost per round when the drive is in use (the ship must pay this cost both in the round when it's preparing the drive, and the round it actually uses the drive).

Typically a ship can only use its Gravity Induction Drive for about two to three hours per day total, either continuously or spread over the course of the day; this means a maximum of 1,080 jumps per day. More than that poses a severe risk of breakdown. For each jump beyond 1,080, the Narrator rolls 1d6; on a roll of 1, the engine breaks down and requires 2d6 x 4 hours to repair.

POWER SYSTEMS

Artificial Quantum Singularity Drive

SU Cost: See table

Power Cost: See text

During the late 2340s and early 2350s, the Romulans began scaling back their development of matter/antimatter warp drives in favor of developing a more powerful, albeit potentially more dangerous, energy source: the artificial quantum singularity drive (AQSD). As described on page 68 of Book One of the Way of D'era boxed set, an AQSD functions by creating a collapsar—a collapsed star, a singularity—and containing it within a subspace containment field (so that the ship can move despite the singulari-

TAURHAI GRAVITY INDUCTION DRIVE TABLE

Type of Drive	SU Cost	Power Cost	Maximum Jump Length	LY Per Minute
Class I	200	150	.5 light-year	3
Class II	250	200	1 light-year	6
Class III	300	250	2 light years	12
Class IV	350	300	3 light-years	18

ARTIFICAL QUANTUM SINGULARITY DRIVE SYSTEMS TABLE

AQSD Type	SU	Power Generated Per Round
Type I	45	50-149
Type II	60	150-249
Type III	75	250-349
Type IV	90	350-449
Type V	105	450-549
Type VI	120	550-649
Type VII	135	650-749
Type VIII	150	750-849

The base SU cost listed in the table indicates the SU cost for the lowest figure in the "Power Generated" column—for example, 350 Power for a Type IV engine. For each +10 Power (or fraction thereof) beyond that, the engine costs an additional +1 SU. Thus, a top-of-the-line Type IV engine, which generates 449 Power per round, costs 100 SUs.

ty's mass). While this type of engine generates enormous amounts of power with comparatively little fuel, it carries with it a significant risk: the user can never turn it off, or else the containment fields holding the singularity release it, causing a black hole to form instantly. For this reason, the Romulans build their AQSDs to be extremely sturdy and difficult to damage. Even when, as in the Dominion War, a Romulan ship becomes so badly damaged that the Empire cannot salvage and repair it, the safety features on its AQSD usually maintain power to the containment field.

In most other respects, an AQSD functions similarly to a warp drive. It contains a segment, the engine core, that the ship can eject to save the rest of the drive if its containment fields are in danger of collapsing.

In game terms, maintaining an AQSD requires 1 Power per round, every round. Additionally, the system has a battery capable of supplying this power for up to a year, and it can recharge itself via solar energy or many other methods. (The Romulans use the battery for emergencies only; even in desperate combat situations they keep providing that 1 Power to the AQSD every round.) If an attack or event destroys an AQSD, or disrupts the power to its containment field, the battery activates immediately. If something (for example, sabotage) prevents the battery from activating, the artificial quantum singularity immediately becomes a real black hole, destroying the Romulan ship (through either gravity or the creation of Hawking radiation) and affecting nearby vessels as if a total catastrophic failure of a warp core had occurred (***Spacedock***, page 93). Thereafter a black hole exists where the ship was destroyed, assuming there's sufficient matter nearby to feed it; otherwise it may vanish quickly. (See ***Spacedock***, page 174, for rules on black holes, a.k.a. quantum singularities.)

Many Romulan ships continue to use standard matter/antimatter warp drives, for safety and technical reasons. They buy these using the normal ***Spacedock*** rules. Vessels with AQSDs use standard nacelles, PISs, and upgrades thereto (see ***Spacedock***, page 35 et seq.).

Ships of Size 4 and smaller cannot have AQSDs; the mass of the drive is too large for it to function efficiently aboard such vessels.

Warp Core Ejection System
SU Cost: 1 x Size

Power Cost: None

Unlike Starfleet vessels, which eject their damaged warp cores ventrally to get them as far away from the ship as possible, Romulan ships eject theirs in a dorsal forward arc—to use them as a weapon. The Romulans believe that if a ship reaches the point where it's so badly damaged it must eject its warp core, it's probably too badly damaged to salvage or save, so it should make one last, devastating strike against the enemy.

When ejected, a Romulan warp core travels up to 200 kilometers forward of the ship per round. An appropriate officer—typically the Tactical Officer or Chief Engineer—must make a Moderate (8) Shipboard Systems (Tactical) Test to hit the target. Since the explosion of the warp core causes damage to ships over a 3 MU radius (see ***Spacedock***, pages 93-94), the character need not make a direct hit to damage the target. But if he does score a hit, increase the damage caused to the target by the explosion by 50%.

Romulan ships with AQSDs can use this weapon to eject their engine cores.

OPERATIONS SYSTEMS
Separation Systems
Generally speaking, the Romulans avoid separation systems (though they covet the Federation's multivector assault mode technology, which they have already tried to steal once). However, some of their ships do have a command hull separation feature, which functions identically, in game terms, to saucer separation.

Detachable Segments
SU Cost: 1 x Size per detachable segment

Power Cost: 5 Power to detach each segment

Some Taurhai ships can detach one or more of their segments (including the command hull), with each segment having the ability to maneuver under its own impulse power. This allows at least part of the crew to escape the general destruction of the ship, or to perform various unusual combat maneuvers

A detached segment has the equivalent of a Class 4 impulse engine for purposes of maneuvering (or the impulse engine indicated as being part of itself in the Starship Template). This impulse engine, along with one auxiliary power generator and a 10 Power emergency Power generator, provides Power for life support, flight, weapons, sensors, and the like. The detached segment should be considered to have systems equivalent to those of the full ship, except where the Narrator feels this would be illogical.

A ship may detach a segment and then lose it due to an accident, destruction in battle, or the like. If this occurs frequently enough, it may reduce the ship's Size for combat purposes until such time as the it can replace the lost segments.

Computers
The Romulans have their own version of bio-neural computer technology, and may buy such systems using the regular ***Spaced-***

ock rules. Their "biogenically enhanced computer system," or BECS, differs from a bio-neural computer system in various minor ways, but the two function identically in game terms.

Tractor Beams

The Taurhai, with their mastery of subspace and gravitic technology, have tractor beams which are stronger and more efficient than Romulan or Starfleet tractors. They cost only 2 Power per point of Strength. Additionally, when making a Test to improve the performance of Taurhai tractor beams (***Spacedock***, page 56), reduce the Difficulty of the Test by 1.

Transporters

The Taurhai have access to all emitter/receiver types listed in the table on page 60 of ***Spacedock***, including those marked as being beyond the capabilities of the Romulans, the Federation, and other like species.

Cloaking Devices

With their preference for stealth and subterfuge, it seems only natural the Romulans would invent the cloaking device so early in their history. Even before they had fully-functional warp drives, they had cloaking devices, and they made good use of them to spy on the Federation and other enemies. Today, every Romulan military vessel comes equipped with a powerful cloaking device. Many Romulan civilian ships have them as well, though not always legally.

Generally speaking, Romulans don't use other forms of hiding ships, such as interferometric dispersion. They seem to prefer to rely on their tried and trusted cloaks for reasons unclear to the Federation. Though they have fought long and hard with enemies such as Starfleet, using their technical expertise to counteract various methods developed for penetrating cloaks, they have no doubt they will eventually triumph over those who wish to dispel their treasured veil of secrecy.

ROMULAN LABORATORIES

Romulans use the same rules for Science Systems and laboratories that other ships do. The table below lists the average number of labs per Size on Romulan vessels.

Ship Type	Average Number of Labs Per Size
Bird of Prey	1-3
Courier	0-1
Cruiser	2-4
Dreadnought	2-7
Frigate	1-3
Gunship	1-2
Medical	3-6
Research/Laboratory	3-7
Scout	0-1
Starbird	2-6
Surveyor	2-5
Transport	0-1
Warbird	1-4

ROMULAN POLITICAL OFFICER OVERLAY

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Disruptor) 1 (2)
Espionage (Romulan Intelligence Techniques) 1 (2)
Interrogation (choose Specialization) 2 (3)
Law (Romulan) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Politics (Romulan) 2 (3)
Security (choose Specialization) 2 (3)
Shipboard Systems (choose Specialization) 1 (2)
Surveillance (choose Specialization) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)

Security Systems

Romulan military vessels almost always have Security ratings of at least 4. This reflects not only the high level of general watchfulness on a Romulan ship, but the presence of political officers in the crew. Political officers monitor the crew for compliance with official Romulan political and cultural doctrines and laws, reporting anyone whose belief in *D'era* seems less than devout to the appropriate authorities. The higher a ship's Security rating, the more political officers it has, and the more skilled they are at their jobs.

TACTICAL SYSTEMS

Disruptors

The accompanying table provides Romulan terminology for disruptors. Romulan disruptors function identically to the ones described in ***Spacedock***. The Romulans identify each type of disruptor with a letter from their alphabet.

ROMULAN DISRUPTORS TABLE

Romulan Disruptor Type	Standard Disruptor Type	SU	Damage	Shots per Round
Type *Kelcheb*	Type 1	4	40	2
Type *Suk'aa*	Type 2	8	60	2
Type *Bethaa*	Type 3	12	80	2
Type *Voba*	Type 4	16	100	2
Type *Eb'e*	Type 5	20	120	2
Type *Domash*	Type 6	24	140	3
Type *Chareth*	Type 7	28	160	3
Type *Anthep*	Type 8	32	180	3
Type *Prenak*	Type 9	36	200	3
Type *Tethpe*	Type 10	40	220	3
Type *Urega*	Type 11	44	240	5
Type *Valka*	Type 12	48	260	5
Type *Arende*	Type 13	52	280	5

PLASMA TORPEDO TABLE

Type	Base Damage	Damage Loss
Class XIV	600	6 points per +30,000 km (+1 MU)
Class XV	900	6 points per +30,000 km (+1 MU)
Class XVI	1,000	6 points per +10,000 km (+0.33 MU)
Class XVII	1,200	6 points per +10,000 km (+0.33 MU)
Class XVIII*	1,500	6 points per +10,000 km (+0.33 MU)

*: Theoretical advance not yet in production

"Base Damage" represents the damage done if the torpedo strikes a target within 30,000 km (1 MU) from its launch point. "Damage Loss" represents the rate at which its power decreases the further it travels.

Romulan disruptors leave an anti-proton residue. The anti-proton decay allows an investigator to estimate the time of use (this requires a Routine (5) Shipboard Systems (Sensors) Test).

Missile Weapons

Plasma Torpedo

The primary Romulan missile weapon is the plasma torpedo (though the Star Navy also uses standard photon torpedoes in many situations). The accompanying table provides information on the various types of plasma torpedoes currently used (see also ***Spacedock***, page 145, for general information on this weapon). All plasma torpedoes count as high-yield torpedoes.

Romulan plasma torpedo launchers usually have Spreads in excess of 1, even though they can only fire one plasma torpedo at a time. This allows the crew to use a launcher to fire spreads of photon or singularity torpedoes if desired.

Singularity Torpedo

The singularity torpedo is the Romulan equivalent of Starfleet's quantum torpedo, and has been a part of the Romulan arsenal since it was first introduced aboard the Vereleus-class Dreadnought in 2373. In game terms, it functions virtually identically to, and has the same ratings and effects in game terms as, a Starfleet quantum torpedo (see ***Spacedock***, page 145). The Romulans designate their equivalent of the Mark I quantum torpedo as the Type G-II, the Mark II as Type G-III, and so forth.

ROMULAN SHIELD DESIGNATION TABLE

Romulan Shield Generator Designation	Standard Shield Generator Designation	SU Cost	Protection
Type R-I or R-IA	Class 1	1 x Size	10-200
Type R-IB	Class 2	2 x Size	210-400
Type R-IC	Class 3	3 x Size	410-600
Type R-ID	Class 4	4 x Size	610-800
Type R-II	Class 5	5 x Size	810-1000
Type R-III	Class 6	6 x Size	1010-1200
Type R-IV	Class 7	7 x Size	1210-1400

SUGGESTED ROMULAN SHUTTLE COMPLEMENTS

The following guidelines indicate the average number of Size 2 ships (shuttlecraft) Romulan starships tend to carry (they can also carry Size 1 shuttlepods). A ship may substitute other small vessels, with the Narrator's permission.

Bird of Prey: 0-2	Courier: 0-1
Cruiser: 20-40	Dreadnought: 30-50
Frigate: 25-40	Gunship: 5-10
Medical: 4-10	Research/Laboratory 5-15
Scout: 0-1	Starbird: 20-40
Surveyor: 5-15	Transport: 0-2
Warbird: 20-30	

Deflector Shields

The Romulans use a slightly different technology for their shields. Known as phase deflector shields, they function more or less the same as other types of shields in game terms. Narrators may wish to use the minor technical differences between Romulan and other shields as a plot point in an episode. For example, maybe analyzing the phase deflection frequency of a Romulan ship's shields, a Starfleet vessel could find a way to penetrate them more easily. The Romulans, realizing what happened in the battle, would quickly correct the flaw so that their enemies could never exploit it again.

The accompanying table provides the Romulan designations for various shield generator types. They provide the same Protection, and use the same rules, as normal ***Spacedock*** shields. The Romulans may also use advanced or variant forms of shields, such as regenerative force fields.

CHAPTER ONE

CARDASSIAN SHIP CLASSIFICATIONS

The widespread and diverse Cardassian Union uses a large fleet of starships, equally widespread and diverse, to patrol its territory, assist ships and planets in need, explore the galaxy within and beyond its borders, enforce its laws, and complete many other tasks. But unlike the UFP's Starfleet, which emphasizes peaceful and scientific missions, the Cardassian fleet embodies much of the Cardassian preoccupation with militarism, conquest, and the use of force to solve problems. The Cardassians build most of their vessels with combat first and foremost in mind. Other purposes, such as exploration, become secondary. Thus, a Cardassian vessels tends to have heavier armament than a comparative Starfleet vessel of roughly the same size and type.

Cardassian military vessels must seek the approval of the Central Command for all upgrades, alterations, and the like. For example, if a ship of the Sixth or Ninth Orders wished to improve its sensor systems and scientific facilities by removing some redundant tactical systems, it would have to ask the Central Command for permission–which it almost certainly would not receive. Similarly, civilian ships must register and license all significant additions, upgrades, or modifications to their ships with the Cardassian authorities.

Cardassian Ship Classes

The Cardassian fleet uses the following ship classifications: Battleships; Warships; Cruisers; Frigates; Fast Attack Ships; Destroyers; Escorts; Scouts; Specialized; and Support/Auxiliary. Cardassian civilian vessels, such as freighters and transports, do not differ in any significant degree from similar ships used by merchants, travelers, and prospectors throughout the Alpha and Beta Quadrants.

Battleships

Equipped with the heaviest shields and strongest weaponry available to the Central Command, *Battleships* are the largest, most powerful ships in the Cardassian fleet. They anchor most Cardassian space formations. Cardassian resource problems have limited the military to fielding only one Battleship class, the *Kagor,* and most Kagors were destroyed or heavily damaged during the Dominion War.

Shortly before the War began, the Starship Engineering Division of the Central Command proposed the creation of a second Battleship class, the *Gul'at.* During the War the Division's engineers refined their designs to include certain types of Dominion technology. but the fighting derailed the final development of the ship. Whether the designers will have the chance to make real their plans likely depends on the outcome of the current struggle for control of the former Cardassian Union; the Militarist, Bernakian, and Shamarian factions would almost certainly build the vessel; the Spiritualists (and probably the Democratists) would not.

Cardassian Battleships Currently In Service (Representative Selection)

Class	Classification Code
Kagor	BA
Gul'at (proposed)	BA

Warships

Sometimes known as "Light Battleships," *Warships* represent the step immediately below Battleship in the Cardassian military hierarchy. They come in three basic types (standard, Heavy, and Light variants); the sub-classification depends primarily on the power of the ship's tactical systems. Five classes of Warships currently exist, varying from pure powerhouses like the *Keldon* class, to more versatile ships like the *Kurgat,* which has large shuttlebays and acts as a carrier. During the Dominion War, the Central Command began work on a sixth type, a "Strike Warship" called the *Vothren.* Their intent was to combine the speed of a Destroyer with the power of a Warship. Unfortunately, wartime shortages, and the eventual defeat, caused the military to shelve the project.

Cardassian Warships Currently In Service (Representative Selection)

Class	Classification Code
Durgor	WL
Gural	WA
Keldon	WH
Kurgat	WH
Thalon	WA
Vothren (proposed)	WS (Strike Warship)

Cruisers

The Cardassian military relies on *Cruisers* more than any other type of vessel. In any given fleet, the majority of ships are cruisers of one sort or another, ranging from the ubiquitous *Galor*-class Battle Cruiser to the much rarer *Valkar* Light Battle Cruiser.

The *Assault Cruiser* is a special type of Cardassian Cruiser which is, in essence, a Heavy Battle Cruiser. Equipped with weapons stronger than a Battle Cruiser's, but weaker than those of a Warship, it provides the Orders with a great deal of tactical flexibility. In some cases Assault Cruisers function as carriers. Both the *Dur'nat* and *Sholec* classes acquitted themselves well against the Klingons and

Cardassian Cruisers Currently In Service (Representative Selection)

Class	Classification Code
Bel'shan	CA
Dhaval	CI (Incursion Cruiser)
Dur'nat	CAA (Assault Cruiser)
Galor	CB (Battle Cruiser)
Kalen	CB
Kurno	CI
Pro'met	CA
Sholec	CAA
Valkar	CBL (Light Battle Cruiser)

the Federation during various 2370s wars.

The *Incursion Cruiser*, on the other hand, goes a different route. Similar to a Federation "Fast Cruiser," it removes some weapons and shuns the common Cardassian embedded warp nacelle framework to create a battle cruiser-like ship with greater speed and maneuverability. Combined wings of Incursion Cruisers and Fast Attack Ships inflicted tremendous damage on enemy fleets during the Dominion War.

Frigates

The Central Command uses *Frigates*, fast medium-sized vessels, in the same roles Starfleet does: patrol, rapid response, and general military and escort duties. But compared to the Federation, the Cardassian Union has few classes of frigates; it relies on them much less than Starfleet does, preferring to use cruisers (particularly the *Galor*) instead.

The Cardassians designate as *Incursion Frigates* ships equivalent to Starfleet's fast frigates. They also have a *Strike Frigate* which is more powerfully armed than a Heavy Frigate, but still retains much of a standard Frigate's speed and maneuverability.

Cardassian Figates Currently In Service (Representative Selection)

Class	Classification Code
Dorneg	FR
Kheras	FL
Ragar	FI (Incursion Frigate)
Thalkar	FH
Vidren	FS (Strike Frigate)

Fast Attack Ships and Destroyers

The Cardassians employ two types of smaller ships, *Fast Attack Ships* and *Destroyers*, not used by Starfleet. Destroyers are military vessels generally smaller than Cruisers, but larger (and more heavily armed than) a Frigate. Fast Attack Ships are, basically, smaller, sleeker, faster Destroyers designed primarily for perimeter defense, patrol, and rapid response missions. Unsurprisingly, the Union refers to Fast Attack Ships maximized for perimeter defense as "Perimeter Defense Ships"; they correspond, at least in part, to Starfleet escorts used for perimeter patrol missions. The Central Command technically classifies the *Hideki*-class Fighter as a Fast Attack Ship.

Escorts and Scouts

The Cardassians tend to lump *Escorts* and *Scouts* together, using them almost interchangeably and building them with many of the same systems. Escorts typically have slightly heavier weaponry, and Scouts slightly better flight control systems, but otherwise they're often quite similar.

The Central Command favors the larger, more powerful versions of these types of ships, such as Destroyer Escorts and Heavy Scouts. It has even developed a special type of ship, the *Armed Scout*, for use in wartime. Only slightly weaker than a Heavy Scout, but possessing most of the maneuverability of a standard Scout, it's a favorite among Cardassian pilots.

Cardassian Fast Attack Ships and Destroyers Currently In Service (Representative Selection)

Class	Classification Code
Aberax	DA (Destroyer)
Berak	FAS-PD (Fast Attack Ship –Perimeter Defense Ship)
Dakar	DH (Heavy Destroyer)
Guran	FAS
Hideki	XF
Rath'at	FAS

Cardassian Escorts and Scouts Currently In Service (Representative Selection)

Class	Classification Code
Emred	SA (Armed Scout)
Mithras	ED (Destroyer Escort)
Nuras	SH
Sugren	EH
Sulor	ES
Thurak	SS

Research/Laboratory and Medical Vessels

Although many other societies regard the Cardassians as little more than cruel, brutal warriors, the Central Command actually engages in an extensive amount of scientific research. The Sixth and Ninth Fleets perform deep space exploration missions, conduct planetary and astronomical surveys, and study newly-discovered lifeforms. To assist them (and Cardassian civilian scientists) with these tasks, the Starship Engineering Division has created many different types of research vessels (including medical ships).

Cardassian Research/Laboratory and Medical Vessels Currently In Service (Representative Selection)

Class	Classification Code
Bren'thar	SVH
Gerar	MD
Hogera	SV
Nor'net	SRS/SRL
Sho'vash	MD
Thakar	SVH
Tronesh	SV
Voreska	SRS/SRL

Specialized, Support, and Auxiliary Vessels

The Cardassians have the usual motley assortment of support vessels for their main military fleet. These ships are on the low end of the totem pole when it comes to resource allocation, so many are older, in poor repair, or lacking certain amenities.

Of note in this category is the *Veras*-class Armed Courier, a type of vessel not found in Starfleet. As small and fast as a regular Courier, the *Veras* comes equipped with much stronger tactical systems than one would expect in a ship its size. The Cardassians use it to transport highly sensitive personnel and data. More than one enemy who expected such a small ship to be "easy pickings" has gotten stung by the *Veras*'s weaponry.

Cardassian Specialized, Support and Auxiliary Vessels Currently In Service (Representative Selection)

Class	Classification Code
Amror	TNF (Fleet Tender)
Dabal	TTA
Jo'gra (Types 3-7)	IS
Raxas	SCF (Far Courier)
Salgar	TMF (Military Freighter)
Tharbalt (Types 3-9)	WS
Veras	SCA (Armed Courier)
Vul'at	TTO (Occupation Transport)

Starship Names

The Central Command does not identify its ships with a such as "U.S.S." or "I.K.D.F." It just gives its ships names–the *Ga'vet*, the *Trenac*. Markings on a vessel, and the contents of its prefix code and identification beacon, inform other Cardassian ships which Order and unit it belongs to.

CONTINUED

CARDASSIAN STARSHIP CONSTRUCTION

CHAPTER TWO

This chapter describes the process for constructing Cardassian ships using the *Spacedock* rules. Unless noted otherwise, all rules (including SU and Power costs) in *Spacedock* apply when you're creating Cardassian vessels.

For the most part, Cardassian ship technology does not differ significantly from the ship technology of the other major starfaring species; an officer in Starfleet or the Romulan Star Navy could figure out how to use a Cardassian ship's systems without too much difficulty (assuming he could read the control panels, or reprogram them for his own language). However, some intriguing variations exist, and they sometimes affect the way a Cardassian ship confronts opposition or copes with being attacked.

Starship Construction Basics

As noted in Chapter One, Cardassian ships don't have registry numbers, just names. Refer to the "Noteworthy Vessels" section of the Starship Templates in Chapter Three for plenty of examples of Cardassian ship names.

Materials, System Modularity, and Cross-Ship Compatability

Due to resource scarcity problems, Cardassian ship systems often use different proportions of component materials from ship to ship. For example, the hull on one *Galor*-class Battle Cruiser might contain a higher proportion of duranium than another *Galor*'s hull, since when the first one was built, there was more duranium available (or perhaps some other material was scarce, and the engineers increased the amount of duranium to compensate). This sometimes causes supply and logistical problems.

On the other hand, to maximize resource use efficiency, and to minimize the aforementioned logistical problems, the Cardassians design many of their systems for high degrees of modularity and compatability. For example, instead of creating a new transporter system and configuration for a new type of Battle Cruiser, they simply incorporate the exact same type of transporters used on other Battle Cruisers. Thus, Cardassian officers sometimes speak of "*Galor*-class disruptor banks" or "*Aberax*-class shield generators," since those particular systems are closely associated with the ship classes they were originally designed for. This allows Cardassian commanders to switch between ships with relatively little loss of efficiency; they know how the other ships work, since the systems on one ship are similar (if not identical) to those on another. But this cuts both ways; if an enemy locates a weakness in a particular system, he can sometimes exploit that weakness when fighting many different types of Cardassian ships.

Hulls and Hull Systems

Outer and Inner Hulls

SU Cost: 5 x Size each

Power Cost: None

Because they design their ships, first and foremost, for use in combat, the Cardassians construct them with simpler, sturdier spaceframes than those used by Starfleet. Therefore, Cardassian hulls provide more protection than the hulls on most vessels. To simulate this, Cardassian outer and inner hulls cost 5 x Size in SUs, rather than 4 x Size as on most other ships.

Ablative Armor

The Obsidian Order stole the technological secrets needed to construct starship ablative armor from Starfleet in the early 2370s. However, the advent of the Klingon-Cardassian War, followed by a civilian government and then the Dominion War, has prevented the Central Command from taking advantage of this information. Almost no Cardassian ships have ablative armor.

Structural Integrity Field

Since their hulls are stronger than those on most ships, the Cardassians often employ slightly weaker SIFs. Most Cardassian ships have SIFs in the Class 35 range. Only the largest and most powerful ships, such as the *Keldon*-class Heavy Warship, have Class 6 SIFs, and Class 7 SIFs are only found on ships uprated by the Dominion.

Personnel Systems

The accompanying tables provide information on Cardassian crew complements. These number represent average percentages by department; individual ships' complements may vary considerably from these figures.

Crew Quarters

On a Central Command ship, often a significant percentage of the crew accomodations are Spartan. Unlike the Federation, the Cardassian Union doesn't have the resources to waste making lowly soldiers' quarters the lap of luxury. Some Cardassian ships even use "hot racking," a system in which two or three crewmembers share the same rack (bed), with one sleeping while the other two are on duty.

Average Number of Cardassian Crewmen By Ship Type

Ship Type	Average Number of Crewmen per 100 SUs
Battleship	26
Courier	2
Cruiser	22
Destroyer	18
Escort	2
Frigate	19
Medical	33
Research/Laboratory	6
Scout	1
Surveyor	26
Transport	2
Warship	24

A ship's Passenger complement is usually about 10-20% of its Crew, but this may vary depending upon the nature of the ship (a personnel transport or medical ship is built to carry more passengers than a Battleship or Cruiser). A ship's Evac complement ranges from 5-15 times the size of its Crew (again, this may vary from ship to ship).

Medical Facilities and Systems

Medical systems on Cardassian ships other then Medical Cruisers rarely exceed rating 6. The Cardassians do not possess Emergency Medical Hologram technology.

Recreation Facilities

SU Cost: 8 per rating (see table)

Power Cost: 2 Power per rating per round of use

Use the accompanying tables to determine the recreation facilities on a Cardassian ship. Note that the SU and Power costs per rating do not change from that for Starfleet vessels.

Ship Type	Typical Recreation Rating
Battleship	6-8
Courier	1-2
Cruiser	3-7
Destroyer	3-6
Escort	1-4
Frigate	2-6
Medical	3-7
Research/Laboratory	3-7
Scout	1-2
Surveyor	2-6
Transport	2-10
Warship	5-8

Cardassian Recreation Rating

Rating	SUs	Notes
1	8	No holodecks; a spartan mess hall; no lounges; maybe an exercise room or gym
2	16	No holodecks; a spartan mess hall; 1 small lounge; 1 gym
3	24	No holodecks; a spartan mess hall; 2 small lounges; 2 gyms
4	32	No holodecks; large eating facilities; 2 small lounges; 2 gyms
5	40	No holodecks; pleasant eating facilities; 3 small lounges; 3 gyms
6	48	1 main holodeck; pleasant eating facilities; 1 large lounge; 3 small lounges; 3 gyms
7	56	1 main holodeck; 1 personal holodeck; large, pleasant eating facilities; 2 large lounges; 4 small lounges; 4 gyms
8	64	2 main holodecks; 2 personal holodecks; large, pleasant eating facilities; 3 large lounges; 4 small lounges; 4 gyms
9	72	3 main holodecks; 3 personal holodecks; large, pleasant/luxurious eating facilities; 4 large lounges; 6 small lounges; 6 gyms
10	80	4 main holodecks; 6 personal holodecks; large, luxurious eating facilities; 6 large lounges; 9 small lounges; 9 gyms

Cardassian Crew Breakdowns

Branch	Battleship	Warship	Cruiser	Frigate	FAS/Destroyer	Escort/Scout	Science/Medical
Command	19	19	18	17	19	15	12
Operations							
Engineering/Technical	13	14	15	17	15	22	12
Operations, General	22	23	27	20	22	23	11
Security/Tactical	17	16	17	25	22	28	11
Science							
Medical/Support	15	16	11	13	13	09	38
Science/Research	14	12	12	08	09	03	16
Officers/Enlisted	18/82	17/83	22/78	15/85	15/85	35/65	30/70

Propulsion Systems

Warp Propulsion System

The Cardassian Union uses a unique form of warp drive technology. Because Cardassian industrial processes cannot produce antimatter as pure and refined as that manufactured by the Federation or Romulans, Cardassian warp drives use a magnetic latticework focused by a mineral called *ladarium* to help purify the antimatter before it interacts with the matter. Without ladarium, a Cardassian ship risks catastrophic warp core breach, since it cannot fully regulate the matter/antimatter reaction and resultant power flow. Cardassian ships carry ladarium as part of their consumables, but as with dilithium and crucial spare parts, always seem to run out at inopportune moments, which gives rise to difficulties and adventures.

In game terms, if a Cardassian ship has to use its warp core in any way–to attain warp speeds, or simply to generate power–without ladarium to purify the antimatter, the Narrator rolls 1d6 for every ten minute period of operation (or fraction thereof). On a 1, a catastrophic warp core failure occurs; the Narrators rolls on the table on page 93 of *Spacedock* to determine the results. Rules for emergency warp core shutdown, warp core ejection, and the like apply.

Cardassian warp drive systems experience several other problems as well. First, they do not mask their warp eddies and signatures well. Grant other ships trying to follow an eddy or trail from a Cardassian ship a +1 Test Result bonus to do so (see *Spacedock*, page 100).

Second, Cardassian warp engines are prone to loss of stability when exposed to stress placed on the ship by maneuvering. Whenever a Cardassian ship makes maneuvers which provide a total +5 or more worth of bonuses to attack or defense during a single round, the Narrator rolls 3d6. If he rolls a 3, catastrophic warp core failure occurs: the Narrators rolls on the table on page 93 of *Spacedock* to determine the results. Rules for emergency warp core

CONTINUED

shutdown, warp core ejection, and the like apply.

Warp Nacelles

Cardassians frequently employ embedded warp nacelle technology in their ship designs. This reduces the warp field's efficiency, and thus the ship's maximum speed, slightly (though they often use engine upgrades to overcome this effect). However, it increases the strength of its deflector shields, since the shield generators don't have to make the shield bubble large enough to cover pylons and nacelles. See page 35 of *Spacedock* for more information on embedded nacelles.

The maximum speed attainable by Cardassian vessels as of 2376 is Warp 9.7. Using technological information obtained from the Dominion, the Cardassians may learn how to exceed this speed, once they solve their current political troubles and can concentrate on such research again.

Power Systems

Cardassian vessels built prior to 2371 have a weakness in their EPS systems which enemies can exploit. The famed Klingon General Gornag, who fought the Cardassians during the Betreka Nebula Incident, first developed a maneuver for doing so. Cardassian ships have a special type of power junction just a few meters from each of their spiral-wave disruptors. By maneuvering in very close to the target ship (which usually involves some skilled flying, due to the number and placement of weapons on Cardassian ships), an enemy can hit a disruptor power junction with a disruptor blast, creating an overload in the EPS system which causes explosions throughout the Cardassian ship and decreases its ability to provide power to its systems.

To get close enough to perform the Gornag Maneuver, an attacker's Flight Control officer must spend a full round and succeed with a Moderate (8) Shipboard Systems (Flight Control) Test to get close enough to the Cardassian ship. Then the Tactical Officer targets the disruptor power junction by making an attack Test at a -10 penalty (he may cancel this called shot penalty in the normal fashion; see *Spacedock*, pages 110-11). If the attack succeeds, any damage which penetrates the shields and the hull's Resistance is *tripled*.

Operations Systems

Computer Systems

SU Cost: 3 x Size per computer core

Power Cost: 5 Power per active computer core

Cardassian ships use some advances in computer systems which the Federation and Klingons are studying. While Cardassian ship computers have a slightly slower processing speed than Starfleet computers, their higher levels of reinforcement allow them to withstand more damage, subspace field shock, and vibration. By studying Cardassian computers captured during the Dominion War, Starfleet hopes to develop a new computer that incorporates the Cardassian reinforcing technology with its own high-speed systems, creating a "hybrid" computer better than any model currently in use.

In game terms, Cardassian computers cost 3 x Size in SUs, rather than the usual 2 x Size. Cardassian ships may not take bio-neural computer systems (unless the Narrator determines a ship has somehow been fitted with technology stolen from the Federation or a similarly advanced society), and may not take the Class Beta computer uprating package (in fact, they rarely take computer uprating packages at all).

Computers on older Cardassian ships (those manufactured prior to 2365 and not since uprated) are more susceptible to virus penetration and other forms of electronic warfare than modern Cardassian vessels. When an enemy attempts to "hack" such computers, or engage in communications system-based electronic warfare against them, he receives a +1 Test Result bonus on all relevant Tests. (See *Spacedock*, pages 150, 153, for rules on electronic warfare.)

Navigational Deflector

SU Cost: 4 x Size for ships of Size 4 and lower; 5 x Size for ships of Size 5 and above

Power Cost: 5 Power per round of use

As a supplement to their main tactical systems, Cardassian ships using the *Galor*-class navigational deflector technology (roughly speaking, any ship of Size 5 or above) incorporate a redundant Class *Cheh'gesh* disruptor beam emitter into the deflector's technology. This makes the deflector cost 5 x Size in SUs for such ships, instead of the normal 4 x Size.

In game terms, the deflector-based disruptor uses the rules for "Main Deflector Phaser" on page 140 of *Spacedock*. However, using it requires no Tests; the disruptor functions as normal, but at 75% of normal strength (in other words, it does 105 damage at a cost of 14 Power, and can fire up to three shots per round with an Accuracy of 5/6/8/11). If the navigational deflector takes 25% or more of its SUs in damage, this disruptor ceases functioning until the crew repairs the deflector.

Transporters

Cardassian transporters suffer from some technological restrictions that Starfleet models do not. First, they have a maximum buffer storage time of four minutes, slightly more than half that of a Starfleet transporter. Second, their biofilters screen out only about half the substances that a Starfleet model would.

Security Systems: Internal Force Fields

SU Cost: 2 x Size

Power Cost: 2 Power per round per 3 Strength per force field

The Cardassians refer to their containment fields as *neutralization fields*. A neutralization field resembles an ordinary internal force field, but adds a device called a neutralization emitter to the system. This device allows the ship to generate the force field at lethal frequencies. Anyone who touches a neutralization field suffers injury. For each point of Strength a neutralization field has, it does 1+1d6 damage to anyone touching it. Thus, a Strength 5 field does 5+5d6 damage. This extra feature causes Cardassian internal force fields to cost more SUs and more Power than standard force fields. If necessary, the crew can turn off the neutralization feature, converting the containment fields to ordinary force fields and reducing the Power cost to the standard 1 Power per 3 Strength per force field.

Tactical Systems

Spiral-Wave Disruptors

The main weapon on most Cardassian ships is the spiral-wave disruptor. This weapon resembles the disruptors used by the Klingons and Romulans in most respects, but uses a different technology to transmit the energy to the weapon. To a certain extent, spiral-wave technology makes a disruptor more like a phaser (but not enough to differentiate it from other disruptors in game terms). The accompanying table provides Cardassian terminology for disruptors.

Cardassian ships frequently have a large weapon, sometimes the vessel's largest weapon, mounted aft–a decidedly unusual placement in the eyes of many non-Cardassians. This is a naval tradition dating back into Cardassia's ancient past. Wet navy captains, fearing

treachery, often mounted large weapons on the aft sides of their ships to discourage backstabbing or defection by other ships in their fleets. Additionally, they found that having a large aft weapon helped to discourage pursuit if they had to withdraw from the battlefield. In the modern day, the Cardassians have also discovered that in the three-dimensional combat environment of space, where a ship mounts its weapons often has little impact on its ability to bring those weapons to bear on a target. Many Cardassian ship maneuvers and fleet formations position ships with aft disruptor cannons so that they can use those weapons effectively.

Cardassian Targeting Systems

Cardassian ships use a targeting system similar in most respects to Starfleet's Threat Assessment/Tracking/ Targeting System (TA/T/TS). Their targeting systems have the same SU and Power cost.

However, Cardassian systems enjoy one advantage over their Starfleet counterparts: they include a sophisticated automatic operation algorithm. During periods when the tactical officer cannot focus on every possible target (*i.e.*, in a large battle), the targeting system can fire some of the ship's weapons, albeit with somewhat less accuracy than the officer could.

In game terms, whenever a Cardassian ship confronts two or more targets, the tactical officer may use an action to activate the semi-autonomous firing system. Once activated, the system checks to determine which target(s) the tactical officer has chosen to fire at, then selects one additional target to fire at by itself. It has an Intellect of 2 and Shipboard Systems (Tactical) of 2 (3). It may fire any weapon on the ship which the tactical officer is not using and which remains capable of firing. The weapon has its normal range, but suffers a +2 Difficulty penalty to its Accuracy to reflect the somewhat inaccurate nature of semi-autonomous targeting. (For example, a weapon with a normal Accuracy of 4/5/7/10 has an Accuracy of 6/7/9/12 when fired by the system.) Firing the weapon costs the normal amount of Power, and the system can only fire the weapon once per round (and it may not Multifire).

On the other hand, Cardassian targeting systems sometimes lose targeting locks in multiple-launch situations. If a Cardassian ship makes more than two attacks (with any weapons controlled by the tactical systems) in a round, the Narrator rolls 2d6. If he rolls a 2, the ship loses all targeting locks; the tactical officers must either target enemy ships manually (see *Spacedock*, pages 91, 109) or spend one full round to re-establish all locks.

Shields

Remember that ships with embedded warp nacelles receive a bonus to their shields' Protection and Threshold.

Cardassian ships sometimes suffer from shield overload when their shields come under heavy attack. If a shield loses Protection equal to or greater than three times its Threshold in a single round (whether from one attack, or multiple attacks), the Narrator rolls 2d6. On a 2, the shields collapse entirely (the attacks which collapsed them do not cause any further damage to the ship). The crew must cycle them through their recharge period before it can activate them again.

Auxiliary Spacecraft Systems

The accompanying table lists suggested shuttlecraft complements for various types of Cardassian ships.

Suggested Cardassian Shuttle Complements

The following guidelines indicate the average number of Size 2 ships (shuttlecraft) Cardassian starships tend to carry (a ship may also carry Size 1 shuttlepods). A ship may substitute other small vessels, with the Narrator's permission. Generally speaking, ships should carry *only* shuttlecraft and shuttlepods (and in some instances, fighters); ships which belong to their own class and have names and registry numbers normally are not carried by other ships.

Battleship: 35-60
Courier: 0-1
Cruiser: 25-45
Escort: 0-2
Destroyer: 0-10
Frigate: 15-25
Medical: 2-10
Research/Laboratory: 3-12
Scout: 0-1
Surveyor: 5-15
Transport: 0-2
Warship: 25-40

Cardassian Spiral-Wave Disruptors Table

Cardassian Disruptor Type	Standard Disruptor Type	SU	Damage	Shots per Round
Class *Khelra*	Type 1	4	40	2
Class *Marghet*	Type 2	8	60	2
Class *Tesh'ra*	Type 3	12	80	2
Class *Garshep*	Type 4	16	100	2
Class *Ebshar*	Type 5	20	120	2
Class *Cheh'gesh*	Type 6	24	140	3
Class *Carkhet*	Type 7	28	160	3
Class *Rentaile*	Type 8	32	180	3
Class *Ta'vor*	Type 9	36	200	3
Class *Pelrec*	Type 10	40	220	3
Class *Jhokhel*	Type 11	44	240	5
Class *Drevan*	Type 12	48	260	5
Class *Ul'khar*	Type 13	52	280	5

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CHAPTER ONE

STARSHIP CONSTRUCTION IN THE 23rd CENTURY

HULL SYSTEMS

Starfleet in the TOS era and earlier periods could not build warp vessels as large as those of the 24th century, due to limitations in spaceframe technology. The accompanying table describes the maximum Size a warp-capable Starfleet vessel can be in various time periods (an impulse-only vessel may be of any Size). Species at a similar level of technological advancement (such as the Klingons and Romulans) generally suffer from the same restrictions (though their societies' emphasis on militarism sometimes allows them to build larger ships than the Federation); other, more advanced species (such as the First Federation) may not.

RESISTANCE

SU Cost: Base of 2 per hull for free; 3 SUs per +2 points per hull, to a maximum of 8 total points per hull

Power Cost: None

Starships from the TOS era use the same rules for Resistance as other ships, but can only have a maximum of 8 points of Resistance per hull. Only the strongest, most powerful ships, such as the *Constitution* -class Explorer, have even that many; 4 or 6 points per hull is much more common.

Ablative Armor

Ablative armor is not available until 2368.

STRUCTURAL INTEGRITY FIELD

SU Cost: Varies (see table)

Power Cost: 1 Power per 10 points of Protection per round

The accompanying table provides details on the classes of SIFs available to TOS-era ships, whose crewmembers also refer to this system as the "emergency stabilizers."

SPECIALIZED HULLS

Atmospheric Capability and Planetfall Capability are available only for ships of Size 5 and smaller. Energy Sheath and Sensor-Reflective Hull are not available.

Neutronium Hull

SU Cost: 400

Power Cost: None

Some ancient, highly-advanced species developed the ability to build ships with hulls of pure neutronium—a form of matter so dense it protects the ship from nearly any form of attack. The so-called "planet-killer" encountered by the *U.S.S. Enterprise* in 2267 is the only example of such a ship the Federation has so far discovered. Finding it impervious to phaser fire, Captain Kirk of the *Enterprise* destroyed it by flying the hulk of the *U.S.S. Constellation,* NCC-1017, into the ship's "mouth" and detonating it inside the vessel.

A neutronium hull, a form of technology far beyond anything buildable by the Federation even in the 24th century, provides 250 Resistance against all forms of attack. A ship with a neutronium hull has only one hull, not the inner and outer hulls most ships have.

Starfleet Ship Size Restrictions Table

Size	Year of Availability	First Warp-Capable Class Of This Size
2	2064	*Charleston*
3	2162	*Daedalus*
4	2215	*Ranger*
5	2231	*Kitty Hawk*
6	2245	*Constitution*
7	2284	*Excelsior*

Invisibility Sheath

SU Cost: 3 x Size

Power Cost: None

The millennia-old but now extinct civilization of Cheron created this form of technology, which remains beyond the reach of Federation science. An invisibility sheath renders a ship invisible to the naked eye, though not to sensors. To the best of Starfleet's knowledge, no surviving examples of the invisibility sheath exist, but nomadic Cheronian survivors or peoples the Cheronians dealt with before their extinction may possess this technology.

TOS-Era Structural Integrity Field Generators

Class	SU Cost	Protection	Year Available	Notes
Class A	2 + Size	5/5	2063	
Class B	3 + Size	8/12	2087	
Class C	4 + Size	10/15	2117	
Class D	5 + Size	15/22	2125	
Class E	6 + Size	20/30	2142	
Class F	8 + Size	25/37	2153	
Class G	9 + Size	30/45	2169	
Class H	12 + Size	40/60	2186	Later redesignated Class 1
Class I	15 + Size	50/80	2215	Later redesignated Class 2
Class J	18 + Size	60/90	2257	Later redesignated Class 3
Class K	21 + Size	70/110	2273	Later redesignated Class 4

PERSONNEL SYSTEMS

The accompanying tables provide crew breakdowns for Starfleet in the 23rd century.

Average Number of Crewmen By Ship Type

Ship Type	Average Number of Crewmen per 100 SUs
Courier	3
Cruiser	17
Escort	4
Explorer	34
Frigate	23
Medical	42
Research/Laboratory	8
Scout	10
Surveyor	11
Transport	2

A ship's Passenger complement is usually about 10-20% of its Crew, but this may vary depending upon the nature of the ship (a personnel transport or medical ship is built to carry more passengers than an Explorer or Cruiser). A ship's Evac complement ranges from 5-15 times the size of its Crew (again, this may vary from ship to ship).

CREW QUARTERS

SU Cost: Varies (see *Spacedock* and text)

Power Cost: None

Starfleet vessels of the 23rd century aren't nearly as comfortable as those of the late 24th century when it comes to crew accomodations. On many ships, crewmen must share space with a roommate, sleeping in bunks and using a common toilet facility.

TOS-era starships feature a type of crew accomodations long discarded by 24th century Starfleet: *barracks*. A barracks costs 1 SU per sufficient space to house 60 crewmembers (or fraction thereof). The typical Starfleet arrangement features bunks in racks of three, with three or more racks per barracks. Male and female crewmembers bunk together.

Beginning in 1995, some ships of the pre-TOS era used an even more primitive form of quarters: cryogenic suspension chambers. Known as "sleeper ships," these sub-light speed vessels "froze" their passengers so they would survive the years-long journeys to their destinations. Humans (and comparative civilizations) abandoned this form of travel in the mid-21st century when they developed impulse travel, warp travel, and other types of propulsion fast enough to make cryogenic suspension pointless. But every now and then, an old sleeper shift drifts into the spacelanes after having been lost for years, bringing its "cargo" to the attention of the modern galaxy.

TOS-Era Standard Quarters Complements

This table indicates the different types of quarters, by percentage, found on average Starfleet ships.

Courier: 53% Spartan, 30% Basic, 14% Expanded, 3% Luxury and Unusual

Cruiser: 15% Barracks, 20% Spartan, 40% Basic, 18% Expanded, 5% Luxury, 2% Unusual

Escort: 16% Barracks, 39% Spartan, 32% Basic, 11% Expanded, 2% Luxury and Unusual

Explorer: 13% Barracks, 21% Spartan, 36% Basic, 22% Expanded, 5% Luxury, 3% Unusual

Frigate: 16% Barracks, 27% Spartan, 31% Basic, 19% Expanded, 7% Luxury and Unusual

Medical: 10% Spartan, 50% Basic, 25% Expanded, 5% Luxury, 10% Unusual

Research/Laboratory: 12% Barracks, 41% Spartan, 20% Basic, 14% Expanded, 5% Luxury, 8% Unusual

Scout: 63% Spartan, 27% Basic, 8% Expanded, 2% Luxury, 0% Unusual

Surveyor: 15% Barracks, 48% Spartan, 27% Basic, 8% Expanded, 2% Luxury, 0% Unusual

Transport: 8% Barracks, 32% Spartan, 32% Basic, 11% Expanded, 11% Luxury, 6% Unusual

Cryogenic suspension chamber "quarters" cost 1 SU per sufficient space to house 60 persons (or fraction thereof). Although built to last for decades (typically 100 years, but this varies), the chambers do experience failures on occasion, resulting in the death of the occupant. Typically the ship has the systems needed to revive the "sleepers" without trouble. If those systems malfunction or are unavailable, a doctor can awaken a sleeper with a Moderate (6) Medical Sciences Test (increase the Difficulty by +1 for every 50-year period the patient has been asleep beyond the chamber's expected maximum duration of use).

ENVIRONMENTAL SYSTEMS

Gravity

If a TOS-era artificial gravity generation system loses power (for whatever reason), the ship loses internal gravity immediately; it does not slowly degrade as on 24th century ships. The "improved" systems become available in 2322.

Crew Breakdowns

Branch	Explorer	Cruiser	Frigate	Escort	Scout	Science	Medical
Command	15	13	15	13	18	12	10
Operations							
Engineering/Technical	18	19	19	20	22	18	15
Operations, General	21	24	21	19	20	10	14
Security/Tactical	14	18	21	32	17	08	09
Science							
Medical/Support	14	12	13	12	13	14	40
Science/Research	18	14	11	04	10	38	12
Officers/Enlisted	26/74	23/77	27/73	20/80	50/50	22/78	35/65

Consumables

SU Cost: 2 x Size for one year's worth of basic consumables (minimum 1 SU)

Power Cost: None

Due to the lack of replicators and similar difficulties, consumables occupy much more space on 23rd century ships than on their 24th century counterparts. Starship crews also devote more time and attention to tracking supplies, obtaining resupply for their ships, and so forth. The supply problem sometimes restricts or limits long-term or deep space missions.

Consumables does *not* include a ship's supply of dilithium (see below).

MANUFACTURING SYSTEMS

Replicators are not available for starships until 2341. Prior to that, Starfleet vessels use *manufacturing systems* to prepare food and create tools and parts.

Food Processor System

SU Cost: Varies (see table)

Power Cost: Varies (see table)

Starfleet vessels come equipped with food processor systems. The system consists of special consoles installed in appropriate areas of the ship (cafeterias, the rec deck, expanded and luxury quarters, and so forth), several large galley areas (some used by humanoids, others entirely automated), and sometimes sterile delivery tubes linking the consoles and the galleys. Thanks to this system, all crewmembers can have tasty, nutritious meals every day. And after hearing their predecessors' horror stories about the nutrient paste-based "food" served in earlier times, most crewmembers thoroughly appreciate the food processors.

A crewmember desiring something to eat or drink goes to one of the processor's consoles. Each console has menu display screens, instruction screens, and dispenser slots for food and beverages. He selects his order and inputs it into the machine. Depending on the nature of his order, the ship's computer routes it to a humanoid or automated galley for preparation. The preparation time depends on the complexity of the food, but typically ranges from 20 seconds to 20 minutes. (The system can prepare simple orders (a cup of coffee) or orders for food that comes in pre-prepared packets almost instantly.) When the galley finishes making the food, it sends it to the console. Older models (up to Mark III) use a systems of hermetically sealed sterile delivery tubes (similar to the turbolifts) to carry the food, but the most recent model, the Mark IV, employs transporter technology to beam the food and drink to the appropriate delivery slot.

The earliest food processors had a basic menu of from 100 to 1,000 different foods and beverages, typically from a single species. Advanced models have larger menus, often encompassing the cuisine of multiple species, though this increases the complexity and size of the system. Ships engaging in diplomatic missions, or hosting important guests, usually also carry a stock of normal foodstuffs, which the ship's chefs use to create traditional meals in the ship's galley.

Only ships of Size 3 and larger may have food processor systems. Smaller vessels either have no food facilities (being intended only for very short-term flights) or nutrient paste systems.

A malfunction or error in the food processing system may result in food with the wrong taste, color, texture, or other properties—or, less humorously, food that seems normal but is actually poisonous or causes illness.

Food Processor Systems

Type	SU Cost	Power Cost per Round	Basic Menu Size	Year
Food stores only	2 (galley)	0	20 foods and beverages	1995
Nutrient paste system	3 (galley)	0	40 foods and beverages	2134
Mark I	1 x Size	1	150 foods and beverages	2215
Mark II	2 x Size	2	1,000 foods and beverages	2231
Mark III	2.5 x Size	3	2,000 foods and beverages	2238
Mark IV	3 x Size	4	4,000 foods and beverages	2257
Mark V	3.5 x Size	5	8,000 foods and beverages	2270

Upgrades: For every +1,000 foods and beverages on the menu, add +1 SU to the cost of the system.

Industrial Fabrication Units

SU Cost: Varies (see table)

Power Cost: Varies (see table)

Starships of the 23rd century have special systems that allow them to rapidly manufacture tools, spare parts, certain types of raw materials, and other equipment needed by the engineering department and other crewmembers. Though nowhere near as complex or efficient as an industrial replicator, they still reduce the necessary storage space on the ship tremendously.

Certain items or substances, such as latinum or some chemical concoctions, defy fabrication—either the units cannot create them at all for some reason, or creating them by other than traditional methods poses danger. Additionally, the ship's library computer must have the specifications for the substance or item to be manufactured, and the ship's stores must possess the necessary raw materials.

Fabrication units cannot create items larger than 1 meter on a side. To build something larger, the crewmembers must create the item in pieces and then assemble it. The time it takes to fabricate an object depends on its complexity (see accompanying table). "Complex" objects include duotronic circuits, firing crystals for energy weapons, most pre-assembled devices (such as a tricorder, ready for charging), certain medicines and other complex chemicals, and the like. "Simple" objects include everything else. The Narrator determines whether an object qualifies as "complex," and the exact creation time for any given object.

SICKBAYS AND MEDICAL SYSTEMS

SU Cost: 5 per rating (see table)

Power Cost: 1 Power per rating per round (see text)

Starships of the 23rd century contain sickbays equipped with the latest advances in medical technology. From its sophisticated laboratories, to above-bed monitors allowing the staff to easily keep track of a patient's condition, to cryosurgical suspension hoods to make surgery easier and safer, to hyposprays and the wonder drugs they inject, a sickbay has all the tools a doctor needs to perform miracles of medicine.

As in the basic *Spacedock* rules, a starship's Medical rating determines the extent and quality of its medical systems and average medical personnel. The higher the Medical rating, the more extensive (and sophisticated) its facilities, and the better trained and more experienced its average personnel are likely to be. See the accompanying table for details.

Emergency Medical Hologram (EMH) technology is not available until 2370.

Industrial Fabrication Units

Type	SU Cost	Power Cost per Round	Average Creation Time, Complex Object	Average Creation Time, Simple Object	Year Available
Mark I	2	1	20 minutes	16-18 minutes	2063
Mark II	3	2	17-19 minutes	14-15 minutes	2096
Mark III	1 x Size	3	15-16 minutes	12-13 minutes	2145
Mark IV	1.5 x Size	3	14-15 minutes	11-12 minutes	2162
Mark V	2 x Size	4	12-13 minutes	9-10 minutes	2215
Mark VI	2.5 x Size	4	10-11 minutes	7-8 minutes	2231
Mark VII	3 x Size	5	8-9 minutes	5-6 minutes	2245
Mark VIII	3.5 x Size	5	6-7 minutes	3-4 minutes	2269
Mark IX	4 x Size	6	3-5 minutes	1-2 minutes	2290

Upgrades: For +1 SU, reduce the Average Creation Time by 30 seconds (but the minimum time for any creation is 30 seconds).

RECREATION FACILITIES

SU Cost: 6 per rating (see table)

Power Cost: 1 Power per rating per round of use

Although they lack the amazing universe of recreational opportunities created by the arrival of the holodeck in 2342, crewmembers of the 23rd century's Starfleet don't lack for ways to amuse themselves and enjoy their off-duty hours. Their ships come equipped with pleasant eating facilities, lounges, gymnasiums, theaters, arboretums, game rooms and tables, and many other recreational areas.

On most ships, the center of the crew's "social life" and entertainment activity is the "rec deck," or recreation deck. These large areas, often two or even three decks tall, include an enormous three-dimensional viewscreen (typically the largest on the ship), information terminals, reading rooms, conversation pits, snack bars (and bars serving alcoholic beverages), gaming tables equipped with light cubes (primitive holographic game systems), bowling alleys (and other non-powered indoor sports equipment, such as billiard tables), and in some cases even shufflelight boards or the like. At almost any given time of the day or night, a handful of crewmembers can be found here, enjoying themselves.

The accompanying table provides guidelines for the facilities available based on a ship's Recreation rating.

Medical Rating

Rating	SUs	Medical Personnel	Test Bonus	EMK	Year Available
1	5	CMO: 2 (3) Personnel: 1 (2)	+0	6	1995
2	10	CMO: 3 (4) Personnel: 1 (2)	+0	5	2087
3	15	CMO: 3 (4) Personnel: 2 (3)	+0	5	2141
4	20	CMO: 4 (5) Personnel: 2 (3)	+0	4	2215
5	25	CMO: 4 (5) Personnel: 2 (3)	+1	4	2241
6	30	CMO: 4 (5) Personnel: 3 (4)	+1	3	2255
7	35	CMO: 5 (6) Personnel: 3 (4)	+2	3	2270

SU: The SU cost for the Medical rating.

Medical Personnel: The average Medical Sciences (including Specialization) Skill Level for the Chief Medical Officer and the personnel serving under him. For example, CMO: 3 (4) indicates that the CMO has a Medical Sciences Skill of 3, with a Specialization at 4.

EMK: The availability of Emergency Medical Kits at any given part of the ship. The number listed represents the Difficulty for an Intellect Test to locate the nearest EMK; characters searching for one may roll each round.

Year Available: The year when the technology applicable to the listed Medical rating becomes generally available. There is no restriction by year on the Medical Personnel rating, however, since skill does not depend on technology. However, the Narrator can use the listed Medical Personnel ratings to judge the relative knowledge and scope of abilities of an average ship's doctor in the relevant time period compared to one from a different time period.

Recreation Rating

Rating	SUs	Notes
1	6	A spartan mess hall; no lounges; maybe an exercise room or gym
2	12	1 gym, 1 small lounge
3	18	2 gyms, 1 small lounge
4	24	1 small rec deck, 2 gyms, large eating facilities; 2 small lounges
5	30	1 small rec deck; pleasant eating facilities; 3 gyms, 3 small lounges, 1 arboretum
6	36	1 main rec deck; pleasant eating facilities; 1 large lounge; 3 gyms, 3 small lounges, 1 arboretum
7	42	1 main rec deck; pleasant eating facilities; 2 large lounges; 3 gyms, 4 small lounges, 2 arboretums
8	48	1 main rec deck; 1 small rec deck, pleasant eating facilities; 3 large lounges; 4 gyms, 4 small lounges, 2 arboretums
9	54	2 main rec decks; 1 small rec deck, pleasant eating facilities; 3 large lounges; 4 gyms, 4 small lounges, 3 arboretums
10	60	3 main rec decks, pleasant (sometimes even luxurious) eating facilities; 3 large lounges; 4 gyms, 5 small lounges, 3 arboretums

FIRE SUPPRESSION SYSTEMS

TOS-era fire suppression systems have the same SU and Power costs as on 24th century ships, but function differently. Instead of smothering fires with force fields, they use chemical sprays and foams to extinguish fires. Most ships also carry small hand-held fire extinguishers, attached to the walls of corridors and common areas with brackets, for individual crewmembers to detach and fight fires with as well; these are included in the SU cost of the system, but cost no Power to use.

Warp Speed Comparison Table

TOS-Era Warp Factor	TNG-Era Warp Factor	Multiple of *c*	Notes
1.0	1.0	1	Warp 1 = *c* (the speed of light) in both eras
2.0	1.9	8	
2.15	2.0	10	
3.0	2.7	27	
3.39	3.0	39	
4.0	3.5	64	
4.7	4.0	102	
5.0	4.25	125	
5.98	5.0	214	
6.0	5.001	216	
7.0	5.8	343	
7.31	6.0	392	
8.0	6.5	512	
8.69	7.0	656	
9.0	7.2	729	
10.0	7.93	1,000	
10.07	8.0	1,024	
11.0	8.7	1,331	Speed reached by the *U.S.S. Enterprise* on two occasions in 2267 when its engines were modified by the Nomad probe and by the Kelvans
11.49	9.0	1,516	
11.81	9.2	1,649	
12.0	9.3	1,728	
12.4	9.6	1,909	
13.0	9.7	2,197	
14.0	9.8	2,744	Speed if TOS-era matter/antimatter integrator flows are wide open; will destroy a ship in minutes. The *U.S.S. Enterprise* reached Warp 14.1 in 2268 when Losira sabotaged her engines.
14.51	9.90	3,053	
15.0	9.91	3,375	
16.0	9.93	4,096	
17.0	9.95	4,913	
18.0	9.96	5,832	
19.0	9.975	6,059	Kelvan-modified TOS-era warp propulsion system potential
19.53	9.982	7,453	Maximum attainable warp speed as of 2377
19.93	9.99	7,912	
58.43	9.9999	199,516	Speed of subspace radio
Transwarp	10.0	<infinite>	Unattainable except with transwarp

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

Basically, 23rd century warp propulsion systems work the same as 24th century ones. Both annihilate matter and antimatter in a reaction controlled by dilithium crystals to produce sufficient power to propel a starship at speeds far in excess of the speed of light. However, the technology of the 23rd century warp drive suffers from certain limitations and restrictions which later drives do not—most notably, an inability to safely attain speeds higher than Warp 8.0 (Warp 6.5 by the 24th century scale). The Warp Speed Comparison Table indicates the relationship between the 23rd and 24th century warp speed scales (the scale was altered in 2321, when advances in warp propulsion capability rendered the old scale impractical).

Lithium and Dilithium

Warp propulsion systems use a controlled matter/antimatter reaction explosion to generate the massive amounts of energy needed to transcend the speed of light. Early warp engines, such as the one invented by Zefram Cochrane, typically used laboratory-created lithium crystals to control the reaction, but they proved unstable, and thus dangerous and difficult to use (increase the Difficulty of any Propulsion Engineering (Warp Drive) Tests involving lithium crystals by 2; failure on any such Test usually indicates catastrophe). Experiments conducted in the late 2240s and early 2250s with a new substance, dilithium, determined that it functions more efficiently and safely than lithium, and by approximately 2264 it had replaced lithium in almost all warp propulsion systems. The Federation and comparative societies cannot manufacture dilithium; they have to mine it. That makes sources of the mineral, such as the planets Coridan and Troyius, or the Klingon asteroid of Rura Penthe, enormously valuable (and often the sources of galactic political tension).

Dilithium is sturdy, but not invulnerable. A wide variety of phenomena, ranging from physical force to various energy and subspace fields, can cause dilithium crystals to warp, crack, or deteriorate past the point of usefulness (they also wear out through use, of course). If this occurs, the engineering department must replace them immediately or risk the destruction of the ship due to an uncontrolled matter/antimatter reaction. The engineers cannot replace the crystals without shutting down the warp propulsion system entirely. In 2286, Captain Spock of the *U.S.S. Enterprise* devises a method of recrystallizing dilithium using high-energy photons from fission reactors which greatly extends the usable life of an individual crystal.

Because dilithium is both rare and expensive, ships often have difficulty keeping enough of it in supply. The Narrator must decide how much dilithium a ship begins the series with (typically enough for one year of routine operation). Thereafter he should keep rough track of how much dilithium the ship uses. Whenever it has to exceed Standard speed, activates shields or other Power-intensive systems, or the like, it uses up more than it would by engaging in routine operations for the same period of time. Eventually the ship must obtain more dilithium, a necessity which the Narrator can use to create many stories and subplots. (The same rules apply to lithium.)

The Matter/Antimatter Integrator (M/AMI)

On 23rd century starships, the matter/antimatter reaction occurs in a *matter/antimatter integrator* (M/AMI; also called an *intermix chamber* or *warp core*). Located in main engineering, the M/AMI consists of a long horizontal chamber in most ships of the era. Beginning in 2271 Starfleet discovered it could achieve a more efficient reaction with a chamber containing both horizontal and vertical sections. (Later advances in materials science and warp engine dynamics in the 2310s allowed Starfleet to discard the less-efficient horizontal chamber in favor of wholly vertical warp cores, except in those designs, such as the *Danube*-class

Runabout, where the size or configuration of a ship required a horizontal core.)

The *dilithium crystal converter assembly* (DCCA), part of the M/AMI, holds the dilithium crystals in place. Most DCCAs hold four crystals, and use a *dilithium sequencer* to control the flow of power through them. (If anyone removes any crystals, reduce the ship's ability to attain warp speeds and generate Power from the warp engine proportionately.) If something fuses or damages a ship's DCCA, the ship cannot attain warp speed or derive any power from the warp propulsion system until the engineers repair it. Special structures known as *baffle plates* cover the DCCA to contain the massive energy generated there and channel it into the plasma transfer conduits (PTCs) that carry it to the warp nacelles. If the baffle plates become warped or damaged, they cannot properly contain the reaction, resulting in extensive damage to the engineering section (and possibly the destruction of the ship).

The wider the engineers open the integrator, the greater the flow of matter and antimatter into the chamber, and thus the faster the ship moves. In the event the flows become too great, which could destroy the ship via an uncontrolled reaction or excessive speed (see below), the emergency overload bypass engages almost instantaneously. The bypass possesses great durability; fusing it shut so that it can't engage would require all the power in the main phaser banks! But if it is fused, or malfunctions, the engines run wild, with a "maximum overload" (resulting in destruction of the ship) in no more than 15 minutes. (The 15 minute figure applies to ships of the 2260s and beyond. For every full 20 years prior to 2260, reduce the time by one minute.)

If the integrator does not mix the matter and antimatter in the proper ratio, an "engine imbalance" results. An imbalance of too much antimatter typically destroys the ship, since the excess antimatter contacts matter and explodes. An imbalance of matter can create a "wormhole," a sort of "tunnel" in space that traps the ship (and possibly other objects, with which the ship may collide). Dropping to impulse speeds causes the wormhole to disappear. If a ship fails to get out of a wormhole before reaching its end, the wormhole's terminus could put the ship at virtually any place in the galaxy, at any point in time.

The plasma produced by a 23rd century M/AMI must maintain a constant temperature between 4,000° and 4,400° Celsius, or else safety margins are violated. If the temperature exceeds 5,500° C, a reaction could result which overheats the engines and destroys the ship in a tremendous explosion. (The Narrator should allow engineers appropriately difficult Tests to cool the engines down or stop the explosion from occurring, of course!)

TOS-era ships cannot eject their warp cores.

Emergency Restart

The engineering crew has to shut the warp propulsion system down periodically for repairs and maintenance, to replace used or damaged dilithium crystals, and the like. Once they shut the system down, they need 30 minutes to re-activate it. If necessary, they can try an "emergency restart of engines" (also referred to as a "full-power start"), which involves a 10,000-to-1 chance of mixing the matter and antimatter "cold" in the proper ratio. This requires a Nearly Impossible (18) Propulsion Engineering (Warp Drive) Test; if the Test fails, the resulting explosion destroys the ship. However, a theoretical intermix formula, based on the relation between time and antimatter, exists, and if properly calculated and used (requiring a Difficult (12) Physical Sciences (Mathematics) or Theoretical Engineering (Warp Theory) Test), reduces the Difficulty of the Propulsion Engineering Test to Challenging (10).

Antimatter Storage

Ships store the antimatter needed for their warp drives in pods which use magnetic fields to prevent the antimatter from contacting matter and causing an explosion. Some civilizations, notably the one which constructed the so-called "Doomsday Weapon" (see page 86), can create "general energy fields" so powerful they "deactivate" a ship's antimatter (*i.e.*, convert it to matter, rendering it useless for power generation). This creates extensive subspace interference as well.

Warp Speed Restrictions Table

Year	Highest Sustainable Speed	Highest Maximum Speed
2063	1.0	2.0
2075	2.0	3.0
2108	3.0	4.0
2127	3.5	5.0
2162	4.0	6.0
2220	5.0	7.0
2231	5.5	7.0
2245	6.0	7.0
2249	6.0	7.5
2257	6.0	8.0
2262	6.5	8.0
2265	7.0	8.0
2266	7.5	8.0
2267	7.5	8.5
2268	8.0	8.5
2270	8.5	9.0
2275	8.5	9.5
2277	9.0	9.5
2279	9.0	10.0
2281	9.5	10.0
2284	9.5	10.5
2289	9.5	11.0
2293	9.5	11.5
2299	10.0	12.0

Safe Speeds

The Warp Speed Restrictions Table lists the maximum Sustainable and safe Maximum speeds attainable by Starfleet warp propulsion systems as of various dates. As per the normal *Spacedock* rules, a ship can only safely travel at its Maximum for an amount of time defined by the quality of its plasma injector system (PIS), but the specifics differ. For every minute of travel beyond the listed time, a ship takes 10-60 (1d6 x 10) SUs of damage as the ship begins to shake itself apart (no defense applies; determine the location of the damage randomly if you wish). Additionally, the Narrator should roll 2d6. On a result of 2 through 6, the warp propulsion system suffers additional damage. The PIS loses 25% of its SUs, which reduces the ship's Standard, Sustained, and Maximum ratings by 25%. Also, reduce the Power per round which the warp engine can generate by 25%. Repairs take one hour to one day per SU of damage the PIS sustained.

TOS-Era Nacelles

Nacelle Mark	SU	Standard/Sustainable/ Maximum Warp Speed	Year Available
Mark 1	3	1.0/1.1/1.2	2063
Mark 1.2	5	1.2/1.3/1.5	2069
Mark 1.2A	8	1.2/2.0/3.0	2075
Mark 1.2B	10	1.25/2.5/3.5	2100
Mark 1.2B2	13	1.25/3.0/3.5	2108
Mark 1.2C	15	1.25/2.5/4.0	2108
Mark 1.2D	17	1.25/3.0/4.0	2108
Mark 1.5	18	1.5/3.0/5.0	2127
Mark 2	20	2.0/3.0/5.0	2127
Mark 2.1	22	2.0/3.5/5.0	2127
Mark 2.5	23	2.0/3.0/5.5	2141
Mark 2A	25	2.0/3.5/5.5	2141
Mark 2B	28	2.5/3.5/5.5	2141
Mark 3	30	3.0/4.0/5.0	2162
Mark 3A	33	3.0/4.0/5.5	2162
Mark 3.5	35	3.5/4.5/5.5	2183
Mark 3B	37	3.0/4.0/6.0	2162
Mark 3.5A	38	3.5/4.5/6.5	2192
Mark 3.5B	40	3.5/5.0/6.5	2220
Mark 3.5C	41	3.5/5.0/7.0	2220
Mark 3.67	42	3.0/6.0/7.0	2245
Mark 3.67A	43	3.5/5.5/7.0	2231
Mark 3.67B	44	3.5/6.0/7.0	2245
Mark 4	45	4.0/5.0/6.5	2220
Mark 4.1	46	4.0/5.0/7.0	2225
Mark 4A	48	4.0/6.0/7.0	2245
Mark 4B	50	4.0/6.0/7.5	2249
Mark 4.68	53	4.0/6.0/8.0	2257
Mark 4.685	55	4.0/6.0/8.5	2267
Mark 4.9	58	4.0/6.0/9.0	2270
Mark 4C8	60	4.0/6.5/8.0	2262
Mark 4D	62	4.0/6.5/8.5	2267
Mark 4E	63	4.0/6.5/9.0	2270
Mark 4.7	65	4.0/7.0/7.5	2265
Mark 4.71	67	4.0/7.0/8.0	2265
Mark 4A2	68	4.0/7.5/8.0	2266
Mark 4A3	70	4.0/7.5/8.5	2267
Mark 4D	73	4.0/7.5/9.0	2270
Mark 5	75	5.0/6.0/7.0	2245
Mark 5A	77	5.0/6.0/7.5	2249
Mark 5B	78	5.0/6.5/7.5	2262
Mark 5.6A	80	5.0/6.0/8.0	2257
Mark 5.6B	82	5.0/6.5/8.0	2262
Mark 5.6C	83	5.0/6.5/8.5	2267
Mark 5.7A	84	5.0/7.0/8.0	2265
Mark 5.7B	85	5.0/7.0/8.5	2267
Mark 5.7C	88	5.0/7.5/8.5	2267
Mark 5.7D	90	5.0/7.0/9.0	2270
Mark 6	92	6.0/7.0/8.0	2268
Mark 6A	95	6.0/7.0/8.5	2268
Mark 6B	98	6.0/7.0/9.0	2270
Mark 6B1	99	6.0/7.5/8.5	2268
Mark 6C	100	6.0/7.5/9.0	2270
Mark 6D	103	6.0/8.5/9.0	2270
Mark 7	105	7.0/8.5/9.0	2270
Mark 7A	107	7.0/8.5/9.5	2275
Mark 7B	108	7.0/9.0/9.5	2277
Mark 7C	109	7.0/9.0/10.0	2279
Mark 7D	110	7.0/9.5/10.0	2281
Mark 7E	111	7.0/9.5/10.5	2284
Mark 8	113	8.0/9.5/11.0	2289
Mark 8A	115	8.0/9.5/11.5	2293
Mark 8B	120	8.0/10.0/12.0	2299

Nacelles

SU Cost: Varies (see table)

Power Cost: 1 Power for every .2 of warp speed

The accompanying table lists the types of nacelles available during the TOS era (using the designation system developed by Starfleet in 2299). Ships in this time period almost always have two nacelles—no more, no less—because warp field theory has not yet advanced to the point where Starfleet technology can reliably generate a stable warp field with one, three, or four nacelles. One-nacelle arrangements become possible in 2269; three- and four-nacelle arrangements in 2284 (see, for example, the *Saladin* and *Constellation* classes).

TOS-era ships may not have retractable or variable-geometry nacelles. Only Cardassian and Klingon ships may have embedded nacelles.

No other form of superluminal drive is available in the TOS era.

Plasma Injector System

SU Cost: Varies (see table)

Power Cost: None

The accompanying table lists the PISs available during the TOS era.

One-Way Warp Propulsion System

SU Cost: 60

Power Cost: None

Some species, most notably the Romulans, develop a more limited form of warp propulsion technology before proceeding to true warp drives. Known colloquially as one-way warp propulsion, this drive allows the ship to travel at warp speeds—once. When the ship shuts off its warp drive, or it runs out of fuel, it must limp back home on impulse (a journey of months or years).

A one-way warp drive typically consists of a single-use magnetic bottle towed behind a ship. The bottle contains superdense plasma. To achieve superluminal speed, the ship detonates the plasma, creating a short-lived, controlled black hole that propels the ship to a designated destination within 300 light-years. Once used, the system cannot function again until it can have the bottle reinstalled and the superdense plasma resupplied at a properly-equipped space station.

Activating a one-way warp propulsion system requires a Moderate (6) Propulsion Engineering (Warp Drive) Test to ensure the bottle is properly calibrated to send the ship to the desired destination (anywhere

TOS-Era Plasma Injector Systems

PIS Type	SU	Duration of Maximum Warp Speed	Year Available
Class 0	1	10-30 minutes	2063
Class A	2	1 hour	2071
Class B	4	2 hours	2099
Class C	6	3 hours	2112
Class D	8	4-5 hours	2134
Class E	10	6 hours	2150
Class F	12	7-8 hours	2161
Class G	14	9-10 hours	2175
Class H	16	11-12 hours	2186
Class I	18	13-16 hours	2220
Class J	20	17-20 hours	2245
Class K	22	21-24 hours	2260

within 300 light-years). If the Test fails, the ship ends up at the wrong destination (typically 1d6 light-years off-course per point the Test failed by); Dramatic Failure destroys the ship in a massive explosion. The trip takes one minute per light-year traveled.

A ship with a one-way warp propulsion system must buy an IDF (with Strength 6) at half the normal cost.

Ships with one-way warp propulsion systems typically have *very* primitive ion power generation systems that occupy 50 SUs and generate 150 Power per round. They may also have impulse engines and solar power generation.

Ion Propulsion

Some advanced civilizations, such as the Eymorg under the influence of the Teacher, use a form of propulsion and power generation known as *ion propulsion*. More sophisticated than Federation, Romulan, or Klingon technology, ion propulsion provides greater speed and more power than comparative Starfleet engines (see accompanying table). Ships with ion propulsion systems must buy a standard PIS system as well.

Ion Propulsion Table

Engine	SUs	Standard/Sustainable/ Maximum Speed	Power Generated per Round
Type I	100	6.0/7.0/8.0	400-449
Type II	120	7.0/8.0/9.0	450-499
Type III	140	8.0/9.0/10.0	500-549

"SU" indicates the SU cost for the lowest figure in the "Power Generated" column—for example, 400 Power for a Type I engine. For each +10 Power (or fraction thereof) beyond that, the engine costs an additional +2 SUs. Thus, a top-of-the-line Type I engine, which generates 449 Power per round, costs 110 SUs.

IMPULSE DRIVE

SU Cost: Varies (see table)

Power Cost: 1 Power per .1 *c* used per round

The accompanying table describes the types of impulse engines (known to some civilizations as "nuclear propulsion units") available in the TOS era. Most TOS-era impulse engines channel their energies through a structure known as a "deflection crystal" for maximum efficiency. Many Starfleet personnel refer to a ship's impulse engines as its "atomic piles," though they are far more advanced than that very primitive form of technology.

A TOS-era impulse engine's Standard speed is .25*c* or its listed Sustainable speed, whichever is less.

A typical impulse engine can maintain Maximum impulse speed for a number of hours equal to Type + 1 before exhausting its fuel. (For example, a Type 6, 6A, or 6B engine could maintain maximum speed for seven hours.) If a ship runs out of impulse engine fuel, it cannot fly at impulse speeds or supply power from the impulse engines to other systems. Since impulse engines use deuterium for fuel, a warp-capable starship can drain deuterium from the matter tanks supplying the matter/antimatter reactor to power the impulse engines if necessary, but then risks running out of fuel for the warp propulsion system.

An engineer can make a Moderate (7) Propulsion Engineering (Impulse) Test to refuel the impulse engines by draining hand phasers. Draing a hand phaser takes approximately 20 minutes. A Type I hand phaser supplies 2 Power to the impulse engines, and a Type II hand phaser 3 Power; the ship can only use this power for purposes of starting the impulse engines (requires 5 Power) and flying at impulse speeds. The ship can only use Power drained from hand phasers once; it does not apply each round. An impulse engine operating only on fuel drained from hand phasers (or other sources) generates no Power.

A ship can jettison some or all of the remaining fuel from an impulse engine, igniting it as released to create a "flare" other ships can easily detect with sensors (reduce the Difficulty of Tests to detect the ship by 2). Of course, without fuel, an impulse engine cannot move the ship or generate Power.

Impulse Engine Table

Engine Type	SU	Velocity	Power	Year Available
Type 1	2	.1*c*/.2*c*	3	2063
Type 2	5	.25*c*/.5*c*	8	2092
Type 3	8	.4*c*/.5*c*	10	2103
Type 3A	10	.5*c*/.5*c*	12	2109
Type 4	12	.4*c*/.6*c*	15	2125
Type 4A	13	.4*c*/.65 or 66*c*	18	2162
Type 5	15	.5*c*/.7*c*	20	2188
Type 5A	18	.5*c*/.75*c*	23	2215
Type 5B	20	.5*c*/.8*c*	25	2250
Type 5C	22	.55*c*/.8*c*	28	2252
Type 6	23	.6*c*/.8*c*	30	2284
Type 6A	25	.6*c*/.85*c*	32	2293
Type 6B	28	.65*c*/.85*c*	33	2297

Acceleration Upratings

TOS-era ships may only take the Class Alpha acceleration uprating package (*Spacedock*, page 39), and may not install impulse thrusters (that technology does not become available until 2326).

CHEMICAL PROPULSION

SU Cost: 10 x Size

Power Cost: None (see text)

The earliest space vessels, such as the DY-100 class, used chemical propulsion systems which generated thrust by burning liquid oxygen and hydrogen as fuel. Ships with these engines can achieve velocities of up to 40,000 kilometers per hour, or 11 kilometers per second (approximately .00004% of the speed of light, or .00004 impulse). They cannot engage in any of the maneuvers listed in Chapter Three of *Spacedock;* compared to more advanced vessels, they are extraordinarily slow, clumsy, and primitive. A ship with chemical propulsion carries enough fuel for a number of seconds of burn equal to Size x 100.

A vessel with a chemical propulsion system has small internal batteries to provide sufficient power to run its minimal systems, such as life support and crude sensors (it can also have solar power generation, if desired). The crew makes do with stored food, gravity generated by rotating the ship, and so forth. The Narrator must evaluate and approve all equipment installed on a ship with chemical propulsion; most systems listed here or in *Spacedock* are not appropriate for these ships (in particular, ships with chemical propulsion cannot mount weapons, except perhaps for a single chemical or nuclear rocket launcher).

POWER SYSTEMS

WARP ENGINES

SU Cost: Varies (see table and text)

Power Cost: See above

The accompanying table provides details on the types of warp engines available in the TOS era.

OTHER POWER SYSTEMS

TOS-era ships obtain Power from impulse engines, auxiliary power, emergency power, and individual power systems just like 24th century ships, and have similar EPS systems (sometimes referred to as "energizers"). However, isomagnetic EPS conduits are not available.

Crewmembers on 23rd century ships often refer to emergency power as "reserves," "batteries," or "power coils," since the ship generates emergency power via powerful super-conducting coil batteries installed in various places throughout the ship. A ship relying solely on emergency power cannot exceed half impulse (.125 c) speed (assuming its impulse engines are working at all).

SOLAR POWER SYSTEMS

SU Cost: 3 SUs per 10 Power generated

Power Cost: None

Some pre-TOS era ships use primitive, but effective, systems for generating power from the light and heat of stars. These systems can generate up to 30 Power per round, and cost 3 SUs per 10 Power (or fraction thereof) generated.

TOS-Era Warp Drive Systems

Warp Engine Type	SU	Power Generated Per Round	Year Available
Mark I	20	10-49	2063
Mark II	30	50-99	2091
Mark III	40	100-149	2148
Mark IV	50	150-199	2215
Mark V	60	200-249	2226
Mark VI	70	250-299	2245
Mark VII	80	300-349	2270
Mark VIII	90	350-399	2284
Mark IX	100	400-449	2292

"SU" indicates the SU cost for the lowest figure in the "Power Generated" column—for example, 150 Power for a Mark IV engine. For each +10 Power (or fraction thereof) beyond that, the engine costs an additional +1 SU. Thus, a top-of-the-line Mark IV engine, which generates 199 Power per round, costs 55 SUs.

Exhausting Power

Characters on the original *Star Trek* series occasionally referred to "exhausting" the power in a particular system (such as the phasers), thus rendering it inoperative for a period of time. This implies primary reliance on some sort of individual power system or "battery" for most systems, a concept which the *Spacedock* rules (*Star Trek* starship science) don't really agree with, and therefore don't incorporate. If you wish to include the possibility of "exhausting" systems (primarily weapons) in your game, use the following rule:

Regardless of how much Power a ship generates, systems other than shields can only function at full power for a number of continuous rounds equal to three times the ship's Size. Once it reaches this limit, a system is "exhausted" and must spend at least the same amount of time "recharging" (a Challenging (9) Test with an appropriate Engineering skill can reduce the recharge time by 25%). Using the system at less than full power, or not using it every round, allows it to operate longer before it becomes exhausted.

Operations Systems

Bridge Systems

SU Cost: 4 x Size

Power Cost: None

Bridge systems function similarly to those of the 24th century, but are somewhat more fragile, and thus the bridge has a slightly lower SU cost.

Auxiliary Control Room/Battle Bridge

SU Cost: 2 x Size

Power Cost: None

Auxiliary bridges function the same in the 23rd century as those in *Spacedock*, but have a lower SU cost.

Separation Systems

Only two separation systems are available in the TOS era.

The first is saucer separation without the ability for the saucer to re-attach on its own (thus, the system costs .5 x Size, per *Spacedock*, pages 44-45). Activating a separation system constitutes an emergency measure, since it deprives the saucer of warp speed capability and sufficient Power to operate shields.

Separating the saucer section takes three full rounds and constitutes a Timed Action for the Helm; while performing this action, he can take no other actions. Once detached, the saucer can move at impulse speed or with thrusters; the Engineering hull, which the crew controls from an auxiliary control room, can move at warp speed. The saucer cannot re-attach to the Engineering hull on its own; engineers must re-attach the two parts of the ship at Spacedock or a similar facility.

The second is *nacelle separation*, used with certain Warp Shuttles (such as the Class H) to allow them to dock with capital ships without difficulty. It costs .5 x Size in SUs and 3 Power to use. Separating the nacelles, or re-attaching the ship to the nacelles after separation, takes two full rounds and constitutes a Timed Action for the Helm; while performing this action, he can take no other actions. Once separated, the nacelles remain stationary, while the shuttle proceeds on impulse power only.

Computers

Computers on TOS-era ships use *duotronic* technology instead of the isolinear technology familiar to 24th century engineers. Although more primitive than the isolinear models invented in 2329, duotronic computers are still extremely sophisticated, and well able to monitor and control the functions of a starship's systems. Each of the computers on the *Constitution*-class Explorer, for example, contains 900,000 individual duotronic relays and holds up to 8,500 kiloquads of data.

Accessing a 23rd century starship's library computer usually requires the use of a small viewer. The bridge, cabins, and other important areas of the ship all contain viewers.

TOS-era computers use the basic *Spacedock* rules (including the need to buy an ODN), but can only take Class Alpha uprating packages.

Pre-Duotronic Computers

SU Cost: .5 x Size

Power Cost: 1 per round

Prior to the invention of duotronics in 2243, space vessels have computers based on microchips made of silicon and/or other materials. Such computers help run the ship, but can take no uprating packages. They must buy an "ODN" defined as the electronic wiring and cables needed to connect the computer to the ship's systems.

Multitronics

In 2268, Dr. Richard Daystrom, inventor of the duotronic computer technology which (along with the transtator) forms the basis for many 23rd century starship systems, improved upon his initial work with the invention of *multitronics*. So sophisticated were Daystrom's multitronic systems that he predicted they would remove the need for human involvement in space exploration altogether. However, multitronics involved imprinting human neural engrams (Daystrom's own) on computer circuits in an effort to copy the functioning of the human brain. This did not work as well as Daystrom envisioned. His first four multitronic computers, M1 through M4, failed after trials, and in later trials aboard the *U.S.S. Enterprise*, M5 suffered serious problems, causing hundreds of deaths and the destruction of multiple starships.

Although Daystrom was forced to end his involvement in further development of multitronics while he underwent psychiatric care, other scientists continued his work (Daystrom joined them some years later after counselors restored him to full mental health). Although multitronics never proved the awesome advance Daystrom and his colleagues once hoped, and in fact was eventually supplanted by isolinear systems, their efforts were not wholly in vain. Their research led to improved multitronic technology which Starfleet later incorporated into a number of starship systems, including holodecks and the Emergency Medical Hologram.

TOS-era starship crews might find themselves involved in multitronics research and experimentation at some point. At the Narrator's option, early advances in the field might even allow a starship to have the Class Beta computer uprating package.

Navigational Deflector

SU Cost: 3 x Size

Power Cost: 6 Power per round of use

Until the *Constitution*-class general uprating of 2271, TOS-era navigational deflectors were somewhat more fragile than their 24th century counterparts, and not as well protected by the hull of the ship. To simulate this, they cost slightly fewer SUs. Additionally, 23rd century navigational deflectors lack the range and accuracy of later models. They have a range of 8/15,000/40,000/125,000 and an Accuracy of 6/7/9/12.

Beginning in 2271, refitted or newly-constructed ships can have navigational deflectors functionally equivalent to those of the 24th century (occupy 4 x Size in SUs; cost 5 Power per round; other normal *Spacedock* rules apply).

SENSOR SYSTEMS

The accompanying tables list the types of sensor systems available in the TOS era. Advanced or precise use of sensors often requires the user (typically the Science Officer or Helmsman) to peer into a smaller viewscreen attached to his console (this may, in the Narrator's option, take more time than using more advanced 24th century sensors).

Probes

Only Class I through V probes are available in the TOS era. Class I through III probes were all developed in the late 21st century; Class IV was invented in 2162, and Class V was invented in 2220.

TOS-Era Lateral Sensors Table

Strength Package	SU	Strength Rating	Year Available
Class 0	1	0	1995
Class 1	2	1	2077
Class 2	4	2	2084
Class 3	6	3	2092
Class 4	8	4	2153
Class 5	10	5	2215
Class 6	12	6	2229

Gain Package	SU	Test Result Bonus
Standard	0	+0
Class Alpha	3	+1

Coverage Packages: Standard TOS-era ship sensors cannot detect about 23,000 substances and effects unless they're calibrated for them. However, a ship can reduce this number by -1,000 substances for every 4 SUs (thus making its sensors better), or increase it +1,000 substances for every -2 SUs (thus making them worse).

TOS-Era Navigational Sensors Table

Strength Package	SU	Strength Rating	Year Available
Class 0	1	0	1995
Class 1	2	1	2077
Class 2	4	2	2081
Class 3	6	3	2096
Class 4	8	4	2162
Class 5	10	5	2211
Class 6	12	6	2240

Gain Package	SU	Test Result Bonus
Standard	0	+0
Class Alpha	2	+1

TOS-Era Long-Range Sensors Table

Range Package	SU	Range [Point Blank/Short/Medium/Long]	Year Available
Pre-Warp	1	Low Resolution: 1 light-year (.3/.4-.6/.7-.9/.91-1.0)	1995
Mark 0	1	High Resolution: 1 light-year (.3/.4-.6/.7-.9/.91-1.0) Low Resolution: 3 light-years (.5/.6-1.0/1.1-2.0/2.1-3.0)	2063
Mark I	2	High Resolution: 2 light-years (.3/.4-.8/.9-1.5/1.6-2.0) Low Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)	2077
Mark II	4	High Resolution: 3 light-years (.3/.4-.8/.9-1.5/1.6-3.0) Low Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)	2090
Mark III	6	High Resolution: 3 light-years (.3/.4-.8/.9-1.8/1.9-3.0) Low Resolution: 8 light-years (1/1.1-3.0/3.1-6.0/6.1-8)	2137
Mark IV	8	High Resolution: 4 light-years (.5/.6-1.0/1.1-3.0/3.1-4.0) Low Resolution: 10 light-years (1/1.1-3.0/3.1-7.0/7.1-10)	2162
Mark V	10	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)	2215
Mark VI	14	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 13 light-years (1/1.1-3.5/3.6-9.0/9.1-13)	2225
Mark VII	18	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)	2238
Mark VIII	22	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0) Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)	2245

Strength Package	SU	Strength Rating	Year Available
Class 0	1	0	1995
Class 1	2	1	2077
Class 2	4	2	2084
Class 3	6	3	2090
Class 4	8	4	2162
Class 5	10	5	2215
Class 6	12	6	2245

Gain Package	SU	Test Result Bonus
Standard	0	+0
Class Alpha	3	+1

Range Difficulties: The Difficulties for detecting objects with TOS-era long-range sensors are 4/5/8/11.

Coverage Packages: Standard TOS-era ship sensors cannot detect about 23,000 substances and effects unless they're calibrated for them. However, a ship can reduce this number by -1,000 substances for every +4 SUs (thus making its sensors better), or increase it +1,000 substances for every -2 SUs (thus making them worse).

FLIGHT CONTROL SYSTEMS

Autopilot

TOS-era ships' autopilots cannot have a rating higher than Shipboard Systems (Flight Control) 2 and Coordination 2.

Navigational Computers

Ships of the TOS era can only have Class 1 and 2 navigational computers.

Inertial Damping Field

In the 23rd century, Starfleet refers to this system as the "inertial stabilizers."

Specialized Flight Control Systems

TOS-era ships cannot have any specialized flight control systems.

COMMUNICATIONS SYSTEMS

SU Cost: Varies (see table)

Power Cost: 3 Power per round of use

Starships of the 2200s use an advanced form of communications called *subspace radio*. Invented in 2158, but not able to be installed aboard starships until 2193 due to size and power consumption problems, subspace radio allows a ship to propagate electromagnetic signals through the subspace medium. Such signals travel at Warp 9.9999, far faster than the fastest starship. Prior to 2193, ships used interplanetary radio, which propagates at subluminal speeds and can thus take decades or centuries to travel between stars.

The accompanying table provides SU costs and other information about 23rd century communications systems. Ships of this era may not have holocommunications systems.

Universal Translator

SU Cost: None

Power Cost: 1 Power per round of use

TOS-era universal translators require more computer power and resources than later models, so starships do not keep them activated at all times. When a ship turns on its translator, it costs 1 Power per round to operate.

TOS-Era Communications Table

Strength Package	SU	Strength Rating	Security	Year Available
Type I Interplanetary Radio	1	1	-0	1995
Type II	2	2	-0	2100
Type III	3	3	-0	2146
Mark I Subspace Radio	3	1	-0	2193
Mark II	6	2	-0	2212
Mark III	9	3	-1	2220
Mark IV	12	4	-1	2234
Mark V	15	5	-2	2245
Mark VI	18	6	-2	2284

Basic Uprating Package	SU	Test Result Bonus
Type 1	4	+1

Security Uprating Packages	SU	Security Rating Increase
Type A	3	-1

TRACTOR BEAMS

TOS-era ships can only take Class Alpha (available 2137) and Class Beta (available 2215) tractor beams. They may not buy specialized tractor beams.

TRANSPORTER SYSTEMS

SU Cost: Varies (see table)

Power Cost: Varies (see table)

The accompanying table lists the types of transporters available in the TOS era beginning in 2186, when Grahd of Tellar, leading a team of scientists including Wu Hsan of Earth and T'pratha of Vulcan, invented this wondrous device. Prior to Grahd's general improvements to ship-based transporters in 2211, such units were much more unreliable. Add +2 to the Difficulty of any Tests involving them. If a Test fails, a disaster may occur; Dramatic Failure *always* indicates a horrible death for the person(s) being transported.

TOS-era transporters do not have the full-spectrum biofilters present in 24th century models, making it much more likely that a crewmember can bring an alien virus or bacteria onboard and infect the whole ship. If infection or contamination are suspected, personnel beaming onto the ship undergo thorough decontamination procedures roughly as effective as a 24th century biofilter, though the routine can take up to several minutes.

TOS-era ships may not buy specialized or variant transporter systems. However, some other civilizations may use them; for example, the transporter beam which sent Gary 7 to Earth originated an astounding *one thousand light-years* away! Use the systems in *Spacedock* for more advanced transporters if necessary.

TOS-Era Transporters Table

Transporter Pads	SU	Power
Personnel	.5 per person	.5 per person transported
Emergency	.25 per person	.25 per person transported
Cargo	.5 per 100 kg	.5 per 100 kg transported

Emitter/Receiver Array	SU	Power	Range	Year Available
Personnel Mark 1	1	1	5,000 km	2186
Personnel Mark 2	2	1	8,000 km	2207
Personnel Mark 3	3	2	10,000 km	2211
Personnel Mark 4	4	2	15,000 km	2215
Personnel Mark 5	5	2	20,000 km	2236
Personnel Mark 6	6	3	26,000 km	2257
Personnel Mark 7	7	4	30,000 km	2297
Emergency Mark 1	1	1	3,000 km	2186
Emergency Mark 2	2	1	5,000 km	2211
Emergency Mark 3	3	1	8,000 km	2236
Emergency Mark 4	4	1	13,000 km	2257
Cargo Mark 1	1	1	5,000 km	2186
Cargo Mark 2	1	1	12,000 km	2211
Cargo Mark 3	2	1	18,000 km	2236
Cargo Mark 4	3	2	26,000 km	2257
Cargo Mark 5	4	3	30,000 km	2297

Energizing/Transition Coils	SU	Strength	Year Available
Class A	1	1	2186
Class B	2	2	2186
Class C	3	3	2186
Class D	4	4	2211
Class E	5	5	2236
Class F	6	6	2270
Class G	7	7	2297

Additional Transporter Rules

TOS-era transporters aren't as easily improved with extra Power as 24th century models. The crew can only increase their Strength by 125%, or their range by +10%, using the rules on page 60 of *Spacedock*. To increase the power to a transporter, the crew usually switches to one of the system's *emergency channels*, labelled A-D.

Site-to-site transporting, and short-range transports (such as intra-ship beaming), are more difficult and dangerous in the TOS era than the 24th century. The site-to-site rules from *Spacedock*, page 160, apply, but increase the base Difficulty to Moderate (6).

CLOAKING DEVICES

Only Romulan and Klingon ships have access to cloaking technology during the 23rd century (though Captain Kirk and the crew of the *U.S.S. Enterprise* did steal a Romulan cloaking device in 2268 so the Federation could study it and find ways to counteract it). The Klingons have access to cloaks of classes 1-6; the Romulans have cloaks from classes 1-7 (they develop class 8 in 2298).

Additionally, TOS-era cloaks fail to hide two important phenomena. First, they emit surges of neutron radiation while in use. Ships *very* close to the cloaked vessel—within 10 kilometers—can detect the surge with a Moderate (6) Shipboard Systems (Sensors) Test (though they may not always comprehend the surge's significance). Second, they cannot cover the ionic gases a ship emits while traveling at impulse speeds. Another ship can detect the gases with a Moderate (8) Shipboard Systems (Sensors) Test, and if it does so program a torpedo to home in on those gases (giving it a +4 Test Result bonus to hit the cloaked vessel).

Cloaks of the 23rd century generate a slight amount of interference for their ship's sensors. All Shipboard Systems (Sensors) Tests made using the equipment on a cloaked ship while the cloak is active suffer a -1 Test Result penalty.

TOS-era ships may not take cloak-like systems, such as masking circuitry.

See also *Spacedock*, page 163, regarding "Older Cloaks."

Firing While Cloaked

Per the normal *Spacedock* rules, cloaked ships may not fire weapons while cloaked. However, in 2292, the Klingon House of Chang developed a prototype cloaking device that allowed a ship to fire while cloaked. Firing a weapon reveals the part of the ship containing that weapon for a split-second, allowing an alert enemy to counterattack. In game terms, the counterattacker has to be prepared to make an attack and succeed with a Challenging (11) Shipboard Systems (Sensors) Test to detect the revealed part of the cloaked ship in time.

After the *U.S.S. Enterprise*-A and *U.S.S. Excelsior* destroyed Chang's prototype, further experimentation showed that the improved cloak contained many major flaws. They included the cloak causing beam weapons to malfunction and explode, and torpedoes to detonate prematurely while still in the launcher. Additionally, the cloak frequently disengaged for no apparent reason, in the process jamming the ship's shields and leaving it completely vulnerable to counterattack. By 2297, in light of these problems and the current peace initiative with the Federation, the Klingon Empire abandoned attempts to develop the improved cloak altogether.

SCIENCE SYSTEMS

These systems work the same in the TOS era as in the 24th century. However, 23rd century ships can only buy up to rating 3.

TACTICAL SYSTEMS

WEAPON CONTROL ROOMS

SU Cost: 1 x Size

Power Cost: None

In the TOS era, ships of Size 4 and larger must buy *control rooms* for both beam and missile weapons. (On smaller ships the Helm can energize and fire weapons directly from his panel.) A ship need only pay this cost once for all beam weapons, and once for all missile weapons, it possesses. Any energy costs associated with control rooms are part of the Power cost for the weapons it controls. If a weapon control room is destroyed, increase the Difficulty of all Tests made to use those weapons by two categories (or, in the GM's option, such Tests may not be possible at all).

BEAM WEAPONS

This section describes the types of beam weapons available to TOS-era ships. Ships buy these systems using the normal *Spacedock* rules unless otherwise noted. Isolytic weapons are not available during the TOS period.

Note also the rule regarding shields' degrading effect on beam weapons in this era (see page 20).

Lasers

SU Cost: Varies (see table)

Power Cost: Varies (see table)

Until the invention of the phaser in 2257, starships mounted high-powered lasers with which to defend themselves, attack enemies, cut apart asteroids and space debris, and the like. The accompanying table provides information on TOS-era lasers. Lasers have an Accuracy of 6/7/9/12, unless purchased for a ship in 2260 thereafter, in which case they can buy the Class Alpha targeting system listed under "Phasers," below. Lasers cannot have an arc of fire exceeding 120 degrees (costs 0 SUs). Lasers may only fire in Standard, Pulse, and Continuous modes.

Phasers

Ships of the TOS era buy phasers the same way as TNG-era ships, subject to restrictions on available emitter types (see accompanying table). In the TOS era, starships may only have Class Alpha and Beta auto-phaser interlocks. Ships may not install pulse phasers or ACB-jacketed phasers. Most TOS-era phaser banks have no more than 120 emitters and cover no more than a 360 degree arc of fire.

TOS-Era Lasers Table

Class	SU	Power	Damage	Shots per Round	Range	Year Available
Sorac Class	2	2	20	1	4/10,000/30,000/100,000	2063
Brenkai Class	4	4	40	1	5/12,000/36,000/125,000	2088
Schawlow Class	6	6	60	1	6/15,000/45,000/150,000	2113
Gould Class	8	8	80	2	7/20,000/60,000/175,000	2147
Magnusson Class	12	12	100	2	8/25,000/75,000/200,000	2162
Tesla Class	10	10	100	2	9/27,000/80,000/250,000	2215

Phaser Banks

TOS-era engineers design and install phaser emitters somewhat differently than their 24th century counterparts. Though emitters function more or less identically to future models, designers cluster them together in "banks" rather than spread them out along "arrays." Until Starfleet improved the processes for manufacturing and linking emitters and phaser generators in 2322, creating an array—which provides a greater arc of fire and more tactical options—was not feasible. But the phaser banks of the 23rd century are nevertheless potent, versatile tools and weapons, rightly feared by the enemies of the Federation.

A single phaser bank contains two *phaser units*, each terminating in a *firing emitter* through which the weapon projects the beam. The two firing emitters, which resemble black half-spheres, project slightly out from the hull in a structure sometimes referred to as a "turret." Ordinarily, the two firing emitters each project part of the beam, which sometimes makes the beam look like two parallel beams (regardless of appearance, the "beams" count as one for game purposes).

If one of the two firing emitters in a turret malfunctions, suffers damage, or exhausts its power, the phaser fires at half strength (but still costs full normal Power). In situations when the phaser bank has suffered no damage or other problems, ships may voluntarily fire only one firing emitter, in which case the weapon does half damage and costs half Power.

Ships are not required to have phaser banks with two firing emitters. A ship can purchase a phaser bank with a single phaser unit (and thus a single firing emitter). One-firing emitter phaser banks cost half the SUs and half the Power of a full two-firing emitter bank, but only do half the damage.

TOS-era ships usually refer to their largest, or most frequently used, phaser bank (typically the primary forward bank) as the "main phasers."

> **Example:** *Brian wants to install a phaser bank on the ship he's building, the* U.S.S. Griffon. *He chooses a Type VI 120-emitter bank with a Type Alpha interlock and covering a 360 degree arc of fire. This costs (14 + 0 + 2 + 3 [firing modes]) 19 SUs. Like most banks, this one consists of two phaser units and has two firing emitters; the emitters are in a "turret." When he fires the weapon, it does 120 SUs of damage and costs 12 Power. It may look like it's firing two beams in tandem (one from each firing emitter), but in fact that's a single beam for game purposes. If one of the phaser units malfunctions or is destroyed by enemy attack, the weapon can only do 60 SUs of damage, but still requires 12 Power.*

Energizing Phasers

Before a starship can use TOS-era phasers, it must "energize" them—get them ready for use from their normal "cold" status. To do this, the captain gives the order to the helm, who relays it to the Phaser Control Room. (Similarly, the helm sometimes relays firing orders to the Control Room for actual firing, but normally the crew manning the Control Room transfers firing control directly to the helm and/or navigator by locking the phasers to the computer.) Energizing the phasers, which occurs simultaneously with energizing the targeting systems, requires one full round. It does not ordinarily require a Test, but does require an action by the helm (or other appropriate member of the bridge crew) and by the Phaser Control Room crew. The Narrator may call for a Test in unusual circumstances, such as when relevant ship systems have suffered damage or malfunction.

It costs 2 Power per round to keep the phasers energized for any round in which the crew does not fire at least one phaser bank. Keeping the phasers energized at all times is not feasible; it quickly results in malfunctions, damaged equipment, and phaser generator overloads. (In other words, if players insist on violating the rules of *Star Trek* drama by flying around the galaxy with their characters' ship's phasers energized all the time, penalize them by imposing Tests to use the phasers, charging extra Power for phaser use, having the emitters break or malfunction, and so forth.)

Channeled Phasers

SU Cost: +10 SUs to normal phaser cost for each phaser channeled through the main engines

Power Cost: +3 Power to normal phaser cost

In 2271, the Starfleet Corps of Engineers devised a way to increase phaser power by channeling phasers through the main engines. "Channeled phasers" do +30 damage (but cost +3 Power and +10 SUs). However, if the engines suffer a malfunction or problem (such as an antimatter imbalance), channeled phasers shut down entirely until the crew fixes the engine problem.

Starfleet Command, or an individual ship's captain, decides whether to install (or retrofit) channeled phasers on a starship. Never widespread due to various technical problems, the practice ended entirely when Starfleet switched over to phaser arrays instead of banks in 2322, since the channeling process works even less well with arrays (which, due to improvements in phaser technology, generally don't need the extra boost from channeling anyway).

TOS-Era Phaser Bank Table

Emitter Type	Year Available
Type I	2257
Type II	2257
Type III	2257
Type IV	2260
Type V	2260
Type VI	2262
Type VII	2262
Type VIII	2284

Auto-Phaser Interlock	SU	Accuracy	Year Available
Class Zero	0	6/7/9/12	2257
Class Alpha	1	5/6/8/11	2260
Class Beta	2	4/5/7/10	2263

Disruptors

TOS-era ships can only have Class Alpha and Beta disruptor targeting systems. Most TOS-era disruptors can cover no more than a 180 degree arc of fire.

TOS-Era Disruptors Table

Disruptor Type	Year Available
Type 1	2258
Type 2	2258
Type 3	2259
Type 4	2260
Type 5	2260
Type 6	2261
Type 7	2269
Type 8	2291

Disruptor Targeting System	SU	Accuracy	Year Available
Class Zero	1	6/7/9/12	2258
Class Alpha	2	5/6/8/11	2261
Class Beta	3	4/5/7/10	2267

Tholian Gravitic Beam

In open combat, the Tholians use a gravitic-based energy beam based on the same technology with which they create the Tholian web (see below). They have two types, one equivalent to a Type 7 disruptor and the other equivalent to a Type 8, both available from 2240 on. They can buy any type of disruptor targeting system for these weapons.

Pure Anti-Proton Beam

SU Cost: 80

Power Cost: 30 per shot

The so-called "Doomsday Weapon" (see page 86) which virtually destroyed the *U.S.S. Constellation* and obliterated several planets in 2267 used an enormous energy weapon which fired pure anti-proton beams. Although the ship normally used this system as a tool to slice planets apart and "consume" them for fuel, the beam also served as a potent weapon.

The Doomsday Weapon's anti-proton beam has a range of 25/50,000/250,000/750,000 and an Accuracy of 4/5/7/10. It does 300 SUs of damage per shot. It fires only in Standard mode. The ship cannot Multifire it.

MISSILE WEAPONS

Chemical Rockets

The chemical rockets described in *Spacedock* were used by Earth (and, later, Starfleet) vessels from the earliest days of armed spaceflight. As noted in *Spacedock*, they typically do 50-100 points of damage, depending on sophistication, size, and the like. They have an Accuracy of 5/6/8/11 (or worse).

Nuclear Rockets

SU Cost: 6 SUs for a launching tube; 4 rockets per 1 SU

Power Cost: 5 Power to fire

Humans, and most other starfaring species with aggressive tendencies, replace chemical rockets with fission and/or fusion rockets as soon as they find it technologically feasible to do so. For Humans, this time came early, in 2070, less than 10 years after Zefram Cochrane's first historic warp flight. Initially the intention was to use nuclear rockets primarily to clear debris, smash open asteroids, destroy obstacles, and defend ships. However, they quickly became weapons of war when mankind needed them for that purpose—for example, during the Earth-Romulan War of the 2150s.

The accompanying table describes the different types of nuclear rockets available for ships during the early TOS era. Although nearly as powerful as the early photon torpedoes (see below), they have a much shorter range. Ships may Multifire nuclear rockets. They may fire them into atmospheres without difficulty. They have an Accuracy of 5/6/8/11 (or worse).

Nuclear Rockets

Type	Damage	Range	Year Available
Mark I	120	5/150/750/3000	2070
Mark II	135	5/200/1000/5000	2094
Mark III	150	6/300/2500/8000	2123

Torpedoes: General Rules

The following rules apply to all types of torpedoes in the TOS era.

It requires *two* rounds, not one, for the crew to load a full spread of torpedoes into a torpedo launcher for firing. Thus, if a ship fires a full spread of torpedoes from a launcher, the crew spends two rounds reloading the launcher, and the ship can fire it again on the third round after it first fired. (If the captain anticipates trouble, he may, of course, order the torpedo crew to load the launcher in advance, allowing the ship to fire up to one full spread immediately if the bridge crew detects a threat. Ships do not routinely fly around with torpedoes loaded; this is both dangerous and perceived as a sign of hostile intent.)

Before firing loaded torpedoes, the navigator (or helmsman) must use an action to arm them (this does not require a Test). A single action suffices to arm all torpedoes currently loaded in a single launcher. The Helm can also use an action to set the arming procedure to occur automatically, so that when the torpedo crew loads additional spread of torpedoes into that launcher, he doesn't have to spend an action to arm them (thus saving time during lengthy battles).

Torpedoes in the TOS era typically have an Accuracy of 6/7/9/12. If the ship has phasers or disruptors installed, it may buy one of the targeting systems listed thereunder for its torpedoes as well.

Photon Torpedoes

Starfleet vessels during the TOS era carried one of two types of photon torpedoes. Both are launched out of basic launchers; Starfleet ships of this period cannot launch high-yield torpedoes (though Romulan ships can; see "Plasma Torpedoes," below).

The first type of photon torpedo, the Type I, was developed in 2215 for the newly-launched *Ranger*-class Explorer. It uses six large slugs of deuterium, which contact six identical slugs of anti-deuterium to generate an explosion of tremendous force. These torpedoes do 160 points of damage, and have a range of 15/100,000/400,000/750,000.

The second photon torpedo model, the Type II, was not completed until 2271, but remains in use even in the late 24th century. Externally it resembles the Type I, but the interior differs significantly. It uses thousands of small packets of matter and antimatter, thus creating a much more efficient release of energy. These torpedoes do 200 points of damage and have a range of 15/300,000/1,000,000/3,500,000.

Ships can use neither type of photon torpedo in an atmosphere. However, if a ship itself is atmosphere-capable, it can get close enough to the target that the torpedo hits it and detonates before breaking up in the atmosphere.

Plasma Torpedoes

Instead of photon torpedoes, the Romulans ordinarily field a fearsome missile weapon called a *plasma torpedo.* Plasma torpedoes use a trilithium isotope to produce extremely powerful explosions. However, their effectiveness depends on the distance to the target—the further they travel, the more power they lose.

A plasma torpedo moves at the rate of 1,200,000 kilometers per round (roughly equal to .8 *c*). Within a range of 30,000 km (1 MU), it does 600 points of damage—considerably more than comparative photon torpedoes. For every 30,000 km (1 MU) beyond that, subtract 6 points of damage. (Thus, if a ship can run far and fast enough, it can reach the point where a plasma torpedo impacts its shields harmlessly.) A ship cannot Multifire plasma torpedoes; it may only fire one per launcher per round, and each firing constitutes a separate action. Plasma torpedoes require high-yield launchers (see *Spacedock*, pages 144-45).

OTHER WEAPONS

TOS-era ships may take mines. They may not have microtorpedo launchers or tricobalt devices.

The Tholian Web

SU Cost: 30

Power Cost: 5 Power per round to erect; no Power to activate or use once erected

Also known as the "Tholian tractor field," this weapon uses the Tholians' advanced understanding of gravitic and tractor beam technology to destroy helpless ships. Tholian space and surrounding regions contain many areas of spatial and subspatial distortion which often cripple or trap starships. The Tholians can then erect a web around a ship and utterly destroy it at little or no risk to themselves.

It takes two ships, both equipped with web generators, to construct the Tholian web. They link up and then separate, stretching a golden beam of gravitic/subspace force (similar to a tractor beam) between them. They move apart from each other and begin executing a precise flight pattern around the target ship, constantly "weaving" the web beam around it. Creating the full web requires 2-4 (1+1d3) hours. For every additional two ships helping weave the web, halve the time needed.

Breaking through a Tholian web, whether fully or partially erected, requires great power and effort. The web has a Resistance of 100; breaking a hole in it large enough for a ship to travel through requires 100 SUs of damage per Size of the ship (thus, a Size 3 ship has to do 300 SUs damage to make a sufficiently large hole in the web). A single Tholian ship can repair damaged web at the rate of 30 SUs per round. (Of course, clever crews may devise other methods to break or disrupt the web than sheer force.)

When the Tholians complete the web, they activate it. It collapses in upon the trapped ship, crushing it. It does 200 SUs damage per round until it destroys the target; only Resistance provides any protection against this damage. The Tholians can automatically deactivate and dissipate the web at any time, if they so desire.

THREAT ASSESSMENT/TRACKING/TARGETING SYSTEM

TOS-era ships may only take Class Alpha (available 2086) and Class Beta (available 2215) targeting systems. Prior to 2086, ships may only take the Class Zero TA/T/TS, which costs 3 SUs and 0 Power, has a Strength of 6, and provides a +0 bonus.

Gravitic Mines

Also known as gravimetric mines, gravitic mines are a fearsome weapon developed by a number of warlike species, such as the Klingons and Romulans. Instead of generating high levels of explosive force, like a photon torpedo, they generate intense, very short lived fields of gravitic distortion which literally tear a ship apart. Because of the nature of the attack, deflector shields only reduce the damage caused by a maximum of half, but thereafter the ship's SIF's Protection also applies. Any additional damage applies directly to the ship, regardless of how strong its shields are.

Example: *The U.S.S.* Indomitable, *a Constitution-class ship with shields providing Protection 400 and a Class H SIF (40 Protection), hits a Type I gravitic mine (which does 200 points of damage). It may reduce this damage by half, to 100, which likewise reduces its shield's Protection by 100 points. The SIF reduces the remaining 100 points of damage to 60, so 60 SUs apply directly to the ship, even though its shields have enough Protection remaining to absorb all the damage if it were a normal attack.*

Gravitic Mines

Mine	Damage
Type I	200
Type II	400
Type III	600

Planetary Power Disruption

In "Bread and Circuses," the U.S.S. Enterprise disrupts an entire planet's power system. Assuming a planet has a single power system, a starship can do this by using the computer and communications electronic warfare rules in Spacedock—the crew simply "hacks" into the planetary power grid and shuts it down.

The Genesis Torpedo

Although the Federation never intended the Genesis device as anything other than a way to ease population pressures and allow it to grow more food on formerly lifeless worlds, the Klingons correctly perceived that in the wrong hands, it could easily become an "ultimate weapon." Because it rewrites an existing atomic matrix in favor of its own matrix, the Genesis device effectively destroys everything on a planet's surface. That includes cities, structures, and the other impedimenta of civilization, if the planet happens to have inhabitants. If someone used the Genesis device as a weapon, he could make the nuclear and biochemical horrors of Earth's Third World War look minuscule in comparison.

Any planet hit with a Genesis "torpedo" (as the Klingons call it) suffers complete surface destruction. Within a matter of minutes, the Genesis device breaks down the planet's surface and everything on it (or up to half a kilometer beneath it) at the quantum level and remakes it into a world empty of anything more advanced than nonsentient plant life. This kills everyone and everything on the planet. But since the Genesis device employs unstable protomatter, any planet remade in this fashion cannot survive for long. Within 4d6 days, the planet tears itself apart. Tremendous earthquakes and deadly storms wrack the surface for days or hours in advance of the final catastrophe.

Hitting a ship with a Genesis device destroys that ship, and kills everyone on it, as the device tries to remake the vessel into a planet capable of supporting humanoid life.

The Genesis device built by Carol and David Marcus, and used by Khan Noonien Singh in an attempt to kill James T. Kirk in 2285, required a minimum two-minute arming period before it detonated; in controlled uses even longer countdowns were normal. Possibly a Genesis device designed specifically as a weapon would have a shorter arming period.

DEFLECTOR SHIELDS

Also known as "deflector fields" or "force fields," deflector shields protect 23rd century starships the same as they do their 24th century equivalents. Though weaker than comparative later models, they also generally contend with weaker weaponry. Personnel usually refer to a ship's shields by numerical designation. Number 1 shield is the forward shield, number 2 the starboard shield, number 3 the aft shield, and number 4 the port shield.

TOS-era ships buy deflector shields using the normal *Spacedock* rules. The accompanying table lists the maximum Protection ratings they can have for their shields as of various years. They cannot install regenerative force fields, multiphasic shields, covariant shields, or any other such advanced/exotic shield types.

TOS-era tactical systems do not synchronize beam weapon and shield frequencies as smoothly as those of the 24th century, resulting in some degradation of beam weapon strength as the beam passes through the shield barrier. When a ship has its shields raised, reduce the damage caused by its beam weapons by 5 points. The officer firing the beam weapon can eliminate this penalty by making a Moderate (6) Shipboard Systems (Tactical) Test (this constitutes an Immediate Action, but does suffer from, and contribute to, Multiple Action Penalties). Shields do not interfere with torpedo fire in any way.

TOS-Era Shield Strength Table

Year	Maximum Shield Protection
2063	40
2077	100
2101	150
2119	200
2142	250
2162	300
2215	350
2245	400
2271	450

Shield Recharging System

SU Cost: 0

Power Cost: 0

TOS-era ships prior to 2245 have shield recharging systems that restore collapsed shields in 75 seconds. Beginning in 2245, improved shield recharging systems repair shields in only 60 seconds.

In 2284, ships can buy Class 1 recharging systems using the standard rules.

Backup Shield Generators

Ships of the TOS era do not have backup shields. Once the shields collapse, a crew's only option is to recharge them.

AUXILIARY SPACECRAFT SYSTEMS

HANGAR DECKS

The TOS-era term for shuttlebays is *hangar decks* (or *landing bays*). An individual hangar deck can hold, at most, 20 Size worth of auxiliary craft (typically 10 shuttlecraft or the like). Most ships only have one hangar deck (see accompanying table), but a sufficiently large ship could have multiple decks.

TOS-era ships do not have captain's yachts.

Suggested TOS-Era Shuttle Complements

Courier: 0
Cruiser: 1-4
Escort: 0-1
Explorer: 2-10
Frigate: 1-3
Medical: 1-3
Research/Laboratory: 1-4
Scout: 0
Surveyor: 1-5
Transport: 0-1

STARSHIP COMBAT IN THE 23RD CENTURY

The following alternate or additional rules apply when 23rd century starships engage in combat or other actions.

SKELETON CREWS

The rules for crew casualties and skeleton crews (*Spacedock,* pp. 88-89) apply to 23rd century ships. However, since such ships are less technologically sophisticated than 24th century vessels, and thus require more work by the crewmembers, *double* the penalties for having a skeleton crew on a ship.

Additionally, unlike 24th century vessels (which a single crewmember can run via a PADD in a non-crisis situations), TOS-era capital ships cannot be run by one person, or even half a dozen persons. (A much less complicated vessel, such as a cargo carrier, could be operated by a single person.) However, a clever engineer can rig a starship for automated operation by a crew of three or more trained people if necessary. This typically requires a Difficult (12) Systems Engineering (any Specialization) Test and one day of work by one person per point of Size (using more engineers can reduce the time required, but never below a minimum of one day). A ship with automated control systems, such as the *U.S.S. Enterprise* when Captain James Kirk stole it to go recover the body of Captain Spock in 2285, suffers no skeleton crew penalties, *provided* the persons running the ship don't make too many demands on it. They can't take the ship into combat or a similar situation without incurring skeleton crew penalties, or engage in any other activities much beyond routine ship travel and operations. Any significant damage to the ship, including any damage whatsoever to the EPS or ODN systems, typically renders a starship automation system non-functional.

For crews of trainees, such as the ones caught up in Khan Noonien Singh's attack on the *U.S.S. Enterprise* in 2285, the Narrator should determine how they correspond to a trained skeleton crew. For example, a full crew of completely green cadets might equal a trained crew at 50% capacity; a training crew of cadets on their "cadet cruise" might equal a trained crew at 75% capacity.

STARSHIP MANEUVERS

TOS era starships use more or less the same maneuvers as 24th century ships, but lack some of their future counterparts' maneuverability. TOS era starships of Size 5 or lower cannot obtain maneuver benefits with a total value exceeding 4 in a single round; ships of Size 6 and above cannot obtain benefits with a total value exceeding 3.

TOS-era starships sometimes use the following additional maneuvers, which 24th century ships can also attempt if they wish.

Emergency Landing Plan B

Normally, shuttles enter shuttlebays with the assistance of shuttlebay tractor beams, which make the landing a smooth and easy one requiring no Shipboard Systems (Helm) Tests. But this takes time—approximately two rounds. If the ship has to lower shields before the shuttlecraft can enter the hangar deck, that adds another round to the time required. Sometimes a shuttlecraft or ship doesn't have that much time.

To get a shuttle inside the shuttlebay as quickly as possible (to, perhaps gain the protection of the ship), the shuttle's pilot can use what Captain James T. Kirk once called "Emergency Landing Plan B": non-tractor-assisted landing. (Kirk's helmsman, Hikaru Sulu, had to use this maneuver when the renegade Vulcan Sybok took over the *U.S.S. Enterprise*-A in 2287).

To land a shuttle safely without the assistance of a tractor beam (which only takes one round), the shuttle pilot must make a Challenging (9) Shipboard Systems (Helm) Test. If he succeeds, he sets the shuttle down right where he wants it with nary a problem. If he fails, the shuttlebay, shuttle, and all shuttle passengers take 2d6 damage (no defense applies to shuttle or ship; passengers may use their normal Resistance). If he Dramatically Fails, he crashes into the shuttlebay (or even into the ship's outer hull); increase the damage to 4d6.

Mirroring

A ship attempting to tail a cloaked vessel that it has detected can attempt this maneuver to take advantage of the way 23rd century cloaks interfere with sensors (see page 16). It allows the ship to mimic the cloaked ship's movement exactly, and thus to disguise itself as a "sensor ghost" or the like. It requires a Moderate (6) Shipboard Systems (Sensors) Test and Routine (5) Shipboard Systems (Helm) Test every round. If either of these Tests ever fails (to any degree), the trailing ship does not mirror the cloaked ship's movements exactly, thus revealing to the cloaked vessel that it is not a "ghost."

The Timewarp Maneuver

Also known as the "light speed breakaway factor" or the "slingshot effect," this maneuver allows a starship to "slingshot" around a star, using the star's gravity to increase its speed to the point where it travels back in time! This difficult and dangerous procedure requires the crew to complete two steps with precise accuracy.

First, a crewmember must perform the calculations to determine how fast the ship has to travel to reach the desired moment in the past it wishes to reach. This requires a Challenging (9) Physical Sciences (Mathematics *or* Temporal Physics), Propulsion Engineering (Warp Drive), or Theoretical Engineering (Temporal Physics) Test. If the Test succeeds, the character has calculated the ship's required speed properly. If it fails, for every point by which he missed the Difficulty Number, his miscalculation puts the ship from one day to one week before or after the target date. If he Dramatically Fails, increase that to from one year to one decade per point missed.

Second, the helmsman has to pilot the ship along a precise course, at a sufficiently high speed. This requires a Challenging (9) Shipboard Systems (Helm) Test, and a ship which can attain a speed of at least Warp 9.8 (TOS scale). If he succeeds, so does the maneuver, resulting in a time trip and 3d6 SUs damage to the ship (no defense applies). If he fails, the ship does not travel in time, and suffers 30-180 (3d6 x 10) SUs of damage (no defense applies). If he Dramatically Fails, or if he attempts the maneuver in a ship that cannot or does not reach Warp 9.8, the ship cannot break free of the star's gravity and plunges right into its nuclear fires, destroying it and killing everyone aboard.

Timewarp may cause dilithium crystals, particularly those of poorer quality or contained in less efficient dilithium sequencers, to break down much more quickly than normal. If the crewmembers don't take care, they may find themselves stranded in the past without enough dilithium to get home! The recrystallization procedure mentioned on page 8 can overcome this difficulty—if they know of it or think of it.

Warp One, Astern!

Starships of the 23rd century, like those of the 24th, can fly astern (backwards) at both impulse and warp speeds if they wish. Flying astern at impulse speeds causes no significant problems. But sometimes ships have to fly backwards at warp speeds—for example, to get far enough away from the firing point of an incoming plasma torpedo to reduce the torpedo's power until it can't harm the ship. This poses danger to the ship, since it has no aft navigational deflector. During every round of astern warp speed travel, the helmsman must make a Moderate (7) Shipboard Systems (Helm) Test. If he fails, the ship impacts with something significant—typically a pocket of stray hydrogen atoms, but possibly larger particulates or even a meteor or the like. If this happens, the ship suffers 10-60 (1d6 x 10) SUs of damage; no defense protects the ship from this.

Warp Speed In Solar Systems and Atmospheres

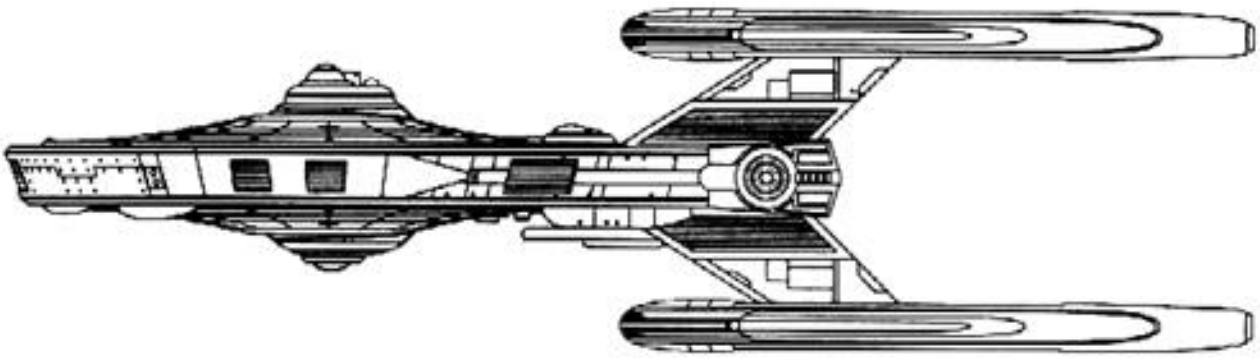
Because their engines are comparatively primitive, and thus interact less dangerously with gravity wells and atmospheres, reduce the Difficulties for Tests relating to warp travel through solar systems and atmospheres in TOS-era ships by 2 (see *Spacedock*, page 99).

TACTICAL

CALLED SHOTS

If you use the Starship Hit Location tables on pages 112-17 of *Spacedock* for starship combats involving 23rd century ships, you may sometimes obtain hits on systems which TOS-era ships don't have, or which have a slightly different name or function in that era. If so, simply roll again, or substitute the most appropriate equivalent system.

STARSHIP CONSTRUCTION MANUAL



Original Data: **Starship Construction Guide**
FASA Corporation

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CONTENTS

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TITLE
AUTHOR

Starship Construction Guide
FASA

Starship Construction Guide: Supplemental
Bryan Jecko

Starship Types
William Colley

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STARSHIP CONSTRUCTION TERMS

The following list defines and describes the terms used in the construction of vessels for starship combat. Some of these terms are to be found heading columns in the various Ship Construction Tables, and others pertain to the Ship Data Sheets in the various recognition manuals, Stardate Magazine, Stardrive Magazine, and fan created sources. Where a term is associated with particular units of measure, these are given.

CLASS

This is an indication of the mass of a ship, its tonnage. The higher the class, the greater the ship's tonnage. The relationship between class and tonnage is not constant.

SHIP CLASSES

Class	Mass (mt)
I	0-5000
II	5,000-15,000
III	15,000-25,000
IV	25,000-40,000
V	40,000-60,000
VI	60,000-80,000
VII	80,000-100,000
VIII	100,000-120,000
IX	120,000-140,000
X	140,000-160,000
XI	160,000-180,000
XII	180,000-210,000
XIII	210,000-240,000
XIV	240,000-300,000
XV	300,000-350,000
XVI	350,000-400,000
XVII	400,000-450,000
XVIII	450,000-500,000
XIX	500,000-600,000
XX	600,000-700,000

COMBAT EFFICIENCY (CE)

This number rates a ship's performance in combat; the higher the number, the more effective the ship in a head-to-head conflict. It is a measure of how the ship uses the power produced by its engines, the strength of its superstructure and deflector shielding, and the overall potency of its weapons. The Combat Efficiency (CE) of a ship may be expressed by the following formula:

Combat Efficiency (CE) = Defense Factor (D) X Weapon Damage Factor (WDF) / 100

CONTROL COMPUTER REQUIREMENT

Each engine, weapon, and shield generator aboard a ship is controlled by the ship's control computer. The more complex the equipment, the more sophisticated the computer must be. The computer requirement of the equipment is one of the three factors limiting ship construction. Although the computers weigh a very small amount in comparison to most ships, there is a range of ship classes for which each computer type is suitable, either because equipment needed to run a ship of a certain size is too complex or because the computer would be vastly overpowered for the equipment available.

DAMAGE

This number represents the damage done by a successful hit with a beam or missile weapon. The greater this number, the greater the damage. The damage of a beam weapon equals the amount of power put into it and any damage modifiers; thus, this number is not given in the beam weapons chart. The damage of a missile weapon is constant, and so it appears in the missile weapon charts. The damage from a Romulan plasma weapon is a special chart.

DAMAGE MODIFIER

This is the bonus damage some beam weapons do at various ranges. Damage modifiers emphasize the different ways beam weapons convert power to damage. For most beam weapons, the damage modifiers will be greater at short ranges.

DAMAGE PENETRATION COEFFICIENT (DPC)

This number is a measure of how well a shield will prevent damage from incoming fire. It is related to the maximum shield power and the shield point ratio. The more efficiently a shield generator converts power to shielding (that is, the lower the shield point ratio), the lower the DPC. Because use of the shields reduces the power available for either movement or weapons, the greater the power needed for the generator to perform at maximum effectiveness, the higher the DPC.

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DEFENSE FACTOR (D)

This number is a measure of the ship's superstructure strength, of the ship's shield strength, and of the efficiency deflector shielding. The higher this number, the more effective the ship is in defense.

DISPLACEMENT

This number tells how much any piece of equipment or ship weighs. When dealing with ships, there is a direct relationship between a ship's mass and its class (see class). When dealing with equipment, the displacement is one of the factors that help control ship design. Because of the mass limits, it is impossible to put an enormous warp engine and all the phasers in the world on a warpshuttle. The mass of all pieces of equipment and superstructure must be less than the maximum mass allowed for a particular ship class.

FIRING ARC

The firing arc is the various directions, given relative to the ship's nose and tail, the ship's weaponry can fire. There are four arcs, somewhat overlapping: forward (fwd), aft, port, and starboard (stbd).

FIRING CHART

This is the column in the table that is to be used in determining the To-Hit Number for any weapon. This is given as a letter, with column Y for the most effective.

IMPULSE ENGINE MOVEMENT EFFIENCY RATING (IER)

This number rates an impulse engine's ability to produce power usable for combat maneuver. The greater this number, the more efficient the engine. The more effectively the engine produces its power (indicated by a lower movement point ratio), the higher the IER will be. The more power an engine produces, the higher the IER will be. The IER is added to the Warp Engine Movement Efficiency Ratings (WER) and the Damage Penetration Coefficient (DPC) to help determine the ship's Power Efficiency (PE).

MAXIMUM BEAM POWER

This is the maximum power that may be put into the beam weapon, and, thus, the unmodified damage the weapon will do. The higher this number, the more devastating the weapon, and, thus, the higher the Weapon Damage Factor.

MAXIMUM WEAPON RANGE

This number tells the maximum distance that a weapon may fire. The more powerful the weapon system, the greater the range and the greater the Weapon Damage Factor. At some ranges, a beam weapon may give damage greater than the power used to arm it. These ranges are indicated in parenthesis for each damage modifier. The maximum weapon range is given in hexes, with each hex equal to 10,000 km.

MAXIMUM SHIELD POWER

This number is the greatest number of shielding points that the ship's generators can produce. It is directly related to the amount of power put into the generators. The larger the ship, the less effective any particular shield generator will be in protecting it, because the protection will be spread over a greater surface area. Thus, in general, the higher the ship class, the less the Maximum Shield Power for any given generator.

MOVEMENT POINT RATIO (MPR)

This fraction represents the number of power units required to give one movement point. If the fraction is greater than 1, such as 4/1, the engine is using power relatively inefficiently; the greater the fraction, the less efficient the engine's use of power for movement. If the fraction is equal to or less than 1, such as 1/1 or ½, then the engine is converting power into movement very efficiently; normally, this is possible only with very light ships. All engines on a ship must have the same movement point ratio, or the stresses produced will tear the ship apart.

POWER EFFICIENCY (PE)

This number. part of the calculation of a ship's Combat Efficiency, is a measure of the ship's use of power for movement and shielding. The higher this number, the more efficient the ship in combat. It is determined from the ship's engine efficiencies, Damage Penetration Coefficient, and Shield Efficiency Rating.

POWER TO ARM

This number tells how many power units are required to arm a missile weapon, such as a photon torpedo; unlike the power used to arm beam weapons, this has no effect on the damage done by the missile. More efficient the missile weapon systems require only 1 power unit to arm them, whereas the less efficient require a Power To Arm of 2.

POWER UNITS AVAILABLE

This number tells how much power an engine produces that may be used for combat, either in movement, in shielding, or in weaponry. This is only part of the total power produced by the engine, but Combat Efficiency is not concerned with the power used in the life support systems, the computer control systems, the turbolifts and transporters, and so on. The power units available for the ship is the sum of the power units available from each engine. As could be expected, most warp engines produce far more power than most impulse engines, even if they are idling at sub-light speeds.

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SHIELD EFFICIENCY RATING (SER)

This number tells the relative efficiency of a shield generator; it is the reciprocal of the shield point ratio. The more efficiently the shield generator converts power into the shielding, the higher the SER. This number is used directly in the calculating Combat Efficiency.

SHIELD POINT RATIO (SPR)

This fraction tells how many shield points a generator may produce from 1 power unit. This number is determined by the generator type, and it does not vary from ship to ship. If the shield point ratio is equal or greater than 1, such as 1/1 or 3/2, the generator uses power very inefficiently. If the shield point ratio is less than 1, such as 1/2 or 1/4, the generator uses power more efficiently. The smaller the ratio, the greater the generator's efficiency, and the greater the shielding that it will produce from 1 power unit.

STRESS COLUMN

These letters indicate the likelihood of stress to the superstructure and warp engines from emergency heading changes. The first letter, to the left of the slash (/), indicates the column on the Heading Change Stress Chart for the superstructure. The second letter, to the right of the slash, indicates the column for the warp engines. The column used depends on the engine and the ship class. In general, column A indicates that damage is unlikely except at very high warp speeds, and column R indicates that damage is likely at speeds low as Warp 2.

SUPERSTRUCTURE REQUIREMENT

The engine and power systems, weapon systems, computer control systems, and shield generator systems require internal bracing to be effective. The amount of this bracing is the Superstructure Requirement of the system. In general, the larger, more complex the system, the larger the Superstructure Requirement. The total of the Superstructure Requirements must be less than the Superstructure Strength (SS) of the ship. Because each point of Superstructure Strength displaces 1,500 mt, the Superstructure Requirement is one of the three factors controlling ship design.

SUPERSTRUCTURE STRENGHT (SS)

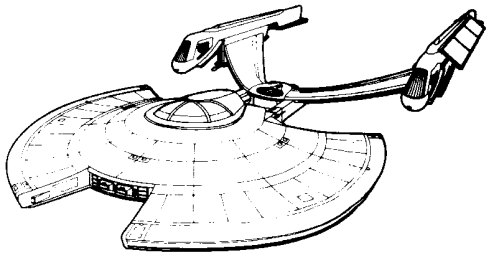
This number tells how much damage a ship's superstructure can withstand. Damage to the superstructure is subtracted from this number, and so the greater the Superstructure Strength, the more damage a ship can withstand, either from weapons fire or from stress. Engines, shield generators, control computers, and the like may require a minimum Superstructure Strength, which must be taken into account when the ship is constructed. The SS is added to the Power Efficiency when calculating a ship's Combat Efficiency. Obviously, the stronger the superstructure, the more efficient the ship in combat, because the more damage it will withstand. One point of SS is equivalent to internal bracing that displaces 1,500 metric tons.

WARP ENGINE MOVEMENT EFFICIENCY RATING (WER)

This number rates an warp engine's ability to produce power usable for combat maneuver. The greater this number, the more efficient the engine. The more effectively the engine produces its power (indicated by a lower Movement Point Ratio), the higher the WER will be. The WER is added to the Impulse Engine Movement Efficiency Rating (IER) and the Damage Penetration Coefficient (DPC) to help determine the Power Efficiency of a ship's engines.

WEAPON DAMAGE FACTOR (WDF)

This number is a measure of the relative destructive power of a weapon. It takes into account the weapon's maximum range, its ability to hit throughout this range, and the maximum damage it can do. The greater the range of a weapon, the greater the WDF; the greater the chance to hit at any range, the greater the WDF; and the greater the maximum damage, the greater the WDF. For missile weapons, the smaller the Power To Arm, the greater the WDF. The WDF is the most important factor in determining Combat Efficiency.



Akyazi Class Perimeter Action Ship

CONSTRUCTING

NARROW THE FIELD

Because the choices available in ship construction are so many, designing a ship for combat will be a trial-and-error process, which will become easier with practice. At first, until you become familiar with the tables (not included with this guide) and the way the engines, shields, superstructure, computers, and weapons work together, it will be merely a matter of making variations on designs already published. These variations should be tested in combat to see what the effects are of altering the published stats, and only experience with the ship construction process will

make the effects of any one design decision easier to predict beforehand.

Because the choices are so many, it necessary to narrow the field somewhat, if only to keep your sanity. This requires some decision about the general characteristics of the ship that will be played. Will it be fast and very maneuverable, or will it be large and heavily gunned? This initial choice will give a general range of ship classes to choose from. The listing of Ship Types may be a value in this step.

Once this range has been decided upon (its exact limits need not be determined at this time), the tables must be inspected. This will give a basic familiarity with the equipment that may be used on the ship for each of the classes in the range. One or two classes likely will be obviously preferable, which will narrow the choice even more.

THE SHIP CONSTRUCTION FORM

In selecting the engines, shield generators, and weapons that the ship will carry, two things must be kept in mind. The first is that all the equipment be suitable for the ship class chosen, and the secound is that the equipment be suitable for the control computer type chosen. In addition to these two considerations, the designer must keep a record of the Superstructure Requirements for each piece of equipment added to the ship, and the total mass of that equipment.

The Ship Construction Form has been designed to help do this. There are five columns on the form: one each for equipment, class, Superstructure Strength, and Combat Efficiency. The three left-handed columns are for the stats on all the equipment added to the ship, the mass of this equipment, and the value of the SS necessary to have the equipment on the ship at all; once the design is finished, these columns may be used to fill in the most important data on the Ship Data Sheet and the Master Control Panel. The large center section is used for all of the necessary calculations; the results of these calculations usually are put into one of the other columns. The column on the right is used to record the special equipment efficiency stats used in determining the ship's Combat Efficiency.

The form is separated into several parts, one for each major piece of equipment. Each part contains all of the steps needed for any calculations.

CONSTRUCTION STEPS

Construction begins with some limiting choices: picking a ship class and a control computer type. Next, the ship's warp engine type and Movement Point Ratio are chosen. Once this has been determined, the choices available for the impulse engine are much easier, and follow immediately. The engine choices are followed by the choice of the ship's shield generator type and the Maximum Shield Power. Then, the ship's beam and missile weapons are chosen, and the ship's Superstructure Strength is determined. The final step is to calculate the ship's CE.

MAKE LIMITING DECISIONS

Decide Ship Class

Decide on the class of ship to be built. No progress may be made until this is known, and so go back to Step 1. Continue using the tables, making no firm decisions or calculations until you can complete this step with confidence.

Once the ship class has been decided, record the class at the top of the class column on the Ship Construction Form. Next, record the maximum mass allowable for this class; the ship classes chart will help you determine this.

Choose Control Computer Type

Deciding on the type of Control Computer a ship will have makes many of the other design choices much easier, because some engines, shields, and weapons may be controlled by computers of a given type. The decision really puts an upper limit on how powerful the ship will be. In general, the more powerful the ship in terms of Total Power Units Available from the engines, the maneuverability, the strength of shielding, and the range and destructive ability of the weapons, the more complex the computer necessary to do the job.

Making this decision requires you to compare several different tables. Not all ship classes are suitable for every computer type, and so it will be necessary to use the Computer Types Table to determine which computers may be used with which ship classes.

Once a control computer type has been chosen, record this in the equipment column of the Ship Construction Form. Record mass in the class column, SS Requirement in the SS column, and Maximum WDF Allowed in the CE column.



K'teremny Class Destroyer

CHOOSE WARP ENGINE TYPE

Select Engine Type and MPR

The choice of warp engine type and the number of engines the ship will carry is made by using the Movement Point Ratio Table and the Warp Engine Types Table. The Movement Point Ratio Table will tell which warp engines may be used on ships of the chosen class, either singly or in tandem. The Warp Engine Types Table will tell the minimum required Control Computer Type.

To use the Movement Point Ratio Table, find the ship class in the column at the right. In the boxes along this row are listed the various warp engines that may be used at various Movement Point Ratios.

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Use the Warp Engine Types Table to select a warp engine type and Movement Point Ratio. To use this table, find the engine type. Then, find the part of the table that gives the details on using the number of warp engines chosen, single for one engine and tandem for two. Next, find the row or rows that contain the chosen ship class in the Ship Classes Powered column. The Movement Point Ratio column will tell the various ratios available.

From this data on the choices available, select a warp engine type and Movement Point Ratio.

Record Engine Stats

Record the warp engine type chosen and the Movement Point Ratio in the equipment column of the Ship Construction Form. Record the number of these engines that will be used.

The remaining engine stats are read from the Warp Engine Types Table. In the equipment column, record the values given for the Power Units Available, the Stress Columns, the Maximum Safe Cruising Speed, and Emergency Speed. Record the mass in the class column, the SS requirement in the SS column, and the WER in the CE column.

CHOOSE IMPULSE ENGINE TYPE

Select Engine Type

In a similar way, the Movement Point Ratio Table may be used to pick the impulse engine type, though this is much easier because the Movement Point Ratio is already known. Use the Movement Point Ratio Table by cross-indexing the ship class with the Movement Point Ratio chosen. This gives a list of impulse engines types that may be used. Make sure the impulse engine is compatible with the Control Computer; check the Impulse Engine Type Table for compatibility. Any engine is suitable if it may be controlled by a computer as powerful or less powerful than the one chosen to control the warp engine(s).

Then, use the Impulse Engine Type Table to choose a specific impulse engine type by comparing the stats of each engine available. Find the engine type in bold print and use the Movement Point Ratio column to find the appropriate row. Match the Ship Classes Powered with the ship class chosen, and the Control Computer with the type chosen, just to be sure that the engine can be used.

Record Engine Stats

Record the engine type and Power Units Available in the equipment column, the mass in the class column, the SS Requirement in the SS column, and the IER in the CE column.

Calculate Total Power Available

Copy the power units available for all engines into the spaces provided in the calculations column. Total these values, as indicated, and record the Total Power Units Available in the equipment column.

CHOOSE SHIELD GENERATOR TYPE

Select Generator

The Shield Generator Type Table and Shield Point Ratio Table are used in selecting the generator type. The Shield Generator Types Table will give the minimum Control Computer required for a particular shield generator. Any generator may be chosen that can be controlled by a computer less powerful than the type chosen to run the warp and impulse engines.

The Shield Point Ratio Table compares the various shields on ships of a given class. To use this table, find the ship class in the left-hand column and the shield generator type, the Shield Point Ratio, and the SER across the top. Cross-index the ship class and the shield type to read the Maximum Shield Power (top number). The greater The Maximum Shield Power, the more protection that a shield generator will afford, and the smaller the Shield Point Ratio, the less power this will take.

By comparing the shield stats, choose a shield generator type.

Record Shield Stats

Record the shield generator type, the Shield Point Ratio, and the Maximum Shield Power in the equipment column. Record the DPC, which is the number below the Maximum Shield Power, in the CE column.

Use the Shield Generator Types Table to find the rest of the shield stats. Find the generator type in the left-hand column, and read the stats in that same row. Record the mass in the class column, the SS requirement in the SS column, and the SER in the CE column.

Calculate Power Efficiency

Copy the total WER, the IER, the DPC, and the SER into the appropriate spaces in the calculations column. Total the WER, IER, and DPC, as indicated, and multiply the sum by the SER. Record the Power Efficiency (PE) in the CE column.

CHOOSE WEAPON TYPES

Select Weapons

Use the Beam Weapon Types Table in selecting the ship's beam weaponry. The table will tell the total WDF that may be controlled by the computer type chosen. Any weapon type and number may be chosen as long as the computer supports the total WDF. Generally there will be no more than two different beam weapons on a ship, but sometimes there will be three and rarely four. A ship with missile weapons will only have one missile weapon type.

The Beam Weapon Types Table gives the stats for each beam weapon. Particularly important is the Maximum Beam Power, the Firing Chart, and the mass. To use this table, find the beam weapon type in the left-hand column, and read the stats in that row. Comparing one weapon with another, choose the

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ship's beam weapon type(s) and numbers. For each weapon or weapon bank, select the Firing Arc.

The Missile Weapon Types Table gives the stats for each missile weapon. The important stats for choosing missile weapons are the Firing Chart, the mass, the Power to Arm, and the Damage. Comparing one weapon with another, choose the ship's missile weapon type (on some rare occasions, ships have more than one type) and number. For each weapon, select either the forward or aft firing arc.

Record Weapon Stats

Record each beam weapon type, number, Damage Modifiers, Firing Chart, and Firing Arcs in the equipment column. Record the mass, SS requirement, WDF, and number of each type in the calculations column.

Record the missile weapon type, number, Damage Modifiers, Firing Chart, and Firing Arcs in the equipment column. Record the mass, SS requirement, WDF, and number of each type in the calculations column.

Calculate Total Weapon Mass

Multiply the mass of each beam weapon by the number of that weapon type, and multiply the mass of each missile weapon by the number of missile weapons, as indicated in the calculations column. Total these values, and record the Total Weapon Mass in the class column.

Calculate Weapon Superstructure Strength

Multiply the number of each beam weapon type by the SS Requirement for each weapon of that type, and multiply the number of missile weapons by the SS Requirement for each weapon. Total these numbers, and record the Weapon SS Requirement in the SS column.

Calculate Total WDF

Multiply the number of each beam weapon type by the WDF for one weapon of that type, and multiply the number of missile weapons by the WDF for one missile weapon of that type. Total these values, and copy the Total WDF in the CE column.

DETERMINE SUPERSTRUCTURE STRENGTH

Calculate Total SS Requirement

Copy the SS Requirement for the warp engines, impulse engine, shields, and weapons into the spaces provided in the calculations column. Total these requirements (rounding up), and record the Total SS Requirement in the SS column.

Determine Superstructure Strength

Choose some additional superstructure strength to add to the SS Requirement. The more additional SS chosen, the longer the ship will last in combat, the more the mass it will have, and the higher Combat Efficiency Value it will end up with. Record the additional SS in the SS column, and add this to the Total SS Requirement. Record the Superstructure Strength in the SS column.

Calculate SS Mass

Multiply the Superstructure Strength by 1500 to find the mass of the superstructure. Record this SS Mass in the class column.

CHECK TOTAL MASS

Calculate Total Mass

Copy the total mass for the warp engines, the impulse engines, the shield generator's, and the weapons into the spaces provided in the calculations column. Total the mass, and record the total ship's mass in the class column.

Compare Mass

Compare this sum to the maximum mass allowed for the ship class chosen. If the sum is less than the maximum mass allowed for the ship class chosen, and greater than the minimum mass allowed for that class, the design process is complete.

Adjust Mass

If the sum is less than the minimum mass allowed, increase the mass until it is greater than the minimum. If the sum is greater than the maximum mass allowed, the mass must be decreased.

The easiest place to decrease mass is by altering the superstructure strength. Remove as much of the additional superstructure strength as necessary to bring the total mass below the maximum mass.

If this does not work, or if it is undesirable to reduce the superstructure strength, adjust the weapons. This may be done either by decreasing their number (easy) or by decreasing the weapon size (harder). Recalculate the Total Weapon Mass, and adjust other stats accordingly.

CALCULATE COMBAT EFFICIENCY

Calculate Defense Factor

Copy the Power Efficiency and Superstructure Strength values into the calculations column. Multiply the SS by 1.43 and add the Power Efficiency to get the Defense Factor (D). Record this in the CE column.

Calculate CE

Copy the Total WDF and the Defense Factor into the calculations column. Multiply the two and record the CE in the CE column. This completes the design process.

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STARSHIP CONSTRUCTION GUIDE: SUPPLEMENTAL

NEW DATA

Over the years, a number of new data sources have come to light, bringing new depth to the much vaunted world of Star Trek. Many official sources have expanded on the starting data provided for the world of Star Trek and created new aspects for both starship combat and the role-playing aspects of Star Trek. In an attempt to provide more detail, we have included the following data systems to give a starship designer a better ability to flesh out his or her ship design.

MULTIPLE COMPUTER CORES

Some ship classes allow for the use of several computers simultaneously. Initially, multiple computer cores provide extended WDF capabilities, but have several restrictions. No vessel under class XI can use more than one computer core. Each individual core used requires a 20% superstructure increase and a 10% weight increase. This accounts for the bracing and communication equipment to allow the various cores to function together. Also, each core looses 20% of its initial WDF. Only three (3) cores may be used on a single vessel. Use a separate sheet of paper to figure the total weight, superstructure, and WDF scores for the cores combined. Then fill in the totals on the construction sheet.

Example:

The Nebula Class of Heavy Cruiser requires two M-9 computer cores. Each core weighs 13,000 mt, requires 3.6 superstructure, and has a WDF of 260. If used in tandem, the total equipment for both cores would have a weight of 28,600mt (13,000 - 10% x 2 = 28,600 mt), require 8.6 ss (3.6 - 20% x 2 = 8.6), and would have a WDF of 416 (260 - 20% x 2 = 416). Although this is quite adequate for our needs, a single M-9a would weigh 52% less, require 55% less superstructure, and would only loose 25% of the WDF. A much more efficient bargain.

MULTIPLE CORES IN COMBAT

As with any rule change, there are advantages and disadvantages to multiple computer cores during combat. In a combat situation, any damage done to a computer core applies only to a single core at a time. If the ship takes damage to the computer, then the second or third core can take over all functions and remain on line until it is also damaged. All computer damage in a single turn is applied to a single computer core. This advantage provides significant combat ability to larger vessels, but does have drawbacks. If a single core is damaged, the second (and third) cores still retain their WDF restrictions. This requires some forethought and practice on the ship captains' part. Since ships usually have WDF totals equal to only one of the computer cores, there is often no change. If the core total is lower, though, the ship can not fire all it's weapons. Only weapons equaling the new WDF of the remaining cores can be used. A captain may only arm weapons equal to the new WDF. If a captain tries to arm more weapons in a single turn than the WDF will allow, the second (and third, if applicable) cores are damaged.

Damaged cores also require twice the number of skill roles to repair, and take twice as long to repair. This can prove very dangerous to a ship during prolonged combat. A ship captain should pre-plan what weapon systems he or she will keep on line should one or more of their computer cores be damaged.

Duration

Although not new, the standard duration of a ship has been incorporated into these rule supplements. Most starships of class III or larger have a minimum duration of 1 year. Klingon and Romulan vessels have duration less than standard, since their military policies rely on scavenging during times of conflict. Federation policy states that a military vessel have a duration of three to four years, while science vessels have a duration of 5 to 8 years. Some special designs have different varying duration's according to their mission specifications. In a crisis situation, a starship can extend it's operating life by a factor of 3 years per year of duration.

Standard Duration:	5 years
Emergency Duration:	15 years.

Choosing a duration effects the total amount of SCU necessary for the vessel to function. See Cargo/SCU for more details.

Laboratories

One of the most versatile aspects of the Constitution class of vessels was her 12 varying laboratories, giving her science crew unparalleled ability to study phenomenon on a daily bases. Starfleet has required certain minimums to be maintained on it's starship to expand the research capability of the Federation. The Romulans and

Cardassians also seem to have minimums for their starships. Use the following table.

Cruisers:	8 to 10 labs
Heavy Cruisers:	11-16 labs
Frigates:	2 to 6 labs
Escorts:	Minimum 1, usually 2
Destroyers:	4 to 6 labs
Scouts:	4 to 20 depending on mission
Freighter (non-civilian)	4 to 8 labs
Battleship	Minimum of 3, usually 8
Other *	

*- Star Fleet maintains that all Star Fleet registered vessels class IV or greater must have at least one fully capable research labs.

Each lab requires a total of 8 persons to man and maintain the lab during a standard cruise. Since most Star Fleet vessels are front line craft, there is rarely a time when even the minimum amount of research on stellar phenomenon is not occurring aboard even the most remote vessels on patrol.

Labs are included for both role-playing aspects and crew total aspects.

Crew

The total crew aboard a starship has varied from official publication to publication. In an attempt create the most accurate data possible, a number of sources were consulted. While we did not wish to change what was originally done, it was found that varying numbers, and a system to create them was necessary.

Our first objective was to create a system to provide more accurate numbers on crew and personnel. Use the following chart as a guideline for crew compliment:

Federation	1 per 560 mt
Klingon	1 per 680 mt
Romulan	1 per 690 mt
Cardassian	1 per 550 mt
Ferengi	1 per 850 mt
Orion	1 per 1150 mt
Tholian	1 per 2450 mt
Gorn	1 per 480 mt
Dominion	1 per 8,000 mt

These numbers do NOT include extra crew members, such as research personnel, military tactical personnel, diplomatic specialists, or extended crew, such as engineering specialists. Such additional crewmembers must be added to the crew total, and appropriate supplies accounted for.

These numbers also account for a standard three shift crew rotation. For example, a Federation ship weighing 178,000 would require 336 per personnel to monitor and maintain the ship during a standard cruise. Each shift would require 112 persons on duty. This number is significantly reduced through the automation of onboard systems. This is not standard procedure on front line vessels, although most Dominion vessels are highly automated. For each 30 points of WDF a computer has, a reduction of 10% of the overall crew can be made. Any starship that is automated must reduce the crew casualty track by the number (percentage) of crew that the computer is compensating for. For example, a 178000 mt vessel that uses a 90 WDF computer could reduce the number of crew by 30%. This would mean that the standard crew of 336 is reduced to 235, but the Casualty Track would automatically be reduced by 30% as well.

Current Federation ratios state that enlisted to officers is a 1 to 5 ratio. Romulans have a 1 to 10 ratio, Klingons a 1 to 4 ratio. The Dominion maintain a single leader per combat unit (ground force, ships crew etc.) The Gorn have a ratio of 1 officer per 25 crew, while the Ferengi have no set standard, although a ratio of 1 to 3 seems standard on most mauraders. The Orions and Tholians do not maintain an officer core, while the Cardassians have a 1 to 4 ratio.

Doctors/ Nurses/ Sickbays

Starfleet maintains that all starships with a crew of 4 or more personnel must have a fully trained surgeon on board during standard cruises. The number of surgeons is directly related to the number of sickbays on board. All Class III or larger must maintain a single sickbay facility for medical emergencies. Standard doctrine states that for each 90,000 mt of ship, there is a sickbay. For each sickbay on a ship of 90,000 mt or larger is manned by 2 medical doctors. Each doctor has a support staff of 4 nurses, who also double as trauma specialists and research personnel. Use the following formulas to figure medical personnel.

Number of Sickbays:	Ships Weight / 90,000 (min 1)
Number of Doctors:	2 per sickbay
Number of Nurses:	4 per doctor

Starfleet also maintains that at least 75% of the crew on a class XV vessel or larger be cross trained as EMT in one or more biologies. This provides a medical base capable of supporting patients equal to at least ¾ of the crew.

Currently, the Romulan Empire maintains a single doctor and two support personnel per 100 crew. Romulan vessels have a single large medical facility for ships up to class VII, and two medical centers for ships of class VIII or larger. It is believed that the Warbird (class XX) has four medical bays, but this is not confirmed.

Klingon doctrine is also based on crew, with a minimum of one EMT per 200 crew members. Because of the large troop compliments carried on board most Klingon capital ships, a Surgeon is only required on vessels with 300 or more crew members. Each Surgeon has a support staff of 2 nurses. Klingon vessels have only a single medical bay.

Both the Ferengi and Cardassians, like the Federation, have one surgeon per 100,000 mt, and 3 nurses per doctor.

The Tholians and Dominion do not carry medical staff to speak of, while the Gorn have a doctor per 75 crew members with no nurses.

The Orion Navy currently uses the same requirements at the Federation, while Orion pirates usually hire on a doctor as needed or pro-bono.

Brigs

Since the Federation is charged with the protection of citizens and the sanctity of life within it boarders, starships are equipped with Holding cells to house dissidents and prisoners for various crimes. The central location where the detention cells are housed is known collectively as the Brig, and is usually located on a single secure deck. The actual number of cells, each capable of holding between 1 and 3 persons, is related to the following ratios:

Federation:	1 cell per 12,500 mt
Klingon	1 cell per 10 crew
Romulan	1 cell per 30,000 mt
Orion	none
Gorn	1 cell per 22,000 mt
Cardassian	1 cell per 9,500 mt
Dominion	none
Tholian	none
Ferengi	1 cell per 14,500 mt

Since security personnel are included in the standard crew compliment, no additional crew members are figured for the number of cells.

Contrary to popular belief, the Armory is rarely directly connected to the Brig, although it may be located on the same deck for security reasons. Brig cells are often located on more than one deck aboard larger ships.

Replicators

This number, which does not include the food replicators, is the number of large scale replicators onboard for the production of repair and supply materials used during the course of a mission. It is equal to 1 replicator per 45 SCU. These replicators, which are capable of reproducing large crystalline structures and hull material for ships repair. Because they are so energy intensive, most ships carry a large supply of pre-fabricated supplies. This number is useful for large campaign oriented games or as data for the Role Playing Game.

Transporters

The number of transporters onboard a starship is proportioned to the number of crew on board. All starships maintain one escape transporter and most vessels of class III or larger have at least a single 6 person transporter. See the list below for transporter ratios:

Standard 6 person:	1 per 124 crew
20 person Combat:	1 per 20 troops
Emergency 22 person:	1 per 85 crew
Large Cargo:	1 per 10,000 mt/cargo
Medium Cargo:	1 per 8,000 mt/cargo
Small Cargo:	1 per 5,000 mt/cargo
3 person:	1 per 250 crew

Most major powers maintain similar ratios. The Romulans use 7 person transporters, 18 man emergency transporters and 23 man combat transporters. The Klingons use 8 man standard transporters, 5 man command transporters, 30 man combat transporters and 20 man emergency transporters.

Cargo / SCU

Cargo from the original system seemed to have little effect on the operation of the ship. We decided to create and incorporate a system that directly effects the operating capacity of a starship.

For each regular crew member, a total of 5.5 mt of cargo is used per standard year. 6.5 mt of cargo is necessary for troops and 4.5 mt of cargo is used for passengers.

Crew	5.5 mt per year
Troops	6.5 mt per year
Passengers	4.5 mt per year

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For military vessels, an extra 5,000 mt of supplies (minimum) is included for upkeep of hardware and support staff. For science vessels, an extra 2,000 to 10,000 mt of supplies is included as expendables. Some vessels include more cargo capacity, depending on mission parameters. Most governments to date have been found to be using nearly identical standards (although the Dominion currently have very low cargo capacity for their vessels.) Ships who have more than 2 warp nacelles require an extra 1500 mt of cargo per engine.

New Warp Speeds

When the Warp Speed Graph was re-calculated for Star Trek the Next Generation, many of the old speeds were incorporated as new technology, applicable to the construction of new ships. The first thing we took into account was the new warp scale. Since this placed warp 10 at infinite power requirement, speeds of warp 14 and warp 15 needed to be included. As more data was published, it was established that these tremendous speeds were incorporated into the new warp scale, with Warp 9.6 roughly equivalent to the old Warp 14. This meant that transwarp speeds (or their equivalent) were now easily maintained by starships. It was also established, though, that the Trans-warp project was a failure, and that the USS Excelsior was refit with conventional drives. Further details, mostly form the "Next Generation Guide" established that the warp drive on the Galaxy class was a fourth generation drive. We attempted to include as much of this data as is possible when we calculated new equipment while still retaining the base design ideas established by FASA while publishing their earlier material.

Our first decision was to have the second generation of warp drives established as the Warp dynamics seen in the first 6 movies. This allowed us to also improve these drives as a third generation. By establishing that new construction techniques and materials were used, a whole new class of drive was established. (These can be seen in the first update to the construction manual). These drives increased the first and second generation capabilities to match those of the fourth generation. Although some minor changes were made and a few new engines added, most of the third generation data matched previously published materials, simply increasing the overall warp speed of the earlier drives. By the time the fourth generation material was established, new drives had been completed and the system seemed to flow nicely. To allow for the variance within a ship design, though, a formula was needed that took into account the ships overall weight.

Two new categories were established. Optimum speed and Maximum Speed. These additions allowed for more accurate data to be established.

Optimum Speed (equal to 65% of maximum safe cruising speed) was the overall warp speed that the ship could cruiser at with no damage or wear and tear on the drive systems, shielding systems and other effective components. This speed is the most optimum speed for a ship during non crisis situations.

Maximum Safe Cruising speed is the fastest the ship will travel without significant losses to internal drive components. This speed is the same as the old warp speeds originally published. This speed may be maintained for the entire operational standard life of the vessel. Although some wear and tear results from continuous use of the warp drive at this speed, most of this damage can be repaired, even while at warp speed.

Emergency speed is established as the maximum speed the warp drive can maintain for 24 hours before significant damage occurs to the drive system, forcing the vessel to power down for repairs to the warp drive. This speed results in extreme damage that can not be repaired while at warp and often uses most of the ships emergency component supply to repair. Powering down before the 24 hour optimum period reduces this damage, but over extension can cause wormholes, power spikes and in most cases can cause an uncontrollable M/AM reaction which can destroy the ship. This speed can also produce massive energy buildups in the nacelles, forcing them to be jettisoned.

Maximum Speed is the maximum speed the ship can travel before the warp engine explode from power and gravitational effects. This speed is rarely used as it permanently damages the warp drive so badly that only a complete replacement of the Nacelles and much of the power system will allow the vessel to travel at warp speed again. This speed can only be maintained for 12 hours before the vessels engines catastrophically explode, almost guaranteeing the total loss of the ship with all hands.

To figure the new warp maximums use the following formula:

$$A = \frac{1}{\frac{\text{Maximum Class Weight}}{\text{Ships actual Weight}}}$$

Emergency Speed = (Maximum Safe Cr. Speed x 1.1) x A
Maximum Speed = (Maximum Safe Cr. Speed x 1.22) x A

These formulas account for the maneuverability and speed of lighter ships while still keeping a standard speed calculation for all vessels.

In an attempt to emmulate the original warp table, a large (and complex) spreadsheet was used. This table does comply with the Next Generation data provided in the Technical Manual. As little liberty as possible was taken to ensure an accurate estimate.

STAR TREK : THE NEXT GENERATION

Warp Speed Conversion Chart

		Light Year			Parsec			Sector		
New Warp	**Old Warp**	Years	Days	Hours	Years	Days	Hours	Years	Days	Hours
1	1.00	1.00	365.25	8766.00	3.26	1189.98	28559.63	20.00	7305.00	175320.00
2	2.16	0.10	36.24	869.70	0.32	118.06	2833.47	1.98	724.75	17393.95
3	3.39		9.38	225.11	0.08	30.56	733.41	0.51	187.59	4502.23
4	4.67		3.60	86.28		11.71	281.12	0.20	71.90	1725.70
5	5.98		1.71	41.01		5.57	133.61	0.09	34.18	820.22
6	7.32			22.33		3.03	72.76	0.05	18.61	446.68
7	8.69			13.36		1.81	43.53		11.13	267.20
8	10.08			8.56		1.16	27.89		7.13	171.21
9	11.49			5.78			18.83		4.82	115.62
9.1	11.65			5.54			18.06		4.62	110.85
9.2	11.81			5.32			17.32		4.43	106.31
9.3	11.96			5.12			16.69		4.27	102.43
9.4	12.11			4.94			16.08		4.11	98.73
9.5	12.26			4.76			15.51		3.97	95.19
9.6	12.41			4.59			14.96		3.83	91.82
9.7	13.55			3.53			11.49		2.94	70.54
9.8	14.80			2.71			8.81		2.25	54.10
9.9	16.18			2.07			6.75		1.73	41.43
9.905	16.31			2.02			6.58		1.68	40.40
9.91	16.45			1.97			6.42		1.64	39.41
9.915	16.58			1.92			6.26		1.60	38.44
9.92	16.72			1.87			6.11		1.56	37.49
9.925	16.86			1.83			5.96		1.52	36.56
9.93	17.00			1.78			5.81		1.49	35.66
9.935	17.15			1.74			5.67		1.45	34.78
9.94	17.29			1.70			5.53		1.41	33.92
9.945	17.43			1.65			5.39		1.38	33.08
9.95	17.58			1.61			5.26		1.34	32.27
9.955	17.73			1.57			5.13		1.31	31.47
9.96	17.88			1.53			5.00		1.28	30.69
9.965	18.03			1.50			4.88		1.25	29.93
9.97	18.18			1.46			4.75		1.22	29.19
9.975	18.19			1.46			4.75		1.21	29.13
9.98	18.75			1.33			4.33		1.11	26.59
9.985	19.33			1.21			3.95		1.01	24.27
9.99	19.93			1.11			3.61			22.16

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STARSHIP TYPES

CHOOSING A SHIP TYPE

This document was designed to help you choose a starship design buy providing fairly accurate listing of known starship types. By no means does this list contains all known types, but it should give you a general idea of the possibilities.

Because the choices are so many, it necessary to narrow the field somewhat, if only to keep your sanity. This requires some decision about the general characteristics and the mission of the starship that you are designing. Will it be fast and very maneuverable, or will it be large and heavily gunned? This initial choice will give a general range of ship classes to choose from. This listing of Ship Types may be a value in this step.

This list is broken down into two categories: Military and Civilian & Support Starships. The Military Starships Types listing provides a listing of capital ships (battleships, cruisers, frigates, and destroyers) and other combat support vessels. Civilian & Support Starships Types listing provides a listing of civilian, commercial, and other non-combat support vessels. This list may also include military support vessels that are not normally involved in combat.

MILITARY STARSHIP TYPES

BATTLESHIPS
- Dreadnought
- Pocket Battleship

CARRIERS
- Attack Carrier
- Battle Carrier
- Command Carrier
- Escort Carrier
- Fast Carrier
- Shuttle Carrier
- Through-Deck Carrier

CRUISERS
- Attack Cruiser
- Battlecruiser
- Command Cruiser
- Escort Cruiser
- Exploration Cruiser
- Fast Cruiser
- Heavy Cruiser
- Light Cruiser
- Missile Cruiser
- Patrol Cruiser
- Penetration Cruiser
- Research Cruiser
- Star Cruiser
- Strike Cruiser
- Survey Cruiser
- Tactical Cruiser
- Through-Deck Cruiser
- Timeslip Cruiser

FRIGATES
- Assault Frigate
- Attack Frigate
- Fast Frigate
- Heavy Frigate
- Hospital Frigate
- Medical Frigate
- Missile Frigate
- Small Frigate
- Support Frigate

DESTROYERS
- Destroyer Escort
- Fast Destroyer
- Heavy Destroyer
- Interceptor
- Light Destroyer
- Missile Destroyer
- Super Destroyer

SCOUTS
- Battlescout
- Exploration Scout
- Fast Scout
- Heavy Scout
- Research Scout
- Scout Cruiser
- Super Scout

TROOP SHIPS
- Assault Landing Ship
- Assault Ship
- Drop Ship
- Landing Ship
- Troop Carrier
- Troop Transport

OTHER COMBAT SHIPS
- Command Ship
- Clipper
- Corsair
- Corvette
- Cutter
- Escort
- Gunboat
- Heavy Corvette
- Heavy Gunboat
- Light Corvette
- Light Cutter
- Light Gunboat
- Missile Boat
- Mine Warfare Ship
- Monitor
- Perimeter Action Ship
- Reconnaissance Ship
- Rescue Corvette
- Space Control Ship

CIVILIAN & SUPPORT STARSHIP TYPES

FREIGHTERS
- Armed Freighter
- Bulk Cargo Freighter
- Container Freighter
- Light Freighter
- Heavy Freighter
- Module Freighter
- Robotic Freighter
- Small Freighter

TRANSPORTS
- Armed Transport
- Colonial Transport
- Light Transport
- Heavy Transport

TENDERS
- Armed Tug
- Base Tender
- Buoy Tender
- Light Tug
- Heavy Tug
- R-1 Tug
- Repair Tender
- Rescue Tug
- Supply Tender
- Tug

OTHER SHIPS
- Courier
- Duterium Tanker
- Diplomatic Clipper
- Fuel Carrier
- Hospital Ship
- Nutronic Fuel Carrier
- Mobile Repair Facility
- Passenger Liner
- Survey Vessel
- Tanker
- Warpshuttle
- Yacht

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FEDERATION

2330

Version 4.0

CC00004.02

2330 Starship Construciton Charts

FASA Star Trek Starship Tactical Combat Simulator

Starship Tactical Combat Simulator Design Consortium

Construction Division

Department of Information

Starship Construction Group

STCSDC

Bryan Jecko

William Colley

STARSHIP WEIGHT TABLE

Ship Class	Minimum Weight	Maximum Weight
I	1,000	5,000
II	5,000	15,000
III	15,000	25,000
IV	25,000	40,000
V	40,000	60,000
VI	60,000	80,000
VII	80,000	100,000
VIII	100,000	120,000
IX	120,000	140,000
X	140,000	160,000
XI	160,000	180,000
XII	180,000	210,000
XIII	210,000	240,000
XIV	240,000	300,000
XV	300,000	350,000
XVI	350,000	400,000
XVII	400,000	450,000
XVIII	450,000	500,000
XIX	500,000	600,000
XX	600,000	700,000

Computer Control Types

Computer Control Type	System Mass (mt)	Appropriate Ship Classes	SS Requirement	Maximum WDF Allowed	Availability	Date Entered Service	Cost
L-12	50	I-II	0.1	2	LLL/90	2236	4
L-12A	30	I-IV	0.1	None	LLL/100	2265	2
L-13	450	I-IX	0.3	5	LLL/88	2241	11
L-13A	250	I-XIV	0.2	None	LLL/100	2266	4
L-14	1,050	II-XII	0.5	10	LLL/85	2242	17
L-14A	550	II-XIV	0.3	None	LLL/100	2266	6
M-1	2,900	IV-XV	0.9	30	LLL/82	2243	48
M-1A	1,500	III-XX	0.5	None	LLL/99	2267	16
M-2	3,800	VII-XII	1.1	40	LLL/74	2244	60
M-2A	2,000	IV-XX	0.7	None	LLL/98	2268	20
M-3	4,700	VIII-XV	1.5	50	LLL/60	2245	71
M-3A	2,350	IV-XX	1.2	None	LLL/96	2269	24
M-3B	5,000	VI-XV	1.6	90	RRR/30	2301	140
M-4	5,750	IX-XVII	2	70	LLL/42	2252	52
M-4A	2,900	IV-XX	1.7	None	LLL/90	2269	61
M-4B	5,900	VII-XVII	2.1	110	RRR/28	2305	170
M-6	6,000	X-XX	2	90	LLL/20	2269	150
M-6A	6,100	IX-XVII	2.1	130	RRR/30	2272	200
M-7	11,500	IX-XX	3	150	None	2280	230
M-7A	11,500	X-XX	3.1	180	RRR/18	2288	276
M-8	12,000	XI-XIX	3.4	210	RRR/09	2284	323

RULES for Multiple Computer Cores

For multiple computer cores, add all computer mass together and multiple total by 10% (1.10)
Add all superstructure together and multiple total by 10% (1.10)
Add all WDF together and reduce total by list below

2 comptuer cores:	-10% total wdf
3 computer cores:	-20% total wdf
4 computer cores:	-30% total WDF
5 computer cores:	-40% total WDF
6 Computer cores:	-50% total WDF
6+ Computer cores:	-15% WDF Per Core

WARP ENGINE TYPES

SINGLE ENGINE USE

Warp Engine Type	Mass (MT)	Power Units Available	Computer Control Required	Stress Column (Eng/SS)	Superstructure	Availablilty	Cost	Year
FWA-1	2,400	6	L-12	F/G	0.2	RRR/81	2.4	2241
FWA-2	2,400	8	L-12	H/L	0.2	RRR/80	3	2251
FWB-1	18,000	9	L-14	L/M	1.4	RRR/77	36	2241
FWB-2	18,000	12	L-14	L/N	1.4	RRR/74	42	2258
FWC-1	60,000	14	L-14	N/L	4.8	RRR/72	240	2245
FWC-2	60,000	20	M-1	M/K	4.8	RRR/68	264	2252
FWD-1	50,000	10	L-14	K/F	4	RRR/65	200	2247
FWD-2	50,000	16	M-1	L/F	4	RRR/63	227	2257
FWE-1	40,000	8	L-13	F/I	3.2	RRR/57	123	2249
FWE-2	40,000	12	L-13	F/J	3.2	RRR/57	135	2253
FWF-1	62,000	18	M-1	F/K	5	RRR/49	248	2254
FWF-2	62,000	34	M-3	G/L	5	RRR/27	479	2291
FWG-1	50,000	20	M-1	C/D	4	RRR/38	303.5	2270
FWG-2	58,000	22	M-1	G/L	4.4	RRR/40	328	2271
FWG-3	67,280	38	M-3	E/H	4.9	RRR/16	533.3	2287
FWH-1	4,000	10	L-12	P/Q	0.3	RRR/80	4.2	2243
FWH-2	30,000	12	L-14	Q/R	5.6	RRR/79	4.9	2299
FWI-1	1,000	5	L-12	N/P	0.3	RRR/91	2.1	2298
FWJ-1	78,000	38	M-3	D/F	6.2	RRR/15	533.3	2287
FWJ-2	83,000	42	M-4	D/F	6.2	RRR/3	589	2300
FWK-1	70,000	36	M-3	G/F	6.4	RRR/16	505	2293
FWL-1	50,480	20	M-2	D/E	3	RRR/21	280	2297
FWL-2	50,480	25	M-3	D/E	4.1	RRR/19	351	2298
FWM-1	75,000	32	M-3	E/F	5.6	RRR/11	448.7	2308
FWM-2	75,000	34	M-4	E/F	5.6	RRR/7	447	2318
FMWA	300	2	L-12	A/A	0.1	RRR/88	0.6	2250
FMWB	350	3	L-12	A/A	0.2	RRR87	1.1	2263
FMWC	400	4	L-12	B/B	0.3	RRR/71	1.6	2284
FSLA	6,350	8	L-12	-/-	0.1	RRR/99	0.6	2230
FSLB	10,625	12	L-14	-/-	0.1	RRR/91	0.9	2250

WARP ENGINE TYPES

DUAL ENGINE USE

Warp Engine Type	Mass (MT)	Power Units Available	Computer Control Required	Stress Column (Eng/SS)	Superstructure	Availablilty	Cost	Year
FWA-1	4,800	6 ea.	L-14	G/K	0.4	RRR/81	5.3	2241
FWA-2	4,800	8 ea.	L-14	J/M	0.4	RRR/80	6.6	2251
FWB-1	36,000	9 ea.	M-1	M/O	2.8	RRR/77	79	2241
FWB-2	36,000	14 ea.	M-1	M/O	2.8	RRR/74	93	2258
FWC-1	120,000	16 ea.	M-3	O/M	9.6	RRR/72	528	2245
FWC-2	120,000	20 ea.	M-4	N/M	9.6	RRR/68	581	2252
FWD-1	100,000	10 ea.	M-2	L/G	8	RRR/65	440	2247
FWD-2	100,000	18 ea.	M-3	M/G	8	RRR/63	500	2257
FWE-1	80,000	8 ea.	M-1	G/K	6.4	RRR/57	270	2249
FWE-2	80,000	13 ea.	M-2	G/K	6.4	RRR/57	300	2253
FWF-1	124,000	20 ea.	M-4	G/L	10	RRR/49	545	2254
FWF-2	124,000	34 ea.	M-6a	H/M	10	RRR/27	1065	2291
FWG-1	100,000	26 ea.	M-6	D/F	8	RRR/38	668	2270
FWG-2	116,000	22 ea.	M-4	H/K	8.8	RRR/40	700	2271
FWG-3	134,560	38 ea.	M-6a	F/I	9.8	RRR/16	1185	2287
FWH-1	8,000	10 ea.	L-14	Q/R	0.6	RRR/80	9	2243
FWH-2	60,000	12 ea.	M-2	R/S	11.2	RRR/79	11	2299
FWI-1	2,000	5 ea.	L-13	O/Q	0.6	RRR/91	4.5	2298
FWJ-1	156,000	38 ea.	M-7	E/G	12.4	RRR/15	1185	2287
FWJ-2	166,000	42 ea.	M-7a	F/H	12.4	RRR/3	1309	2300
FWK-1	140,000	36 ea.	M-7	H/H	12.8	RRR/16	1122	2293
FWL-1	100,960	20 ea.	M-6	E/F	6	RRR/21	623	2297
FWL-2	100,960	25 ea.	M-6a	E/F	8.2	RRR/19	779	2298
FWM-1	150,000	32 ea.	M-7	F/H	11.2	RRR/11	997	2308
FWM-2	150,000	34 ea.	M-7a	G/H	11.2	RRR/7	1060	2318
FMWA	600	2 ea.	L-13	A/A	0.1	RRR/88	1.2	2250
FMWB	700	3 ea.	L-12	A/A	0.2	RRR87	1.8	2263
FMWC	800	4 ea.	L-12	B/B	0.3	RRR/71	2.1	2284
FSLA	12,700	8 ea.	L-14	-/-	0.1	RRR/99	1.3	2230
FSLB	21,250	12 ea.	M-1	-/-	0.1	RRR/91	1.8	2250

WARP ENGINE TYPES

TRI ENGINE USE

Warp Engine Type	Mass (MT)	Power Units Available	Computer Control Required	Stress Column (Eng/SS)	Superstructure	Availablilty	Cost	Year
FWA-1	7,200	6 ea.	M-1	H/O	0.6	RRR/21	11.2	2250
FWA-2	7,200	8 ea.	M-1	L/N	0.6	RRR/18	13.9	2254
FWB-1	54,000	9 ea.	M-2	N/Q	4.2	RRR/20	167	2250
FWB-2	54,000	12 ea.	M-2	N/P	4.2	RRR/16	196	2260
FWC-1	180,000	14 ea.	M-4	P/N	14.4	RRR/9	1114	2250
FWC-2	180,000	20 ea.	M-6	O/O	14.4	RRR/7	1225	2256
FWD-1	150,000	10 ea.	M-3	M/H	12	RRR/17	928	2251
FWD-2	150,000	16 ea.	M-4	N/H	12	RRR/14	1054	2261
FWE-1	120,000	8 ea.	M-3	H/M	9.6	RRR/19	570	2253
FWE-2	120,000	12 ea.	M-4	H/L	9.6	RRR/15	631	2256
FWF-1	186,000	18 ea.	M-6	H/M	15	RRR/6	1150	2257
FWF-2	186,000	34 ea.	M-7	I/N	15	RRR/1	2239	2292
FWG-1	150,000	20 ea.	M-6a	E/H	12	RRR/5	1409	2272
FWG-2	174,000	22 ea.	M-6	I/J	13.2	RRR/4	1491	2273
FWG-3	201,840	38 ea.	M-7	G/J	14.7	RRR/1	2492	2288
FWH-1	12,000	10 ea.	M-1	R/S	0.9	RRR/22	19.1	2250
FWH-2	90,000	12 ea.	M-3	S/T	16.8	RRR/18	23.1	2299
FWI-1	3,000	5 ea.	L-14	P/R	0.9	RRR/35	9.6	2299
FWJ-1	234,000	38 ea.	M-7a	F/H	18.6	RRR/1	2492	2289
FWJ-2	249,000	42 ea.	M-8	H/J	18.6	RRR/1	2752	2301
FWK-1	210,000	36 ea.	M-7a	I/J	19.2	RRR/1	2359	2294
FWL-1	151,440	20 ea.	M-6a	F/G	9	RRR/1	1309	2298
FWL-2	151,440	25 ea.	M-7	F/G	12.3	RRR/1	1639	2299
FWM-1	225,000	32 ea.	M-7a	G/J	16.8	RRR/1	2096	2309
FWM-2	225,000	34 ea.	M-8	I/J	16.8	RRR/1	2185	2319

WARP ENGINE TYPES

QUAD ENGINE USE

Warp Engine Type	Mass (MT)	Power Units Available	Computer Control Required	Stress Column (Eng/SS)	Superstructure	Availablilty	Cost	Year
FWA-1	9,600	6 ea.	M-1	I/S	0.8	RRR/14	15.4	2250
FWA-2	9,600	8 ea.	M-1	N/O	0.8	RRR/10	19.1	2254
FWB-1	72,000	9 ea.	M-3	O/S	5.6	RRR/12	229	2250
FWB-2	72,000	12 ea.	M-3	O/Q	5.6	RRR/9	270	2260
FWC-1	240,000	14 ea.	M-6a	Q/O	19.2	RRR/8	1531	2250
FWC-2	240,000	20 ea.	M-6a	P/Q	19.2	RRR/4	1685	2256
FWD-1	200,000	10 ea.	M-4	N/I	16	RRR/11	1276	2251
FWD-2	200,000	16 ea.	M-4	O/I	16	RRR/5	1450	2261
FWE-1	160,000	8 ea.	M-6	I/O	12.8	RRR/13	783	2253
FWE-2	160,000	12 ea.	M-6a	I/M	12.8	RRR/9	870	2256
FWF-1	248,000	18 ea.	M-6a	I/N	20	RRR/4	1581	2257
FWF-2	248,000	34 ea.	M-7a	J/O	20	RRR/1	3089	2292
FWG-1	200,000	20 ea.	M-6a	F/J	16	RRR/3	1937	2272
FWG-2	232,000	22 ea.	M-6a	J/I	17.6	RRR/2	2030	2273
FWG-3	269,120	38 ea.	M-7a	H/K	19.6	RRR/1	3437	2288
FWH-1	16,000	10 ea.	M-2	S/T	1.2	RRR/15	26.1	2250
FWH-2	120,000	12 ea.	M-4	T/U	22.4	RRR/9	31.9	2299
FWI-1	4,000	5 ea.	M-1	Q/S	1.2	RRR/30	13.1	2299
FWJ-1	312,000	38 ea.	M-8	G/I	24.8	RRR/1	3437	2289
FWJ-2	332,000	42 ea.	M-8	J/L	24.8	RRR/1	3796	2301
FWK-1	280,000	36 ea.	M-8	J/L	25.6	RRR/1	3254	2294
FWL-1	201,920	20 ea.	M-6a	G/H	12	RRR/1	1807	2298
FWL-2	201,920	25 ea.	M-7a	G/H	16.4	RRR/1	2259	2299
FWM-1	300,000	32 ea.	M-8	H/L	22.4	RRR/1	2891	2309
FWM-2	300,000	34 ea.	M-8	K/L	22.4	RRR/1	3074	2319

MOVEMENT POINT RATIO TABLE

SINGLE WARP DRIVES

Movement Point Ratios

	1/4	1/3	1/2	1/1	2/1	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1
I	FWA-1 34 8/10	FWA-1 26 7/9	FWA-1 17 7/9 FWA-2 23 7/9	FWA-1 8.5 7/9 FWA-2 11.5 7/9 FMWA 3 2/3	FMWA 1.5 2/2								
II		FWA-1 26 7/9	FWA-1 17 7/9	FWA-1 8.5 7/9 FWA-2 11.5 7/9	FWA-1 FWH-1 4 7 6/8 5/6 FWA-2 6 7/9								
III				FWB-1 13 6/7 FWB-2 17 6/7	FWA-2 FWH-1 6 7 7/9 5/6 FWB-2 8.5 5/6								
IV				FWB-1 13 6/7 FWB-2 17 6/7	FWB-2 8.5 5/6	FWH-1 5 4/5							
V				FWD-1 14 7/9 FWD-2 23 7/9	FWB-1 FWL-1 6.5 14.5 5/6 13/15 FWB-2 FWL-2 8.5 18 5/6 13/15 FWE-1 6 7/9	FWE-2 4 7/9 FWL-1 9.5 13/14 FWL-2 12 13/14	FWL-1 7.5 12/14 FWL-2 9 12/14	FWG-1 6 8/10 FWL-1 6 12/13 FWL-2 7.5 12/13	FWL-1 5 11/13 FWL-2 6.5 11/13	FWL-1 4.5 11/12 FWL-2 5.5 11/12			
VI					FWC-1 FWE-1 10 6 8/10 7/9 FWC-2 14 7/9 FWD-1 7 7/9 FWL-1 14.5 13/15 FWL-2 18 13/15 FWD-2 11.5 6/8	FWC-1 FWL-1 7 9.5 8/10 13/14 FWD-1 FWD-2 5 7.5 6/8 6/8 FWE-2 FWL-2 6 12 7/9 13/14 FWF-2 FWM-1 16.5 15.5 6/8 12/14 FWG-3 FWM-2 18.5 16.5 8/10 12/14 FWK-1 17.5 13/15	FWF-1 FWM-1 6.5 11.5 6/8 12/13 FWF-2 FWM-2 12.5 12.5 6/7 12/13 FWG-3 14 8/9 FWK-1 13 13/14 FWL-1 7.5 12/14 FWL-2 9 12/14	FWG-1 FWM-1 6 9.5 8/10 11/13 FWF-2 FWM-2 10 10 5/7 11/13 FWG-3 11 7/9 FWK-1 10.5 12/13 FWL-1 6 12/13 FWL-2 7.5 12/13	FWF-2 FWM-2 8.5 8.5 5/6 10/12 FWG-3 9.5 7/8 FWK-1 9 11/13 FWL-1 5 11/13 FWL-2 6.5 11/13 FWM-1 8 10/12	FWF-2 FWM-2 7 7 4/6 9/11 FWG-3 8 6/8 FWK-1 7.5 10/12 FWL-1 4.5 11/12 FWL-2 5.5 11/12 FWM-1 6.5 9/11	FWF-2 6.5 4/5 FWG-3 7 6/7 FWK-1 6.5 9/11 FWM-2 6.5 9/10	FWG-3 6.5 5/7	
VII					FWC-2 14 7/9 FWE-1 6 7/9 FWL-1 14.5 13/15	FWC-1 FWL-1 7 9.5 8/10 13/14 FWD-1 FWE-2 5 6 6/8 7/9 FWF-2 FWD-2 16.5 7.5 6/8 6/8 FWG-3 FWL-2 18.5 12 8/10 13/14 FWJ-1 FWM-1 18.5 15.5 13/15 12/14 FWK-1 FWM-2 17.5 16.5 13/15 12/14	FWC-1 FWK-1 5 13 7/9 13/14 FWF-1 FWL-1 6.5 7.5 6/8 12/14 FWF-2 FWL-2 12.5 9 6/7 12/14 FWG-3 FWM-1 14 11.5 8/9 12/13 FWJ-1 FWM-2 14 12.5 13/14 12/13 FWJ-2 15.5 13/15	FWG-1 FWL-1 6 6 8/10 12/13 FWF-2 FWL-2 10 7.5 5/7 12/13 FWG-3 FWM-1 11 9.5 7/9 11/13 FWJ-1 FWM-2 11 10 12/13 11/13 FWJ-2 12.5 12/14 FWK-1 10.5 12/13	FWF-2 FWL-2 8.5 6.5 5/6 11/13 FWG-3 FWM-1 9.5 8 7/8 10/12 FWJ-1 FWM-2 9.5 8.5 11/13 10/12 FWJ-2 10.5 11/13 FWK-1 9 11/13 FWL-1 5 11/13	FWF-2 FWL-2 7 5.5 4/6 11/12 FWG-3 FWM-1 8 6.5 6/8 9/11 FWJ-1 FWM-2 8 7 11/12 9/11 FWJ-2 9 10/12 FWK-1 7.5 10/12 FWL-1 4.5 11/12	FWF-2 6.5 4/5 FWG-3 7 6/7 FWJ-1 7 10/12 FWJ-2 7.5 9/11 FWK-1 6.5 9/11 FWM-2 6.5 9/10	FWG-3 6.5 5/7 FWJ-1 6.5 10/11	FWJ-1 5.5 9/10

SINGLE WARP DRIVES

Movement Point Ratios

	1/4	1/3	1/2	1/1	2/1	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1
VIII					FWC-2 9.5 6/8	FWC-1 FWL-1 7 9.5 8/10 13/14 FWD-1 FWE-1 5 4 6/8 7/9 FWF-2 FWD-2 16.5 7.5 6/8 6/8 FWG-3 FWL-2 18.5 12 8/10 13/14 FWJ-1 FWM-1 18.5 15.5 13/15 12/14 FWK-1 FWM-2 17.5 16.5 13/15 12/14	FWG-1 FWK-1 6 13 8/10 13/14 FWE-2 FWF-1 4 6.5 7/9 6/8 FWF-2 FWL-1 12.5 7.5 6/7 12/14 FWG-3 FWL-2 14 9 8/9 12/14 FWJ-1 FWM-1 14 11.5 13/14 12/13 FWJ-2 FWM-2 15.5 12.5 13/15 12/13	FWF-2 FWL-2 10 7.5 5/7 12/13 FWG-3 FWM-1 11 9.5 7/9 11/13 FWJ-1 FWM-2 11 10 12/13 11/13 FWJ-2 12.5 12/14 FWK-1 10.5 12/13 FWL-1 6 12/13	FWF-2 FWL-2 8.5 6.5 5/6 11/13 FWG-3 FWM-1 9.5 8 7/8 10/12 FWJ-1 FWM-2 9.5 8.5 11/13 10/12 FWJ-2 10.5 11/13 FWK-1 9 11/13 FWL-1 5 11/13	FWF-2 FWL-2 7 5.5 4/6 11/12 FWG-3 FWM-1 8 6.5 6/8 9/11 FWJ-1 FWM-2 8 7 11/12 9/11 FWJ-2 9 10/12 FWK-1 7.5 10/12 FWL-1 4.5 11/12	FWF-2 6.5 4/5 FWG-3 7 6/7 FWJ-1 7 10/12 FWJ-2 7.5 9/11 FWK-1 6.5 9/11 FWM-2 6.5 9/10	FWG-3 6.5 5/7 FWJ-1 6.5 10/11	FWJ-1 5.5 9/10
IX						FWE-1 4 7/9 FWF-2 16.5 6/8 FWK-1 17.5 13/15 FWL-1 9.5 13/14 FWL-2 12 13/14	FWC-1 FWE-2 5 4 7/9 6/8 FWD-2 FWF-1 6 6.5 5/7 5/7 FWF-2 FWL-1 12.5 7.5 6/7 12/14 FWG-3 FWL-2 14 9 8/9 12/14 FWJ-1 FWM-1 14 11.5 13/14 12/13 FWJ-2 FWM-2 15.5 12.5 13/15 12/13 FWK-1 13 13/14	FWF-1 FWL-2 5 7.5 5/7 12/13 FWF-2 FWM-1 10 9.5 5/7 11/13 FWG-3 FWM-2 11 10 7/9 11/13 FWJ-1 11 12/13 FWJ-2 12.5 12/14 FWK-1 10.5 12/13 FWL-1 6 12/13	FWG-1 FWL-2 5 6.5 7/9 11/13 FWF-2 FWM-1 8.5 8 5/6 10/12 FWG-3 FWM-2 9.5 8.5 7/8 10/12 FWJ-1 9.5 11/13 FWJ-2 10.5 11/13 FWK-1 9 11/13 FWL-1 5 11/13	FWF-2 FWM-1 7 6.5 4/6 9/11 FWG-3 FWM-2 8 7 6/8 9/11 FWJ-1 8 11/12 FWJ-2 9 10/12 FWK-1 7.5 10/12 FWL-1 4.5 11/12 FWL-2 5.5 11/12	FWF-2 6.5 4/5 FWG-3 7 6/7 FWJ-1 7 10/12 FWJ-2 7.5 9/11 FWK-1 6.5 9/11 FWM-2 6.5 9/10	FWG-3 6.5 5/7 FWJ-1 6.5 10/11	FWJ-1 5.5 9/10
X							FWE-2 FWK-1 4 13 6/8 13/14 FWF-2 FWL-1 12.5 7.5 6/7 12/14 FWG-3 FWL-2 14 12/14 8/9 12/14 FWJ-1 FWM-1 14 11.5 13/14 12/13 FWJ-2 FWM-2 15.5 12.5 13/15 12/13	FWF-1 FWK-1 5 10.5 5/7 12/13 FWF-2 FWL-1 10 6 5/7 12/13 FWG-3 FWL-2 11 12/13 7/9 12/13 FWJ-1 FWM-1 11 9.5 12/13 11/13 FWJ-2 FWM-2 12.5 10 12/14 11/13	FWG-1 FWK-1 5 9 7/9 11/13 FWF-2 FWL-1 8.5 5 5/6 11/13 FWG-3 FWL-2 9.5 11/13 7/8 11/13 FWJ-1 FWM-1 9.5 8 11/13 10/12 FWJ-2 FWM-2 10.5 8.5 11/13 10/12	FWF-2 FWL-1 7 4.5 4/6 11/12 FWG-3 FWL-2 8 11/12 6/8 11/12 FWJ-1 FWM-1 8 6.5 11/12 9/11 FWJ-2 FWM-2 9 7 10/12 9/11 FWK-1 7.5 10/12	FWF-2 FWM-2 6.5 6.5 4/5 9/10 FWG-3 7 6/7 FWJ-1 7 10/12 FWJ-2 7.5 9/11 FWK-1 6.5 9/11	FWG-3 6.5 5/7 FWJ-1 6.5 10/11	FWJ-1 5.5 9/10
XI							FWE-2 4 6/8 FWF-2 12.5 6/7 FWJ-1 14 13/14 FWJ-2 15.5 13/15 FWK-1 13 13/14	FWF-2 FWK-1 10 10.5 5/7 12/13 FWG-2 FWL-1 5 6 4/6 12/13 FWG-3 FWL-2 11 7.5 7/9 12/13 FWJ-1 FWM-1 11 9.5 12/13 11/13 FWJ-2 FWM-2 12.5 10 12/14 11/13	FWF-2 FWL-1 8.5 5 5/6 11/13 FWG-3 FWL-2 9.5 6.5 7/8 11/13 FWJ-1 FWM-1 9.5 8 11/13 10/12 FWJ-2 FWM-2 10.5 8.5 11/13 10/12	FWF-2 FWL-1 7 4.5 4/6 11/12 FWG-3 FWL-2 8 5.5 6/8 11/12 FWJ-1 FWM-1 8 6.5 11/12 9/11 FWJ-2 FWM-2 9 7 10/12 9/11 FWK-1 7.5 10/12	FWF-2 FWM-2 6.5 6.5 4/5 9/10 FWG-3 7 6/7 FWJ-1 7 10/12 FWJ-2 7.5 9/11 FWK-1 6.5 9/11	FWG-3 6.5 5/7 FWJ-1 6.5 10/11	FWJ-1 5.5 9/10

SINGLE WARP DRIVES

Movement Point Ratios

	1/4	1/3	1/2	1/1	2/1	3/1	4/1	5/1		6/1		7/1		8/1		9/1	10/1
XII							FWJ-2 15.5 13/15 FWK-1 13 13/14	FWF-2 10 5/7 FWG-3 11 7/9 FWJ-1 11 12/13 FWJ-2 12.5 12/14 FWK-1 10.5 12/13	FWM-1 9.5 11/13 FWM-2 10 11/13	FWG-2 5 4/6 FWF-2 8.5 5/6 FWG-3 9.5 7/8 FWJ-1 9.5 11/13 FWJ-2 10.5 11/13	FWK-1 9 11/13 FWL-1 5 11/13 FWL-2 6.5 11/13 FWM-1 8 10/12 FWM-2 8.5 10/12	FWF-2 7 4/6 FWG-3 8 6/8 FWJ-1 8 11/12 FWJ-2 9 10/12 FWK-1 7.5 10/12	FWL-1 4.5 11/12 FWL-2 5.5 11/12 FWM-1 6.5 9/11 FWM-2 7 9/11	FWF-2 6.5 4/5 FWG-3 7 6/7 FWJ-1 7 10/12 FWJ-2 7.5 9/11 FWK-1 6.5 9/11	FWM-2 6.5 9/10	FWG-3 6.5 5/7 FWJ-1 6.5 10/11	FWJ-1 5.5 9/10
XIII								FWJ-1 11 12/13 FWJ-2 12.5 12/14 FWK-1 10.5 12/13		FWG-2 5 4/6 FWF-2 8.5 5/6 FWG-3 9.5 7/8 FWJ-1 9.5 11/13	FWJ-2 10.5 11/13 FWK-1 9 11/13 FWM-1 8 10/12 FWM-2 8.5 10/12	FWF-2 7 4/6 FWG-3 8 6/8 FWJ-1 8 11/12 FWJ-2 9 10/12	FWK-1 7.5 10/12 FWM-1 6.5 9/11 FWM-2 7 9/11	FWF-2 6.5 4/5 FWG-3 7 6/7 FWJ-1 7 10/12 FWJ-2 7.5 9/11	FWK-1 6.5 9/11 FWM-2 6.5 9/10	FWG-3 6.5 5/7 FWJ-1 6.5 10/11	FWJ-1 5.5 9/10
XIV								FWJ-2 12.5 12/14		FWG-3 9.5 7/8 FWJ-1 9.5 11/13 FWJ-2 10.5 11/13 FWK-1 9 11/13	FWM-2 8.5 10/12	FWG-2 4 4/6 FWF-2 7 4/6 FWG-3 8 6/8 FWJ-1 8 11/12	FWJ-2 9 10/12 FWK-1 7.5 10/12 FWM-1 6.5 9/11 FWM-2 7 9/11	FWF-2 6.5 4/5 FWG-3 7 6/7 FWJ-1 7 10/12 FWJ-2 7.5 9/11	FWK-1 6.5 9/11 FWM-2 6.5 9/10	FWG-3 6.5 5/7 FWJ-1 6.5 10/11	FWJ-1 5.5 9/10
XV										FWJ-2 10.5 11/13		FWG-2 4 4/6 FWJ-1 8 11/12	FWJ-2 9 10/12 FWM-2 7 9/11	FWJ-1 7 10/12 FWJ-2 7.5 9/11	FWM-2 6.5 9/10	FWJ-1 6.5 10/11	FWJ-1 5.5 9/10
XVI												FWG-2 4 4/6					
XVII														FWG-2 3.5 3/5			
XVIII														FWG-2 3.5 3/5			

MOVEMENT POINT RATIO TABLE

DUAL WARP DRIVES

Movement Point Ratios

Ship Class	1/1	2/1	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1
I	FMWA 6 2/3	FMWA 3 2/2								
II	FWA-1 17 7/9 FWA-2 23 7/9	FWA-1 6 6/8 FWA-2 11.5 6/8	FWA-1 6 6/8 FWH-1 9 5/6							
III	FWA-1 17 7/9 FWA-2 23 7/9	FWA-2 11.5 6/8 FWH-1 11.5 6/8	FWH-1 9 5/6	FWA-1 4 5/7						
IV		FWA-2 11.5 6/8	FWH-1 9 5/6	FWH-1 7 4/5						
V		FWB-1 FWB-2 13 20 7/8 8/9	FWB-1 FWB-2 8.5 13 6/7 7/8	FWB-2 FWH-1 10 7 6/7 4/5						
VI			FWB-1 FWB-2 8.5 13 6/7 7/8	FWB-2 FWH-1 10 7 6/7 4/5	FWB-2 8 5/6					
VII			FWE-1 FWE-2 7.5 12 7/9 7/9	FWB-2 10 6/7	FWB-2 8 5/6					
VIII		FWD-2 26 6/8	FWD-1 FWE-2 11.5 12 7/9 7/9 FWE-1 FWL-1 7.5 19.5 7/9 12/14	FWE-1 FWL-1 5.5 14.5 6/8 12/13 FWE-2 FWL-2 9 18 6/8 12/14	FWB-2 FWL-2 8 14.5 5/6 12/13 FWL-1 11.5 11/13	FWB-2 FWL-2 6.5 12 4/5 11/13 FWL-1 9.5 10/12	FWL-1 FWL-2 8.5 10.5 9/11 11/12	FWL-2 9 10/11	FWL-2 8 9/11	
IX		FWD-2 26 6/8	FWD-1 FWE-2 11.5 12 7/9 7/9 FWD-2 FWL-1 17 19.5 5/7 12/14 FWE-1 7.5 7/9	FWE-1 FWG-2 5.5 15.5 6/8 8/9 FWE-2 FWL-1 9 14.5 6/8 12/13 FWF-2 FWL-2 24.5 18 7/9 12/14	FWF-2 19.5 7/8 FWL-1 11.5 11/13 FWL-2 14.5 12/13	FWB-2 FWL-2 6.5 12 4/5 11/13 FWF-2 16.5 6/8 FWL-1 9.5 10/12	FWF-2 14 6/7 FWL-1 8.5 9/11 FWL-2 10.5 11/12	FWF-2 12.5 5/7 FWL-2 9 10/11	FWF-2 11 5/6 FWL-2 8 9/11	
X		FWD-2 26 6/8	FWC-1 15 7/9 FWD-2 17 5/7 FWL-1 19.5 12/14	FWC-2 FWE-2 14 9 6/8 6/8 FWD-1 FWF-1 8.5 14 6/8 6/8 FWE-1 FWG-1 5.5 18.5 6/8 8/10 FWF-2 FWG-2 24.5 15.5 7/9 8/9 FWL-1 14.5 12/13	FWE-1 FWM-1 4.5 18.5 6/7 12/14 FWF-2 19.5 7/8 FWG-3 22 8/10 FWL-1 11.5 11/13 FWL-2 14.5 12/13	FWB-2 FWL-2 6.5 12 4/5 11/13 FWF-2 FWM-1 16.5 15.5 6/8 12/13 FWG-3 FWM-2 18.5 16.5 8/9 12/14 FWK-1 17.5 12/14 FWL-1 9.5 10/12	FWF-2 FWM-1 14 13.5 6/7 11/13 FWG-3 FWM-2 15.5 14 7/9 12/13 FWK-1 15 12/13 FWL-1 8.5 9/11 FWL-2 10.5 11/12	FWF-2 FWM-2 12.5 12.5 5/7 11/13 FWG-3 14 7/8 FWK-1 13 11/13 FWL-2 9 10/11 FWM-1 11.5 11/12	FWF-2 FWM-2 11 11 5/6 11/12 FWG-3 12.5 6/8 FWK-1 11.5 10/12 FWL-2 8 9/11 FWM-1 10.5 10/12	FWG-3 11 6/7 FWK-1 10.5 9/11 FWM-1 9.5 10/11 FWM-2 10 10/12
XI			FWC-1 15 7/9 FWD-2 17 5/7	FWC-1 FWF-1 11.5 14 6/8 6/8 FWD-2 FWG-1 13 18.5 4/6 8/10 FWE-2 FWG-2 9 15.5 6/8 8/9 FWL-1 14.5 12/13	FWD-1 FWL-2 7 14.5 6/7 12/13 FWE-1 FWM-1 4.5 18.5 6/7 12/14 FWF-2 19.5 7/8 FWG-3 22 8/10 FWL-1 11.5 11/13	FWF-2 FWL-2 16.5 12 6/8 11/13 FWG-3 FWM-1 18.5 15.5 8/9 12/13 FWJ-1 FWM-2 18.5 16.5 12/14 12/14 FWK-1 17.5 12/14 FWL-1 9.5 10/12	FWF-2 FWL-1 14 8.5 6/7 9/11 FWG-3 FWL-2 15.5 10.5 7/9 11/12 FWJ-1 FWM-1 15.5 13.5 12/13 11/13 FWJ-2 FWM-2 17.5 14 12/13 12/13 FWK-1 15 12/13	FWF-2 FWL-2 12.5 9 5/7 10/11 FWG-3 FWM-1 14 11.5 7/8 11/12 FWJ-1 FWM-2 14 12.5 11/13 11/13 FWJ-2 15.5 11/13 FWK-1 13 11/13	FWF-2 FWL-2 11 8 5/6 9/11 FWG-3 FWM-1 12.5 10.5 6/8 10/12 FWJ-1 FWM-2 12.5 11 11/12 11/12 FWJ-2 13.5 11/12 FWK-1 11.5 10/12	FWG-3 FWM-2 11 10 6/7 10/12 FWJ-1 11 10/12 FWJ-2 12.5 10/12 FWK-1 10.5 9/11 FWM-1 9.5 10/11

DUAL WARP DRIVES

Movement Point Ratios

	1/1	2/1	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1
XII				FWD-2 13 4/6 FWE-2 9 6/8 FWF-1 14 6/8 FWG-1 18.5 8/10 FWG-2 15.5 8/9 FWL-1 14.5 12/13	FWD-1 7 6/7 FWE-1 4.5 6/7 FWE-2 7.5 6/7 FWF-1 11.5 5/7 FWF-2 19.5 7/8 FWG-1 15 7/9 FWG-2 16.5 6/8 FWG-3 18.5 8/9 FWJ-1 18.5 12/14 FWK-1 17.5 12/14 FWL-1 12 6/8 FWL-2 14.5 12/13 FWM-1 18.5 12/14 FWG-3 22 8/10 FWL-1 11.5 11/13 FWL-2 14.5 12/13	FWE-1 4 5/6 FWF-2 16.5 6/8 FWG-3 18.5 8/9 FWJ-1 18.5 12/14 FWK-1 17.5 12/14 FWL-1 9.5 10/12 FWL-2 12 11/13 FWM-1 15.5 12/13 FWM-2 16.5 12/14	FWF-2 14 6/7 FWG-3 15.5 7/9 FWJ-1 15.5 12/13 FWJ-2 17.5 12/13 FWK-1 15 12/13 FWL-1 8.5 9/11 FWL-2 10.5 11/12 FWM-1 13.5 11/13 FWM-2 14 12/13	FWF-2 12.5 5/7 FWG-3 14 7/8 FWJ-1 14 11/13 FWJ-2 15.5 11/13 FWK-1 13 11/13 FWL-2 9 10/11 FWM-1 11.5 11/12 FWM-2 12.5 11/13	FWF-2 11 5/6 FWG-3 12.5 6/8 FWJ-1 12.5 11/12 FWJ-2 13.5 11/12 FWK-1 11.5 10/12 FWL-2 8 9/11 FWM-1 10.5 10/12 FWM-2 11 11/12	FWG-3 11 6/7 FWJ-1 11 10/12 FWJ-2 12.5 10/12 FWK-1 10.5 9/11 FWM-1 9.5 10/11 FWM-2 10 10/12
XIII				FWD-2 13 4/6	FWD-2 10 4/5 FWE-2 7.5 6/7 FWF-1 11.5 5/7 FWG-1 15 7/9 FWG-2 12.5 7/8 FWG-3 22 8/10 FWL-1 11.5 11/13 FWL-2 14.5 12/13	FWD-1 5.5 5/6 FWE-1 4 5/6 FWF-2 16.5 6/8 FWG-3 18.5 8/9 FWJ-1 18.5 12/14 FWK-1 17.5 12/14 FWL-1 9.5 10/12 FWL-2 12 11/13 FWM-1 15.5 12/13	FWF-2 14 6/7 FWG-3 15.5 7/9 FWJ-1 15.5 12/13 FWJ-2 17.5 12/13 FWK-1 15 12/13 FWL-1 8.5 9/11 FWL-2 10.5 11/12 FWM-1 13.5 11/13 FWM-2 14 12/13	FWF-2 12.5 5/7 FWG-3 14 7/8 FWJ-1 14 11/13 FWJ-2 15.5 11/13 FWK-1 13 11/13 FWL-2 9 10/11 FWM-1 11.5 11/12 FWM-2 12.5 11/13	FWF-2 11 5/6 FWG-3 12.5 6/8 FWJ-1 12.5 11/12 FWJ-2 13.5 11/12 FWK-1 11.5 10/12 FWL-2 8 9/11 FWM-1 10.5 10/12 FWM-2 11 11/12	FWG-3 11 6/7 FWJ-1 11 10/12 FWJ-2 12.5 10/12 FWK-1 10.5 9/11 FWM-1 9.5 10/11 FWM-2 10 10/12
XIV					FWD-2 10 4/5 FWE-2 7.5 6/7 FWF-1 11.5 5/7 FWG-1 15 7/9 FWG-2 12.5 7/8 FWL-1 11.5 11/13	FWD-1 5.5 5/6 FWD-2 8.5 3/4 FWE-1 4 5/6 FWE-2 6 5/6 FWF-2 16.5 6/8 FWG-3 18.5 8/9 FWJ-1 18.5 12/14 FWK-1 17.5 12/14 FWL-1 9.5 10/12 FWL-2 12 11/13 FWM-1 15.5 12/13	FWF-2 14 6/7 FWG-3 15.5 7/9 FWJ-1 15.5 12/13 FWJ-2 17.5 12/13 FWK-1 15 12/13 FWL-1 8.5 9/11 FWL-2 10.5 11/12 FWM-1 13.5 11/13 FWM-2 14 12/13	FWF-2 12.5 5/7 FWG-3 14 7/8 FWJ-1 14 11/13 FWJ-2 15.5 11/13 FWK-1 13 11/13 FWM-1 11.5 11/12 FWM-2 12.5 11/13	FWF-2 11 5/6 FWG-3 12.5 6/8 FWJ-1 12.5 11/12 FWJ-2 13.5 11/12 FWK-1 11.5 10/12 FWM-1 10.5 10/12 FWM-2 11 11/12	FWG-3 11 6/7 FWJ-1 11 10/12 FWJ-2 12.5 10/12 FWK-1 10.5 9/11 FWM-1 9.5 10/11 FWM-2 10 10/12
XV					FWG-2 12.5 7/8	FWD-1 5.5 5/6 FWD-2 8.5 3/4 FWE-2 6 5/6 FWF-1 9.5 5/6 FWG-1 12 6/8 FWG-3 18.5 8/9 FWJ-1 18.5 12/14 FWK-1 17.5 12/14 FWL-1 9.5 10/12 FWL-2 12 11/13 FWM-1 15.5 12/13	FWD-2 7.5 2/3 FWE-1 3 4/5 FWF-2 14 11/12 FWG-3 15.5 7/9 FWJ-1 15.5 12/13 FWJ-2 17.5 12/13 FWK-1 15 12/13 FWL-1 8.5 9/11 FWL-2 10.5 11/12 FWM-1 13.5 11/13 FWJ-2 17.5 12/13 FWK-1 15 12/13 FWL-1 8.5 9/11 FWM-1 11.5 11/12 FWM-2 12.5 11/13	FWF-2 12.5 10/11 FWG-3 14 7/8 FWJ-1 14 11/13 FWJ-2 15.5 11/13 FWK-1 13 11/13 FWL-2 9 10/11	FWF-2 11 9/11 FWG-3 12.5 6/8 FWJ-1 12.5 11/12 FWJ-2 13.5 11/12 FWK-1 11.5 10/12 FWL-2 8 9/11 FWM-1 10.5 10/12 FWM-2 11 11/12	FWG-3 11 6/7 FWJ-1 11 10/12 FWJ-2 12.5 10/12 FWK-1 10.5 9/11 FWM-1 9.5 10/11 FWM-2 10 10/12

DUAL WARP DRIVES

Movement Point Ratios

	1/1	2/1	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1
XVI					FWG-2 12.5 7/8	FWE-2 6 5/6 FWF-1 9.5 5/6 FWG-1 12 6/8 FWJ-1 18.5 12/14 FWL-1 9.5 10/12	FWD-2 FWJ-1 7.5 15.5 2/3 12/13 FWE-1 FWK-1 3 15 4/5 12/13 FWF-2 FWL-1 14 8.5 6/7 9/11 FWG-1 FWL-2 10.5 10.5 5/7 11/12 FWG-3 FWM-1 15.5 13.5 7/9 11/13	FWF-2 FWL-2 12.5 9 5/7 10/11 FWG-3 FWM-1 14 11.5 7/8 11/12 FWJ-1 FWM-2 14 12.5 11/13 11/13 FWJ-2 15.5 11/13 FWK-1 13 11/13	FWF-2 FWL-2 11 8 5/6 9/11 FWG-3 FWM-1 12.5 10.5 6/8 10/12 FWJ-1 FWM-2 12.5 11 11/12 11/12 FWJ-2 13.5 11/12 FWK-1 11.5 10/12	FWG-3 FWM-2 11 10 6/7 10/12 FWJ-1 11 10/12 FWJ-2 12.5 10/12 FWK-1 10.5 9/11 FWM-1 9.5 10/11
XVII						FWG-2 10.5 6/7	FWD-2 FWJ-1 7.5 15.5 2/3 12/13 FWE-1 FWK-1 3 15 4/5 12/13 FWE-2 FWL-1 5 8.5 4/5 9/11 FWG-1 FWL-2 10.5 10.5 5/7 11/12	FWF-2 FWK-1 12.5 13 5/7 11/13 FWG-3 FWL-2 14 9 7/8 10/11 FWJ-1 FWM-1 14 11.5 11/13 11/12 FWJ-2 FWM-2 15.5 12.5 11/13 11/13	FWF-2 FWK-1 11 11.5 5/6 10/12 FWG-3 FWL-2 12.5 8 6/8 9/11 FWJ-1 FWM-1 12.5 10.5 11/12 10/12 FWJ-2 FWM-2 13.5 11 11/12 11/12	FWG-3 FWM-1 11 9.5 6/7 10/11 FWJ-1 FWM-2 11 10 10/12 10/12 FWJ-2 12.5 10/12 FWK-1 10.5 9/11
XVIII						FWG-2 10.5 6/7	FWE-2 5 4/5	FWJ-1 14 11/13 FWJ-2 15.5 11/13 FWK-1 13 11/13 FWM-2 12.5 11/13	FWF-2 FWK-1 11 11.5 9/11 10/12 FWG-3 FWM-1 12.5 10.5 6/8 10/12 FWJ-1 FWM-2 12.5 11 11/12 11/12 FWJ-2 13.5 11/12	FWG-3 FWM-1 11 9.5 6/7 10/11 FWJ-1 FWM-2 11 10 10/12 10/12 FWJ-2 12.5 10/12 FWK-1 10.5 9/11
XIX						FWG-2 10.5 6/7	FWE-2 5 4/5	FWJ-1 14 11/13 FWK-1 13 11/13	FWG-3 FWK-1 12.5 11.5 6/8 10/12 FWJ-1 FWM-1 12.5 10.5 11/12 10/12 FWJ-2 FWM-2 13.5 11 11/12 11/12	FWG-3 FWK-1 11 10.5 6/7 9/11 FWJ-1 FWM-1 11 9.5 10/12 10/11 FWJ-2 FWM-2 12.5 10 10/12 10/12
XX						FWG-2 10.5 6/7	FWE-2 5 4/5		FWJ-1 12.5 11/12	FWJ-1 FWM-2 11 10 10/12 10/12 FWJ-2 12.5 10/12

MOVEMENT POINT RATIO TABLE

TRI WARP DRIVES

Movement Point Ratios

Ship Class	2/1	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1	11/1	12/1
II	FWA-1 15 7/9 FWA-2 17 7/9	FWA-1 10 7/8 FWA-2 11.5 7/8 FWH-1 14 6/8	FWA-1 7.5 6/8 FWA-2 8.5 6/8 FWH-1 10.5 6/7	FWH-1 8.5 5/7							
III	FWA-1 15 7/9 FWA-2 17 7/9	FWA-1 10 7/8 FWA-2 11.5 7/8 FWH-1 14 6/8	FWA-1 7.5 6/8 FWA-2 8.5 6/8 FWH-1 10.5 6/7	FWH-1 8.5 5/7							
IV		FWA-1 10 7/8 FWA-2 11.5 7/8 FWH-1 14 6/8	FWA-1 7.5 6/8 FWA-2 8.5 6/8 FWH-1 10.5 6/7	FWA-1 6 6/7 FWA-2 7 6/7 FWH-1 8.5 5/7							
V		FWB-1 14 7/8 FWB-2 18.5 8/9	FWB-1 10.5 6/8 FWB-2 14 7/9	FWB-1 8.5 6/7 FWB-2 11 7/8							
VI		FWB-1 14 7/8	FWB-1 10.5 6/8 FWB-2 14 7/9	FWB-1 8.5 6/7 FWB-2 11 7/8	FWB-2 9 6/8						
VII		FWH-2 17 6/8	FWB-1 10.5 6/8 FWB-2 14 7/9 FWH-2 13 6/7	FWB-1 8.5 6/7 FWB-2 11 7/8 FWH-2 10 5/7	FWB-1 7 5/7 FWB-2 9 6/8						
VIII		FWH-2 17 6/8	FWB-1 10.5 6/8 FWH-2 13 6/7	FWB-1 8.5 6/7 FWB-2 11 7/8 FWH-2 10 5/7	FWB-1 7 5/7 FWB-2 9 6/8	FWB-2 8 6/7					
IX		FWE-1 13 7/9 FWE-2 17 7/9 FWH-2 17 6/8	FWE-1 9.5 7/8 FWE-2 13 7/8 FWH-2 13 6/7	FWB-1 8.5 6/7 FWE-1 7.5 6/8 FWE-2 10 6/8 FWH-2 10 5/7	FWB-1 7 5/7 FWB-2 9 6/8 FWE-2 10 6/8	FWB-1 6 5/6 FWB-2 8 6/7					
X		FWD-1 14 7/9 FWE-1 13 7/9	FWD-1 10.5 7/8 FWE-1 9.5 7/8 FWE-2 13 7/8 FWH-2 13 6/7	FWD-1 8.5 6/8 FWD-2 15.5 6/8 FWE-1 7.5 6/8 FWE-2 10 6/8 FWH-2 10 5/7 FWL-1 17 9/10	FWB-1 7 5/7 FWB-2 9 6/8 FWD-2 13 6/7 FWE-2 8.5 6/7 FWG-1 18.5 8/10 FWH-2 8.5 5/6 FWL-1 14 8/10	FWB-1 6 5/6 FWB-2 8 6/7 FWD-2 11 5/7 FWG-1 16 8/9 FWL-1 12 8/9					
XI			FWD-1 10.5 7/8 FWE-1 9.5 7/8 FWE-2 13 7/8 FWH-2 13 6/7	FWD-1 8.5 6/8 FWD-2 15.5 6/8 FWE-1 7.5 6/8 FWE-2 10 6/8 FWH-2 10 5/7 FWL-1 17 9/10	FWB-1 7 5/7 FWD-1 7 6/7 FWD-2 13 6/7 FWE-1 6.5 6/7 FWE-2 8.5 6/7 FWG-1 18.5 8/10 FWH-2 8.5 5/6 FWL-1 14 8/10 FWL-2 18 9/10	FWB-1 6 5/6 FWB-2 8 6/7 FWD-2 11 5/7 FWG-1 16 8/9 FWL-1 12 8/9 FWL-2 15 8/10				

TRI WARP DRIVES

Movement Point Ratios

Ship Class	2/1	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1	11/1	12/1
XII			FWC-1 15 7/9 FWD-1 10.5 7/8 FWE-1 9.5 7/8 FWE-2 13 7/8 FWH-2 13 6/7	FWC-1 FWF-1 12 17 7/8 6/8 FWC-2 FWH-2 17 10 6/8 5/7 FWD-1 FWL-1 8.5 17 6/8 9/10 FWD-2 15.5 6/8 FWE-1 7.5 6/8 FWE-2 10 6/8	FWC-1 FWF-1 10 14 6/8 6/7 FWC-2 FWG-1 14 18.5 6/7 8/10 FWD-1 FWG-2 7 17 6/7 8/9 FWD-2 FWH-2 13 8.5 6/7 5/6 FWE-1 FWL-1 6.5 14 6/7 8/10 FWE-2 FWL-2 8.5 18 6/7 9/10	FWB-1 FWL-1 6 12 5/6 8/9 FWC-2 FWL-2 12 15 5/7 8/10 FWD-2 11 5/7 FWF-1 12 5/7 FWG-1 16 8/9 FWG-2 14.5 7/9	FWB-1 5.5 4/6 FWB-2 7 5/7 FWF-2 18 7/8 FWG-1 14 7/9 FWG-2 13 7/8 FWL-2 13.5 8/9			
XIII			FWC-1 15 7/9 FWE-1 9.5 7/8	FWC-1 FWH-2 12 10 7/8 5/7 FWD-1 8.5 6/8 FWE-1 7.5 6/8 FWE-2 10 6/8 FWF-1 17 6/8	FWC-1 FWE-2 10 8.5 6/8 6/7 FWC-2 FWF-1 14 14 6/7 6/7 FWD-1 FWG-2 7 17 6/7 8/9 FWD-2 FWH-2 13 8.5 6/7 5/6 FWE-1 FWL-1 6.5 14 6/7 8/10	FWC-2 FWG-1 12 16 5/7 8/9 FWD-1 FWG-2 6 14.5 5/7 7/9 FWD-2 FWH-2 11 7 5/7 4/6 FWE-2 FWL-1 7 12 5/7 8/9 FWF-1 FWL-2 12 15 5/7 8/10	FWB-1 FWG-2 5.5 13 4/6 7/8 FWC-2 FWL-1 10.5 10.5 5/6 7/9 FWD-2 FWL-2 9.5 13.5 5/6 8/9 FWF-2 FWM-1 18 17 7/8 9/10 FWG-1 14 7/9	FWB-1 FWK-1 4.5 17 4/5 9/10 FWB-2 FWL-2 6 12 5/6 7/9 FWF-2 FWM-1 16 15 6/8 8/10 FWG-1 12.5 7/8 FWG-3 18 8/10			
XIV				FWC-1 12 7/8 FWD-1 8.5 6/8 FWE-1 7.5 6/8 FWE-2 10 6/8 FWH-2 10 5/7	FWC-1 FWF-1 10 14 6/8 6/7 FWC-2 FWG-2 14 17 6/7 8/9 FWD-1 FWH-2 7 8.5 6/7 5/6 FWD-2 FWL-1 13 14 6/7 8/10 FWE-1 6.5 6/7 FWE-2 8.5 6/7	FWC-1 FWF-1 8.5 12 6/7 5/7 FWC-2 FWG-1 12 16 5/7 8/9 FWD-1 FWG-2 6 14.5 5/7 7/9 FWD-2 FWH-2 11 7 5/7 4/6 FWE-1 FWL-1 5.5 12 5/7 8/9 FWE-2 FWL-2 7 15 5/7 8/10	FWC-2 FWL-1 10.5 10.5 5/6 7/9 FWD-2 FWL-2 9.5 13.5 5/6 8/9 FWF-1 FWM-1 10.5 17 5/6 9/10 FWF-2 FWM-2 18 18 7/8 9/10 FWG-1 14 7/9 FWG-2 13 7/8	FWF-2 FWM-1 16 15 6/8 8/10 FWG-1 FWM-2 12.5 16 7/8 8/10 FWG-3 18 8/10 FWJ-1 18 9/10 FWK-1 17 9/10 FWL-2 12 7/9			
XV				FWC-1 12 7/8 FWE-1 7.5 6/8 FWE-2 10 6/8	FWC-1 FWL-1 10 14 6/8 8/10 FWD-1 7 6/7 FWE-1 6.5 6/7 FWE-2 8.5 6/7 FWF-1 14 6/7 FWH-2 8.5 5/6	FWC-1 FWF-1 8.5 12 6/7 5/7 FWC-2 FWG-1 12 16 5/7 8/9 FWD-1 FWG-2 6 14.5 5/7 7/9 FWD-2 FWH-2 11 7 5/7 4/6 FWE-1 FWL-1 5.5 12 5/7 8/9 FWE-2 FWL-2 7 15 5/7 8/10	FWC-2 FWH-2 10.5 6.5 5/6 4/5 FWD-1 FWL-1 5.5 10.5 5/6 7/9 FWD-2 FWL-2 9.5 13.5 5/6 8/9 FWF-1 FWM-1 10.5 17 5/6 9/10 FWG-1 FWM-2 14 18 7/9 9/10 FWG-2 13 7/8	FWC-2 FWJ-1 9.5 18 4/6 9/10 FWD-2 FWK-1 8.5 17 4/6 9/10 FWF-2 FWL-2 16 12 6/8 7/9 FWG-1 FWM-1 12.5 15 7/8 8/10 FWG-2 FWM-2 11.5 16 6/8 8/10 FWG-3 18 8/10	FWF-2 FWM-2 14.5 14.5 6/7 8/9 FWG-3 16 8/9 FWJ-1 16 8/10 FWJ-2 18 9/10 FWK-1 15.5 8/10 FWM-1 13.5 8/9	FWF-2 13 5/7 FWG-3 15 7/9 FWJ-1 15 8/9 FWJ-2 16 8/10 FWK-1 14 8/9	FWJ-2 15 8/9

TRI WARP DRIVES

Movement Point Ratios

Ship Class	2/1	3/1	4/1	5/1	6/1	7/1		8/1		9/1		10/1		11/1		12/1
XVI					FWC-1 10 6/8 FWD-1 7 6/7 FWE-1 6.5 6/7 FWE-2 8.5 6/7 FWF-1 14 6/7	FWC-1 8.5 6/7 FWC-2 12 5/7 FWD-1 6 5/7 FWD-2 11 5/7 FWE-1 5.5 5/7 FWE-2 7 5/7 FWF-1 12 5/7	FWG-2 14.5 7/9 FWH-2 7 4/6 FWL-1 12 8/9	FWC-1 7.5 5/7 FWC-2 10.5 5/6 FWD-1 5.5 5/6 FWD-2 9.5 5/6 FWE-1 4.5 5/6 FWE-2 6.5 5/6 FWF-1	FWG-1 14 7/9 FWG-2 13 7/8 FWH-2 6.5 4/5 FWL-1 10.5 7/9 FWL-2 13.5 8/9 FWM-1 17 9/10	FWC-2 9.5 4/6 FWD-2 8.5 4/6 FWF-2 16 6/8 FWG-1 12.5 7/8 FWG-2 11.5 6/8 FWH-2 5.5 3/5 FWJ-1 18 9/10	FWL-1 9.5 7/8 FWL-2 12 7/9 FWM-1 15 8/10 FWM-2 16 8/10	FWF-2 14.5 6/7 FWG-1 11 6/8 FWG-3 16 8/9 FWJ-1 16 8/10 FWJ-2 18 9/10 FWK-1 15.5 8/10 FWL-2 10.5 7/8	FWM-1 13.5 8/9 FWM-2 14.5 8/9	FWF-2 13 5/7 FWG-3 15 7/9 FWJ-1 15 8/9 FWJ-2 16 8/10 FWK-1 14 8/9 FWM-2 13 7/9		FWG-3 13.5 7/8 FWJ-2 15 8/9 FWK-1 13 7/9
XVII					FWC-1 10 6/8 FWE-1 6.5 6/7 FWE-2 8.5 6/7	FWC-1 8.5 6/7 FWD-1 6 5/7 FWD-2 11 5/7 FWE-1 5.5 5/7 FWE-2 7 5/7 FWF-1 12 5/7	FWG-2 14.5 7/9 FWL-1 12 8/9	FWC-1 7.5 5/7 FWC-2 10.5 5/6 FWD-1 5.5 5/6 FWD-2 9.5 5/6 FWE-1 4.5 5/6 FWE-2 6.5 5/6	FWF-1 10.5 5/6 FWG-1 14 7/9 FWG-2 13 7/8 FWL-1 9.5 7/8 FWL-2 13.5 8/9	FWC-1 6.5 5/6 FWC-2 9.5 4/6 FWD-1 4.5 4/6 FWD-2 8.5 4/6 FWF-1 9.5 4/6 FWF-2 16 6/8	FWG-1 12.5 7/8 FWG-2 11.5 6/8 FWL-1 9.5 7/8 FWL-2 12 7/9 FWM-1 15 8/10 FWM-2 16 8/10	FWC-1 6 4/6 FWC-2 8.5 4/5 FWF-2 14.5 6/7 FWG-1 11 6/8 FWG-3 16 8/9 FWJ-1 16 8/10 FWJ-2 18 9/10	FWK-1 15.5 8/10 FWL-2 10.5 7/8 FWM-1 13.5 8/9 FWM-2 14.5 8/9	FWC-1 5.5 4/5 FWF-2 13 5/7 FWG-3 15 7/9 FWJ-1 15 8/9 FWJ-2 16 8/10 FWK-1 14 8/9	FWM-1 12.5 7/9 FWM-2 13 7/9	FWC-1 5 3/5 FWG-3 13.5 7/8 FWJ-1 13.5 7/9 FWJ-2 15 8/9 FWK-1 13 7/9
XVIII					FWE-2 8.5 6/7	FWC-1 8.5 6/7 FWE-1 5.5 5/7 FWE-2 7 5/7 FWF-1 12 5/7 FWL-1 12 8/9		FWC-1 7.5 5/7 FWC-2 10.5 5/6 FWD-1 5.5 5/6 FWD-2 9.5 5/6 FWE-1 4.5 5/6 FWE-2 6.5 5/6	FWF-1 10.5 5/6 FWG-1 14 7/9 FWG-2 13 7/8 FWL-1 10.5 7/9 FWL-2 13.5 8/9	FWC-1 6.5 5/6 FWC-2 9.5 4/6 FWD-1 4.5 4/6 FWD-2 8.5 4/6 FWE-1 4 4/6 FWF-1 9.5 4/6	FWG-1 12.5 7/8 FWG-2 11.5 6/8 FWL-1 9.5 7/8 FWL-2 12 7/9 FWM-1 15 8/10	FWC-2 8.5 4/5 FWD-1 4 4/5 FWD-2 7.5 4/5 FWF-2 14.5 6/7 FWG-1 11 6/8 FWG-2 10 6/7	FWG-3 16 8/9 FWJ-1 16 8/10 FWK-1 15.5 8/10 FWL-2 10.5 7/8 FWM-1 13.5 8/9 FWM-2 14.5 8/9	FWF-2 13 5/7 FWG-3 15 7/9 FWJ-1 15 8/9 FWJ-2 16 8/10 FWK-1 14 8/9 FWM-1 12.5 7/9	FWM-2 13 7/9	FWF-2 12 5/6 FWG-3 13.5 7/8 FWJ-1 13.5 7/9 FWJ-2 15 8/9 FWK-1 13 7/9 FWM-2 12 7/8

TRI WARP DRIVES

Movement Point Ratios

Ship Class	2/1	3/1	4/1	5/1	6/1	7/1	8/1	9/1		10/1		11/1		12/1
XIX							FWC-1 7.5 5/7 FWD-1 5.5 5/6 FWD-2 9.5 5/6 FWF-1 10.5 5/6 FWG-2 13 7/8 FWL-1 10.5 7/9	FWC-1 6.5 5/6 FWC-2 9.5 4/6 FWD-1 4.5 4/6 FWD-2 8.5 4/6 FWF-1 9.5 4/6 FWG-1 12.5 7/8 FWG-2 11.5 6/8	FWL-1 9.5 7/8 FWL-2 12 7/9 FWM-1 15 8/10	FWC-1 6 4/6 FWC-2 8.5 4/5 FWD-1 4 4/5 FWD-2 7.5 4/5 FWF-1 8.5 4/5 FWF-2 14.5 6/7 FWG-1 11 6/8	FWG-2 10 6/7 FWJ-1 16 8/10 FWL-1 8.5 6/8 FWL-2 10.5 7/8 FWM-1 13.5 8/9 FWM-2 14.5 8/9	FWC-2 7.5 3/5 FWF-2 13 5/7 FWG-1 10 6/7 FWG-3 15 7/9 FWJ-1 15 8/9 FWK-1 14 8/9 FWL-2 9.5 6/8	FWM-1 12.5 7/9 FWM-2 13 7/9	FWF-2 12 5/6 FWG-3 13.5 7/8 FWJ-1 13.5 7/9 FWJ-2 15 8/9 FWK-1 13 7/9 FWM-2 12 7/8
XX							FWD-2 9.5 5/6 FWF-1 10.5 5/6 FWG-2 13 7/8 FWL-1 10.5 7/9	FWC-1 6.5 5/6 FWC-2 9.5 4/6 FWD-1 4.5 4/6 FWD-2 8.5 4/6 FWF-1 9.5 4/6 FWG-1 12.5 7/8	FWG-2 11.5 6/8 FWL-1 9.5 7/8 FWL-2 12 7/9 FWM-1 15 8/10	FWC-1 6 4/6 FWC-2 8.5 4/5 FWD-1 4 4/5 FWD-2 7.5 4/5 FWF-1 8.5 4/5 FWF-2 14.5 6/7	FWG-1 11 6/8 FWG-2 10 6/7 FWL-1 8.5 6/8 FWL-2 10.5 7/8 FWM-1 13.5 8/9	FWC-1 5.5 4/5 FWC-2 7.5 3/5 FWF-2 13 5/7 FWG-1 10 6/7 FWG-3 15 7/9 FWJ-1 15 8/9	FWK-1 14 8/9 FWL-2 9.5 6/8 FWM-1 12.5 7/9 FWM-2 13 7/9	FWF-2 12 5/6 FWG-3 13.5 7/8 FWJ-1 13.5 7/9 FWJ-2 15 8/9 FWK-1 13 7/9 FWM-2 12 7/8

MOVEMENT POINT RATIO TABLE

QUAD WARP DRIVES

Movement Point Ratios

SHIP CLASS	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1	11/1	12/1	13/1	14/1
II	FWA-1 13 7/9	FWA-1 10 7/8	FWA-1 8 6/8									
III	FWA-2 15 7/9	FWA-1 10 7/8 FWA-2 11.5 7/8 FWH-1 14 6/8	FWA-1 8 6/8 FWA-2 9 6/8 FWH-1 11.5 6/7									
IV		FWA-2 11.5 7/8 FWH-1 14 6/8	FWA-1 8 6/8 FWA-2 9 6/8 FWH-1 11.5 6/7									
V			FWA-2 9 6/8 FWH-1 11.5 6/7									
VI		FWB-1 14 7/8	FWB-1 11.5 6/8	FWB-1 9.5 6/7 FWH-1 9.5 5/7								
VII		FWB-1 14 7/8 FWB-2 18.5 8/9	FWB-1 11.5 6/8 FWB-2 15 7/9	FWB-1 9.5 6/7 FWB-2 12.5 7/8								
VIII		FWB-2 18.5 8/9	FWB-1 11.5 6/8 FWB-2 15 7/9	FWB-1 9.5 6/7 FWB-2 12.5 7/8	FWB-1 8 5/7							
IX		FWH-2 17 6/8	FWB-1 11.5 6/8 FWH-2 13.5 6/7 FWB-2 15 7/9	FWB-1 9.5 6/7 FWH-2 11.5 5/7 FWB-2 12.5 7/8	FWB-1 8 5/7 FWB-2 10.5 6/8							
X		FWH-2 17 6/8	FWB-2 15 7/9 FWH-2 13.5 6/7	FWB-1 9.5 6/7 FWH-2 11.5 5/7 FWB-2 12.5 7/8	FWB-1 8 5/7 FWB-2 10.5 6/8	FWB-1 7 5/6						
XI	FWE-1 17 7/9	FWE-1 13 7/8 FWH-2 17 6/8 FWE-2 17 7/9	FWE-1 10 6/8 FWH-2 13.5 6/7 FWE-2 13.5 7/8	FWB-1 9.5 6/7 FWE-2 11.5 6/8 FWB-2 12.5 7/8 FWH-2 11.5 5/7	FWB-1 8 5/7 FWB-2 10.5 6/8	FWB-1 7 5/6 FWB-2 9 6/7						
XII	FWE-1 17 7/9	FWE-1 13 7/8 FWE-2 17 7/9	FWE-1 10 6/8 FWH-2 13.5 6/7 FWE-2 13.5 7/8	FWB-2 12.5 7/8 FWH-2 11.5 5/7 FWE-2 11.5 6/8	FWB-1 8 5/7 FWH-2 10 5/6 FWB-2 10.5 6/8	FWB-1 7 5/6 FWB-2 9 6/7	FWB-1 6 4/6					
XIII		FWD-1 14 7/9 FWE-2 17 7/9 FWE-1 13 7/8	FWD-1 11.5 7/8 FWE-2 13.5 7/8 FWE-1 10 6/8 FWH-2 13.5 6/7	FWD-1 9.5 6/8 FWE-2 11.5 6/8 FWE-1 8.5 6/7 FWH-2 11.5 5/7	FWB-1 8 5/7 FWH-2 10 5/6 FWB-2 10.5 6/8 FWL-1 16 9/10	FWB-1 7 5/6 FWG-1 18.5 8/10 FWB-2 9 6/7 FWL-1 14 8/10	FWB-1 6 4/6 FWG-1 16.5 8/9 FWB-2 8 5/7 FWL-1 12.5 8/9	FWG-1 15 7/9				
XIV			FWC-1 16 7/9 FWD-1 11.5 7/8 FWE-1 10 6/8 FWE-2 13.5 7/8 FWH-2 13.5 6/7	FWC-1 13 7/8 FWD-1 9.5 6/8 FWD-2 17 6/8 FWE-1 8.5 6/7 FWE-2 11.5 6/8	FWB-2 10.5 6/8 FWF-1 16 6/8 FWC-1 11.5 6/8 FWH-2 10 5/6 FWC-2 16 6/8 FWL-1 16 9/10 FWD-2 14.5 6/7 FWE-2 10 6/7	FWB-1 7 5/6 FWG-1 18.5 8/10 FWB-2 9 6/7 FWG-2 17 8/9 FWC-2 14 6/7 FWL-1 14 8/10 FWD-2 13 5/7 FWL-2 18 9/10 FWF-1 14 6/7	FWB-1 6 4/6 FWG-2 15 7/9 FWB-2 8 5/7 FWL-1 12.5 8/9 FWC-2 12.5 5/7 FWL-2 16 8/10 FWF-1 12.5 5/7 FWG-1 16.5 8/9	FWB-1 5.5 4/5 FWG-1 15 7/9 FWG-2 13.5 7/8 FWL-2 14 8/9	FWK-1 18.5 9/10 FWL-2 13 7/9	FWK-1 17 8/10 FWL-2 12 7/8		

QUAD WARP DRIVES

Movement Point Ratios

SHIP CLASS	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1	11/1	12/1	13/1	14/1
XV			FWC-1 16 7/9 FWD-1 11.5 7/8 FWE-1 10 6/8 FWE-2 13.5 7/8	FWC-1 FWH-2 13 11.5 7/8 5/7 FWD-1 9.5 6/8 FWD-2 17 6/8 FWE-1 8.5 6/7 FWE-2 11.5 6/8	FWC-1 FWE-2 11.5 10 6/8 6/7 FWC-2 FWF-1 16 16 6/8 6/8 FWD-1 FWH-2 8 10 6/7 5/6 FWD-2 FWL-1 14.5 16 6/7 9/10 FWE-1 7 5/7	FWB-2 FWG-2 9 17 6/7 8/9 FWC-2 FWH-2 14 8.5 6/7 4/6 FWD-2 FWL-1 13 14 5/7 8/10 FWF-1 FWL-2 14 18 6/7 9/10 FWG-1 18.5 8/10	FWB-2 FWL-1 8 12.5 5/7 8/9 FWC-2 FWL-2 12.5 16 5/7 8/10 FWF-1 12.5 5/7 FWG-1 16.5 8/9 FWG-2 15 7/9	FWB-2 7.5 5/6 FWG-1 15 7/9 FWG-2 13.5 7/8 FWL-2 14 8/9 FWM-1 18 9/10	FWF-2 17.5 7/8 FWK-1 18.5 9/10 FWL-2 13 7/9 FWM-1 16.5 8/10	FWF-2 FWM-1 16 15 6/8 8/9 FWG-3 18 8/10 FWJ-1 18 9/10 FWK-1 17 8/10 FWL-2 12 7/8	FWG-3 16 8/9 FWJ-1 16 8/10	FWG-3 14 7/9 FWJ-1 14 8/9
XVI			FWD-1 11.5 7/8 FWE-1 10 6/8 FWE-2 13.5 7/8	FWC-1 FWH-2 13 11.5 7/8 5/7 FWD-1 9.5 6/8 FWE-1 8.5 6/7 FWE-2 11.5 6/8	FWC-1 FWE-1 11.5 7 6/8 5/7 FWC-2 FWE-2 16 10 6/8 6/7 FWD-1 FWH-2 8 10 6/7 5/6 FWD-2 14.5 6/7	FWC-1 FWG-2 10 17 6/7 8/9 FWC-2 FWH-2 14 8.5 6/7 4/6 FWD-2 FWL-1 13 14 5/7 8/10 FWF-1 FWL-2 14 18 6/7 9/10	FWC-2 FWG-2 12.5 15 5/7 7/9 FWD-2 FWL-1 11.5 12.5 5/6 8/9 FWF-1 FWL-2 12.5 16 5/7 8/10 FWG-1 16.5 8/9	FWF-1 FWL-2 11.5 14 5/6 8/9 FWG-1 FWM-1 15 18 7/9 9/10 FWG-2 13.5 7/8 FWL-1 11.5 7/9	FWF-2 FWM-1 17.5 16.5 7/8 8/10 FWG-1 FWM-2 13.5 17.5 7/8 9/10 FWK-1 18.5 9/10 FWL-2 13 7/9	FWF-2 FWL-2 16 12 6/8 7/8 FWG-3 FWM-1 18 15 8/10 8/9 FWJ-1 FWM-2 18 16 9/10 8/10 FWK-1 17 8/10	FWG-3 16 8/9 FWJ-1 16 8/10 FWJ-2 18.5 9/10	FWG-3 14 7/9 FWJ-1 14 8/9 FWJ-2 17 8/10
XVII			FWD-1 11.5 7/8	FWC-1 FWH-2 13 11.5 7/8 5/7 FWD-1 9.5 6/8 FWE-1 8.5 6/7 FWE-2 11.5 6/8	FWC-1 FWE-2 11.5 10 6/8 6/7 FWD-1 FWH-2 8 10 6/7 5/6 FWD-2 14.5 6/7 FWE-1 7 5/7	FWC-1 FWE-2 10 8.5 6/7 5/7 FWC-2 FWF-1 14 14 6/7 6/7 FWD-2 FWH-2 13 8.5 5/7 4/6 FWE-1 FWL-1 6.5 14 5/6 8/10	FWC-2 FWG-2 12.5 15 5/7 7/9 FWD-2 FWL-1 11.5 12.5 5/6 8/9 FWF-1 FWL-2 12.5 16 5/7 8/10 FWG-1 16.5 8/9	FWC-2 FWL-1 11.5 11.5 5/6 7/9 FWF-1 FWL-2 11.5 14 5/6 8/9 FWG-1 FWM-1 15 18 7/9 9/10 FWG-2 13.5 7/8	FWF-2 FWL-2 17.5 13 7/8 7/9 FWG-1 FWM-1 13.5 16.5 7/8 8/10 FWG-2 FWM-2 12.5 17.5 6/8 9/10 FWK-1 18.5 9/10 FWL-2 13 7/9	FWF-2 FWM-1 16 15 6/8 8/9 FWG-3 FWM-2 18 16 8/10 8/10 FWK-1 17 8/10 FWL-2 12 7/8	FWG-3 16 8/9 FWJ-1 16 8/10 FWJ-2 18.5 9/10	FWG-3 14 7/9 FWJ-1 14 8/9 FWJ-2 17 8/10
XVIII				FWC-1 13 7/8 FWD-1 9.5 6/8 FWE-1 8.5 6/7 FWE-2 11.5 6/8	FWC-1 11.5 6/8 FWD-1 8 6/7 FWE-1 7 5/7 FWE-2 10 6/7 FWH-2 10 5/6	FWC-1 FWE-2 10 8.5 6/7 5/7 FWC-2 FWF-1 14 14 6/7 6/7 FWD-1 FWH-2 7 8.5 5/7 4/6 FWD-2 FWL-1 13 14 5/7 8/10	FWC-2 FWH-2 12.5 7.5 5/7 4/5 FWD-2 FWL-1 11.5 12.5 5/6 8/9 FWF-1 FWL-2 12.5 16 5/7 8/10 FWG-1 16.5 8/9 FWG-2 15 7/9	FWC-2 FWL-1 11.5 11.5 5/6 7/9 FWD-2 FWL-2 10 14 4/6 8/9 FWF-1 11.5 5/6 FWG-1 15 7/9 FWG-2 13.5 7/8	FWG-1 13.5 7/8 FWG-2 12.5 6/8 FWL-2 13 7/9 FWM-1 16.5 8/10 FWM-2 17.5 9/10	FWF-2 16 6/8 FWK-1 17 8/10 FWL-2 12 7/8 FWM-1 15 8/9 FWM-2 16 8/10	FWG-3 16 8/9 FWJ-1 16 8/10 FWJ-2 18.5 9/10	FWG-3 14 7/9 FWJ-1 14 8/9 FWJ-2 17 8/10
XIX				FWD-1 9.5 6/8 FWE-2 11.5 6/8	FWC-1 11.5 6/8 FWD-1 8 6/7 FWE-1 7 5/7 FWE-2 10 6/7	FWC-1 FWE-1 10 6.5 6/7 5/6 FWC-2 FWE-2 14 8.5 6/7 5/7 FWD-1 7 5/7 FWD-2 13 5/7	FWC-1 FWF-1 9 12.5 5/7 5/7 FWC-2 FWG-2 12.5 15 5/7 7/9 FWD-2 FWL-1 11.5 12.5 5/6 8/9 FWE-1 FWL-2 5.5 16 4/6 8/10	FWC-2 FWG-2 11.5 13.5 5/6 7/8 FWD-2 FWL-1 10 11.5 4/6 7/9 FWF-1 FWL-2 11.5 14 5/6 8/9 FWG-1 15 7/9	FWF-1 FWL-2 10.5 13 4/6 7/9 FWG-1 FWM-1 13.5 16.5 7/8 8/10 FWG-2 12.5 6/8 FWL-1 10.5 7/8	FWF-2 FWM-1 16 15 6/8 8/9 FWG-1 FWM-2 12.5 16 6/8 8/10 FWK-1 17 8/10 FWL-2 12 7/8	FWG-3 16 8/9	FWG-3 14 7/9 FWJ-1 14 8/9 FWJ-2 17 8/10
XX				FWD-1 9.5 6/8	FWC-1 11.5 6/8 FWD-1 8 6/7 FWE-1 7 5/7 FWE-2 10 6/7	FWC-1 10 6/7 FWD-1 7 5/7 FWE-1 6.5 5/6 FWE-2 8.5 5/7	FWC-1 FWE-2 9 7.5 5/7 5/6 FWC-2 FWF-1 12.5 12.5 5/7 5/7 FWD-2 FWL-1 11.5 12.5 5/6 8/9 FWE-1 5.5 4/6	FWC-2 FWG-2 11.5 13.5 5/6 7/8 FWD-2 FWL-1 10 11.5 4/6 7/9 FWF-1 FWL-2 11.5 14 5/6 8/9 FWG-1 15 7/9	FWC-2 FWG-2 10.5 12.5 4/6 6/8 FWD-2 FWL-1 9.5 10.5 4/5 7/8 FWF-1 FWL-2 10.5 13 4/6 7/9 FWG-1 FWM-1 13.5 16.5 7/8 8/10	FWF-2 FWM-1 16 15 6/8 8/9 FWG-1 FWM-2 12.5 16 6/8 8/10 FWG-2 11.5 6/7 FWK-1 17 8/10	FWG-3 16 8/9	FWG-3 14 7/9 FWJ-1 14 8/9 FWJ-2 17 8/10

IMPULSE ENGINE TYPES

Engine Type	Mass (MT)	Power Units Available	Control Computer Type	Appropriate Ship Class	Superstructure	Availability	Cost (MCr)	Year
FIA-1	150	1	L-12	I	0.1	RRR/88	1	2236
FIA-2	150	2	L-12	I-II	0.1	RRR/86	1	2236
FIA-3	150	3	L-12	I-III	0.1	RRR/83	2	2236
FIB-1	200	2	L-12	VII	0.1	RRR/83	1	2241
FIB-2	200	4	L-12	III-VIII	0.1	RRR/82	2	2241
FIB-3	200	6	L-13	V-IX	0.1	RRR/80	3	2241
FIC-1	255	1	L-12	III-VI	0.1	RRR/76	1	2242
FIC-2	255	3	L-12	V-IX	0.1	RRR/74	2	2242
FIC-3	255	6	L-13	VII-XI	0.1	RRR/70	3	2242
FID-1	315	2	L-12	IV-VII	0.1	RRR/70	2	2256
FID-2	315	4	L-12	VII-XII	0.1	RRR/65	3	2256
FID-3	315	8	L-13	X-XX	0.1	RRR/63	4	2256
FIE-1	350	4	L-12	VI-VIII	0.1	RRR/64	3	2261
FIE-2	350	8	L-13	VII-XII	0.1	RRR/60	4	2261
FIE-3	350	16	M-1	XI-XX	0.1	RRR/57	5	2261
FIF-1	438	12	L-14	VII-XI	0.1	RRR/55	4	2268
FIF-2	438	16	M-1	IX-XIII	0.1	RRR/50	5	2268
FIF-3	438	20	M-1	XI-XX	0.1	RRR/46	7	2268
FIG-1	1,060	24	M-2	X-XIII	0.1	RRR/47	10	2272
FIG-2	1,060	32	M-3	XII-XV	0.1	RRR/40	18	2272
FIG-3	1,060	40	M-4	XIV-XV	0.1	RRR/32	34	2272
FIH-1	2000	28	M-4	XIII-XVII	0.1	RRR/20	28	2281
FIH-2	2000	36	M-4	XIV-XX	0.1	RRR/18	36	2290
FIH-3	2000	44	M-4	XV-XX	0.1	RRR-07	44	2301
FMIA	10	1	L-12	I	0.1	RRR/92	1	2261
FMIB	20	2	L-12	I	0.1	RRR/90	1	2265
FMIC	30	3	L-12	I	0.1	RRR/89	1.5	2270

MOVEMENT POINT RATIO TABLE

IMPULSE ENGINES

Movement Point Ratios

Ship Class	1/4	1/3	1/2	1/1	2/1	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1	11/1	12/1	13/1	14/1
I	FIA-1 6	FIA-1 4	FIA-1 3 FIA-2 6	FIA-1 1.5 FIA-2 3 FIA-3 4 FMIA 1	FIA-3 2 FMIA 1	FIA-3 1.5	FIA-3 1	FIA-3 0.5									
II			FIA-2 6	FIA-2 3 FIA-3 4	FIA-3 2	FIA-3 1.5	FIA-3 1	FIA-3 0.5									
III			FIC-1 3	FIA-3 4 FIC-1 1.5	FIA-3 2 FIC-1 1 FIB-2 3	FIB-1 1 FIB-3 3 FIB-2 2	FIB-1 1 FIB-3 2 FIB-2 1.5 FIC-1 1										
IV				FIC-1 1.5	FIB-2 3 FID-1 1.5 FIC-1 1	FIB-1 1 FIB-3 3 FIB-2 2 FIC-1 1	FIB-1 1 FID-1 2	FIB-3 1									
V				FIC-1 1.5	FIB-2 3 FIC-2 2 FIB-3 4 FID-1 1.5 FIC-1 1	FIB-2 2 FID-1 1 FIB-3 3 FIC-2 1.5	FIB-1 1 FIC-1 1 FIB-2 1.5 FIC-2 1 FIB-3 2	FIC-2 1 FID-1 1									
VI				FIC-1 1.5	FIB-2 3 FID-1 1.5 FIC-1 1 FIE-1 3 FIC-2 2	FIB-2 2 FID-1 1 FIB-3 3 FIE-1 2 FIC-2 1.5	FIB-2 1.5 FID-1 1 FIB-3 2 FIE-1 1.5 FIC-1 1	FIC-2 1 FID-1 1 FIE-1 1	FIC-2 0.5								
VII				FIB-2 6	FIB-1 1.5 FIC-3 4 FIB-2 3 FID-1 1.5 FIB-3 4 FIE-1 3 FIC-2 2	FIB-2 1.5 FIC-2 1.5 FIC-3 3 FIE-1 2	FIB-2 1.5 FIE-1 1.5 FIC-2 1 FIC-3 2 FID-1 1	FIC-2 1 FIE-2 2 FIC-3 2 FID-1 1 FIE-1 1	FIE-2 2								
VIII					FIB-2 3 FIE-1 3 FIB-3 4 FIE-2 5 FIC-2 2 FIF-1 8.5 FIC-3 4	FIB-3 3 FIE-1 2 FIC-2 1.5 FIE-2 4 FIC-3 3 FIF-1 6 FID-1 1 FIF-2 7.5	FIB-3 2 FIE-1 1.5 FIC-2 1 FIE-2 3 FIC-3 2 FIF-1 4 FID-2 1.5	FIC-2 1 FIE-2 2 FIC-3 2 FIF-1 3.5 FID-2 1 FIE-1 1	FID-2 1 FIE-2 2 FIF-1 3	FIE-2 1.5 FIF-1 2.5						

IMPULSE ENGINES

Movement Point Ratios

Ship Class	1/4	1/3	1/2	1/1	2/1	3/1		4/1		5/1		6/1		7/1		8/1	9/1	10/1	11/1	12/1	13/1	14/1
IX					FIC-2 2 FIC-3 4 FIE-2 6 FIF-1 8.5	FIB-3 3 FIC-2 1.5 FIC-3 3 FID-2 2	FIE-2 4 FIF-1 6 FIF-2 7.5	FIB-3 2 FIC-2 1 FIC-3 2 FID-2 1.5	FIE-2 3 FIF-1 4 FIF-2 6	FIC-2 1 FIC-3 2 FID-2 1 FIE-2 2	FIF-1 3.5 FIF-2 4.5	FID-2 1 FIE-2 2 FIF-1 3		FID-2 0.5								
X					FIC-3 4	FIC-3 3 FID-2 2 FIE-2 4	FIF-1 6 FIF-2 7.5 FIG-1 13.5	FIC-3 2 FID-2 1.5 FIE-2 3	FIF-1 4 FIF-2 6 FIG-1 8.5	FIC-3 2 FID-2 1 FIE-2 2	FIF-1 3.5 FIF-2 4.5 FIG-1 7	FID-2 1 FIG-2 7.5 FIF-1 3	FIF-2 4 FIG-1 6	FID-2 0.5 FIG-1 5		FID-2 0.5 FIG-1 4						
XI						FIC-3 3 FID-2 2 FIE-2 4 FIE-3 7.5	FIF-1 6 FIF-2 7.5 FIG-1 13.5	FIC-3 2 FID-2 1.5 FIE-2 3 FIE-3 6	FIF-1 4 FIF-2 6 FIF-3 7 FIG-1 8.5	FIC-3 2 FID-2 1 FIE-2 2 FIE-3 4.5	FIF-1 3.5 FIF-2 4.5 FIF-3 6 FIG-1 7	FID-2 1 FIE-2 2 FIE-3 4 FIF-1 3	FIF-2 4 FIG-1 6	FID-3 1.5 FIE-3 3 FIG-1 5		FID-3 1 FIE-3 2.5 FIG-1 4						
XII						FID-2 2 FID-3 4 FIE-2 4 FIE-3 7.5	FIF-2 7.5 FIG-1 13.5 FIG-2 15	FID-2 1.5 FID-3 3 FIE-2 3 FIE-3 6	FIF-2 6 FIF-3 7 FIG-1 8.5 FIG-2 13.5	FID-2 1 FID-3 2 FIE-2 2 FIE-3 4.5	FIF-2 4.5 FIF-3 6 FIG-1 7 FIG-2 9	FID-3 2 FIE-2 2 FIE-3 4	FIF-2 4 FIG-1 6 FIG-2 7.5	FID-3 1.5 FIE-3 3 FIG-1 5 FIH-1 5.5		FID-3 1 FIE-3 2.5 FIG-1 4 FIH-1 5	FID-3 .5 FIE-3 2 FIG-1 3.5					
XIII						FID-1 4 FIE-3 7.5 FIF-2 7.5 FIG-1 13.5	FIG-2 15	FID-1 3 FIE-3 6 FIF-2 6 FIF-3 7	FIG-1 8.5 FIG-2 13.5	FID-3 2 FIE-3 4.5 FIF-2 4.5 FIF-3 6	FIG-1 7 FIG-2 9 FIH-1 8	FID-3 2 FIE-3 4 FIF-2 4 FIG-1 6	FIG-2 7.5 FIH-1 7	FIE-3 3 FIF-2 3 FIG-1 5 FIG-2 6.5	FIH-1 5.5	FIG-1 5 FIG-2 5.5 FIH-1 5 FIH-2 6.5	FIG-2 5	FIG-2 4.5 FIF-3 2				
XIV						FID-3 4 FIE-3 7.5 FIG-2 15		FID-3 3 FIE-3 6 FIF-3 7	FIG-2 13.5	FID-3 2 FIE-3 4.5 FIF-3 6	FIG-2 9 FIG-3 13.5 FIH-1 8	FID-3 2 FIE-3 4 FIG-2 7.5	FIG-3 9.5 FIH-1 7 FIH-2 8.5	FIF-2 3 FIG-1 5 FIG-2 6.5	FIH-1 5.5 FIH-2 7.5	FIG-2 5.5 FIH-1 5 FIH-2 6.5	FIG-2 5 FIH-1 5 FIH-2 5.5	FIG-2 4.5 FIF-3 2	FIF-3 1.5			
XV						FID-3 4 FIE-3 7.5 FIG-2 15		FID-3 3 FIE-3 6 FIF-3 7 FIG-2 13.5		FID-3 2 FIE-3 4.5 FIF-3 6 FIG-2 9 FIH-1 8		FID-3 2 FIE-3 4 FIG-2 7.5 FIG-3 9.5 FIH-1 7	FIH-2 8.5	FIF-2 3 FIG-1 5 FIG-2 6.5 FIH-1 5.5 FIH-2 7.5	FIH-3 9	FIF-2 2 FIG-2 5.5 FIH-1 5 FIH-2 6.5 FIH-3 8	FIE-3 1 FIF-3 2.5 FIH-2 5.5 FIH-3 7	FIE-3 0.5 FIF-3 2 FIH-2 5	FIE-3 0.5 FIF-3 1.5	FIF-3 1	FIF-3 0.5	FIF-3 0.5

IMPULSE ENGINES

Movement Point Ratios

Ship Class	1/4	1/3	1/2	1/1	2/1	3/1	4/1	5/1	6/1	7/1	8/1	9/1	10/1	11/1	12/1	13/1	14/1
XVI									FIF-3 5 FIH-1 7 FIH-2 8.5 FIG-3 9.5	FID-3 2 FIE-3 3 FIF-3 4 FIH-1 5.5 FIH-2 7.5 FIH-3 9	FIE-3 2 FIF-3 3 FIH-1 5 FIH-2 6.5 FIH-3 8	FIE-3 1 FIF-3 2.5 FIH-2 5.5 FIH-3 7	FIE-3 0.5 FIF-3 2 FIH-2 5	FIE-3 0.5 FIF-3 1.5	FIF-3 1	FIF-3 0.5	FIF-3 0.5
XVII									FIG-3 9.5 FIH-1 7	FID-3 2 FIE-3 3 FIF-3 4 FIH-1 5.5 FIH-2 7.5 FIH-3 9	FIE-3 2 FIF-3 3 FIH-1 5 FIH-2 6.5 FIH-3 8	FIE-3 1 FIF-3 2.5 FIH-2 5.5 FIH-3 7	FIE-3 0.5 FIF-3 2 FIH-2 5 FIH-3 6.5	FIE-3 0.5 FIF-3 1.5	FIF-3 1	FIF-3 0.5	FIF-3 0.5
XVIII									FIG-3 9.5	FID-3 2 FIE-3 3 FIF-3 4 FIH-2 7.5 FIH-3 9	FIE-3 2 FIF-3 3 FIH-2 6.5 FIH-3 8	FIE-3 1 FIF-3 2.5 FIH-2 5.5 FIH-3 7	FIE-3 0.5 FIF-3 2 FIH-2 5 FIH-3 6.5	FIE-3 0.5 FIF-3 1.5	FIF-3 1	FIF-3 0.5	FIF-3 0.5
XIX										FIE-3 3 FIF-3 4 FIH-2 7.5 FIH-3 9	FIE-3 2 FIF-3 3 FIH-2 6.5 FIH-3 8	FIE-3 1 FIF-3 2.5 FIH-2 5.5 FIH-3 7	FIE-3 0.5 FIF-3 2 FIH-2 5 FIH-3 6.5	FIE-3 0.5 FIF-3 1.5	FIF-3 1	FIF-3 0.5	FIF-3 0.5
XX											FIE-3 2 FIF-3 3.5 FIH-2 6.5 FIH-3 8	FIE-3 1 FIF-3 2.5 FIH-2 5.5 FIH-3 7	FIE-3 0.5 FIF-3 2 FIH-2 5 FIH-3 6.5	FIE-3 0.5 FIF-3 1.5	FIF-3 1	FIF-3 0.5	FIF-3 0.5

SHIELD GENERATORS

Shield Generator Type	Mass (MT)	Control Computer Type	DPC	Superstructure	Availability	Cost (MCr)	Year
FSA	110	L-12	1	0.2	LRL/92	3	2239
FSB	140	L-13	2	0.9	LRL/72	6	2246
FSC	160	L-12	1	0.2	LRL/90	4	2243
FSD	175	L-14	2	1	LRL/71	8	2246
FSE	230	L-13	1	0.5	LRL/86	5	2244
FSF	235	M-1	2	1.8	LRL/69	10	2247
FSG	265	L-13	1	0.6	LRL/84	6	2245
FSH	305	M-1	2	1.9	LRL/64	12	2246
FSI	510	M-3	3	1	LRL/50	18	2248
FSJ	300	L-14	1	1.1	LRL/79	7	2252
FSK	380	M-2	2	2.8	LRL/62	14	2252
FSL	575	M-3	3	1.8	LRL/48	21	2253
FSM	330	L-14	1	1	LRL/77	8	2255
FSN	415	M-2	2	2.9	LRL/60	16	2255
FSO	615	M-4	3	3.1	LRL/46	24	2255
FSP	845	M-6	4	2.1	LRL/43	32	2269
FSQ	1245	M-7A	4	4.5	RRR/31	36	2292
FSR	1875	M-8	3	4.8	RRR/12	38	2296
FSS	1060	M-6	4	2.5	RRR/26	36	2284

SHIELD POINT RATIO TABLE

Shield Point Ratio

	1/1						1/2						1/3				1/4		
Ship Class	**FSA**	**FSC**	**FSE**	**FSG**	**FSJ**	**FSM**	**FSB**	**FSD**	**FSF**	**FSH**	**FSK**	**FSN**	**FSI**	**FSL**	**FSO**	**FSR**	**FSP**	**FSQ**	**FSS**
I	12	14	14	15	16	16	14	15	15	16	16	16	16	16	16	40	16	30	20
	17	20	20	21	23	23	10	10.5	10.5	11.5	11.5	11.5	7.5	7.5	7.5	19.5	5.5	11	7.5
II	11	12	13	14	15	16	11	12	14	16	16	16	16	16	16	40	16	30	20
	16	17	19	20	21	23	8	8.5	10	11.5	11.5	11.5	7.5	7.5	7.5	19.5	5.5	11	7.5
III	10	11	12	13	14	16	9	10	14	15	16	16	16	16	16	40	16	30	20
	14	16	17	19	20	23	6.5	7	10	10.5	11.5	11.5	7.5	7.5	7.5	19.5	5.5	11	7.5
IV	9	10	11	12	14	16	8	9	13	15	16	16	16	16	16	40	16	30	20
	13	14	16	17	20	23	5.5	6.5	9.5	10.5	11.5	11.5	7.5	7.5	7.5	19.5	5.5	11	7.5
V	8	9	11	12	13	15	6	8	12	14	16	16	16	16	16	40	16	30	20
	11	13	16	17	19	21	4.5	5.5	8.5	10	11.5	11.5	7.5	7.5	7.5	19.5	5.5	11	7.5
VI	7	9	10	11	13	14	6	7	10	13	16	16	15	16	16	40	16	30	20
	10	13	14	16	19	20	4.5	5	7	9.5	11.5	11.5	7	7.5	7.5	19.5	5.5	11	7.5
VII	6	8	9	10	12	13	5	7	10	13	16	16	14	16	16	40	16	30	20
	9	11	13	14	17	19	3.5	5	7	9.5	11.5	11.5	7	7.5	7.5	19.5	5.5	11	7.5
VIII	5	7	9	10	11	12	5	6	9	12	16	16	13	16	16	40	16	30	20
	7	10	13	14	16	17	3.5	4.5	6.5	8.5	11.5	11.5	6.5	7.5	7.5	19.5	5.5	11	7.5
IX	3	6	8	10	11	12	4	6	8	12	15	16	12	15	16	40	16	30	20
	5	9	11	14	16	17	3	4.5	5.5	8.5	10.5	11.5	5.5	7	7.5	19.5	5.5	11	7.5
X	1	5	8	9	10	11	4	5	8	11	14	16	11	14	16	40	16	30	20
	1	7	11	13	14	16	3	3.5	5.5	8	10	11.5	5	7	7.5	19.5	5.5	11	7.5
XI	-	4	7	9	10	11	3	5	7	10	14	16	11	14	16	40	16	30	20
	-	6	10	13	14	16	2.5	3.5	5	7	10	11.5	5	7	7.5	19.5	5.5	11	7.5
XII	-	3	6	8	9	10	2	4	6	9	13	16	10	13	15	40	16	30	20
	-	5	9	11	13	14	1.5	3	4.5	6.5	9.5	11.5	4.5	6.5	7	19.5	5.5	11	7.5
XIII	-	1	5	7	8	9	1	3	4	8	12	15	10	12	14	40	16	30	20
	-	1	7	10	11	13	0.5	2.5	3	5.5	8.5	10.5	4.5	5.5	7	19.5	5.5	11	7.5
XIV	-	-	3	5	6	8	-	1	2	6	11	14	9	11	12	40	15	30	20
	-	-	5	7	9	11	-	0.5	1.5	4.5	8	10	4	5	6.5	19.5	5	11	7.5
XV	-	-	1	2	3	5	-	-	-	3	7	12	6	7	8	38	14	28	20
	-	-	1	3	5	7	-	-	-	2.5	5	8.5	3	3.5	4.5	18.5	5	10.5	7.5
XVI	-	-	-	1	2	3	-	-	-	1	6	11	4	6	7	38	13	28	20
	-	-	-	1	3	5	-	-	-	0.5	4.5	8	2	3	3.5	18.5	4.5	10.5	7.5
XVII	-	-	-	-	1	2	-	-	-	-	5	9	2	5	6	36	12	26	20
	-	-	-	-	1	3	-	-	-	-	3.5	6.5	1	2.5	3	17.5	4	9.5	7.5
XVIII	-	-	-	-	-	1	-	-	-	-	4	8	-	4	5	36	11	26	19
	-	-	-	-	-	1	-	-	-	-	3	5.5	-	2	2.5	17.5	3.5	9.5	7
XIX	-	-	-	-	-	-	-	-	-	-	3	7	-	3	4	34	10	24	19
	-	-	-	-	-	-	-	-	-	-	2.5	5	-	1.5	2	15.5	3	8.5	7
XX	-	-	-	-	-	-	-	-	-	-	2	6	-	2	3	34	9	24	19
	-	-	-	-	-	-	-	-	-	-	1.5	4.5	-	1	1.5	15.5	2.5	8.5	7

BEAM WEAPON TYPE

Beam Weapon Type	Mass (Mt)	Damage	+3	+2	+1	Maximum Range	Firing Chart	WDF	Superstructure (Single/Bank)	Availability	Cost (MCr)	Year
FH-1	250	2	N/A	N/A	N/A	8	F	0.5	0.5/0.8	RRR/82	38	2254
FH-2	375	3	N/A	N/A	(1-10)	10	H	1.3	0.6/0.9	RRR/78	56	2255
FH-3	625	5	(1-10)	(11-17)	(18-20)	20	W	5.8	0.8/1.2	RRI/47	94	2255
FH-4	375	3	N/A	(1-8)	(9-14)	14	Q	2.6	0.7/1.1	RRI/63	56	2256
FH-5	500	4	N/A	(1-8)	(9-16)	16	R	3.1	0.8/1.2	RRI/60	75	2256
FH-6	300	3	N/A	(1-7)	(8-13)	13	N	2.3	1.2/1.8	RRI/65	45	2259
FH-7	400	4	N/A	(1-8)	(9-14)	14	Q	3.2	1.4/2.1	RRI/59	60	2260
FH-8	500	5	N/A	(1-10)	(11-18)	18	T	4.3	1.6/2.4	RRI/52	75	2261
FH-9	600	6	N/A	(1-12)	(13-22)	22	X	6	1.7/2.5	RRI/50	90	2262
FH-10	420	7	(1-10)	(11-17)	(18-20)	20	W	9.7	2.0/3.0	RRI/45	63	2264
FH-11	600	10	(1-10)	(11-17)	(18-24)	24	Y	10.7	2.2/3.2	RRI/38	90	2268
FH-12	360	6	N/A	(1-9)	(10-16)	16	R	4.9	1.0/1.5	RRI/58	58	2270
FH-13	620	8	(1-5)	(6-12)	(13-18)	18	T	6.5	1.8/2.7	RRI/50	65	2271
FH-14	760	12	N/A	(1-10)	(11-18)	18	T	8.8	2.2/3.8	RRR/17	88	2284
FH-15	650	12	(1-5)	(6-12)	(13-18)	18	T	9.2	2.5/ 4.2	RRR/14	91	2298
FH-16	500	4	(1-10)	(11-17)	(18-24)	24	Y	5.4	0.9/1.3	RRR/39	46	2301
FH-17	600	6	(1-10)	(11-17)	(18-24)	24	Y	7.2	1.8/2.6	RRR/38	61	2302
FH-18	625	12	(1-10)	(11-17)	(18-24)	24	Y	12.7	2.2/3.5	RRI/12	107	2315
FH-19	750	14	(1-10)	(11-17)	(18-24)	24	Y	14.3	2.8/4.2	III/10	120	2320
FH-20	675	14	(1-14)	(15-19)	(20-24)	24	Y	14.6	3.1/4.9	III/3	129	2330

LASER WEAPON TYPE

Beam Weapon Type	Mass (Mt)	Damage	+3	+2	+1	Maximum Range	Firing Chart	WDF	Superstructure (Single/Bank)	Availability	Cost (MCr)	Year
FL-1	500	2	N/A	N/A	N/A	6	D	0.4	0.8	LLL/98	9	2201
FL-2	610	2	N/A	N/A	N/A	8	F	0.5	0.9	LLL/98	12	2210
FL-3	680	2	N/A	N/A	(1-4)	10	G	0.7	1.2	LLL/96	14	2213
FL-4	740	3	N/A	N/A	(1-4)	10	G	1	1.5	LLL/94	20	2221
FL-5	820	2	N/A	(1-4)	(5-7)	10	H	1.1	2	LLL/92	22	2228
FL-6	930	3	N/A	(1-4)	(5-7)	10	H	1.4	2.4	LLL/90	32	2232

PHASER CANNON WEAPON TYPE

Beam Weapon Type	Mass (Mt)	Damage	+3	+2	+1	Maximum Range	Firing Chart	WDF	Superstructure (Single/Bank)	Availability	Cost (MCr)	Year
FMH-1	215	10	(1-4)	(5-9)	(10-15)	15	K	5.2	1.0/ 2.0	III/01	172	2269
FMH-2	320	12	(1-3)	(4-8)	(9-12)	12	L	6.4	1.5/ 2.3	III/01	199	2269
FMH-3	418	14	(1-6)	(7-10)	(11-14)	14	O	8.7	1.7/ 2.9	III/01	168	2271
FMH-4	512	16	(1-8)	(9-14)	(15-18)	16	S	11.9	1.9/ 3.6	III/01	141	2274
FMH-5	660	15	(1-10)	(11-17)	(18-20)	20	W	13.6	2.0/ 3.7	III/01	88	2275
FMH-6	570	18	(1-5)	(7-12)	(13-18)	18	P	11.4	2.2/ 4.0	III/01	246	2280
FMH-7	520	16	(1-3)	(4-9)	(10-14)	14	Q	10.2	2.4/ 4.5	III/01	191	2281
FMH-8	430	20	(1-8)	(9-14)	(15-18)	16	S	14.5	2.6/ 4.7	III/01	172	2282
FMH-9	420	25	(1-5)	(6-12)	(13-18)	18	T	17.8	2.8/ 5.1	III/01	178	2298
FMH-10	475	28	(1-10)	(11-16)	(17-21)	21	V	21.5	3.2/ 5.6	III/01	189	2301
FMH-11	760	30	(1-7)	(8-15)	(16-22)	22	X	35.5	3.5/ 5.8	III/01	384	2304
FMH-12	870	35	(1-14)	(15-19)	(20-24)	24	Y	33.2	3.9/ 6.1	III/01	279	2310
FMH-13	470	24	(1-3)	(4-6)	(7-18)	18	T	16.9	3.0/5.4	III/01	168	2297
FMH-14	900	36	(1-4)	(4-7)	(8-18)	18	T	24.9	4.4/6.6	III/01	249	2325
FMH-15	950	42	(1-8)	(9-14)	(15-24)	24	Y	39.1	4.7/7.0	III/01	328	2330

MISSILE WEAPON TYPE

Missile Type	Mass (Mt)	Power to Arm	Damage	Range	Firing Chart	WDF	Superstructure	Availability	Cost (MCr)	Year
FP-1	200	1	10	12	L	4.4	1.3	RRI/67	30	2255
FP-2	120	1	6	10	H	2	0.9	RRI/75	18	2257
FP-3	100	1	6	6	D	1.2	0.8	RRI/78	15	2257
FP-4	240	1	20	16	S	12.5	2	RRI/32	36	2259
FP-5	200	1	16	16	R	9.5	1.8	RRI/45	30	2260
FP-6	160	1	12	14	O	6.7	1.8	RR/57	24	2265
FP-7	210	1	8	16	R	4.8	0.8	RRI/60	32	2271
FP-8	250	1	10	16	S	6.3	1.1	RRI/52	28	2294
FP-9	300	1	28	16	R	16.7	2.2	RRI/12	42	2297
FP-10	550	1	34	16	R	20.4	3.1	RRI/02	65	2349
FP-11	12	2	3	6	D	0.9	0.1	LRI/68	1	2277

ACCELERATOR CANNON TYPE

Missile Type	Mass (Mt)	Power to Arm	Damage	Range	Firing Chart	WDF	Superstructure	Availability	Cost (MCr)	Year
FAC-1	480	3	8	8	F	0.6	1.5	RRI/52	10	2201
FAC-2	660	4	10	10	G	1.4	2.4	RRI/46	14	2203
FAC-3	840	4	12	10	H	2	2.9	RRI/40	16	2219

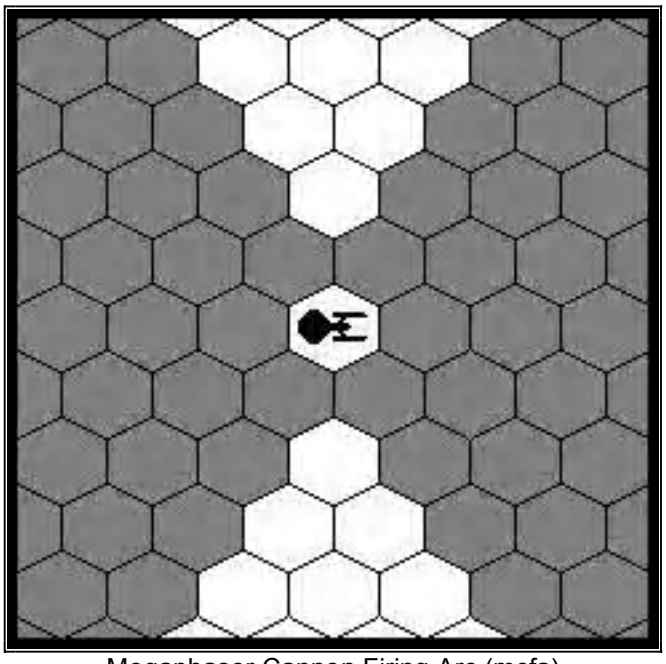
MEGA PHASER CANNON WEAPON TYPES

Beam Weapon Type	Total Mass (mt)	Maximum Beam Power	Damage Modifiers +4	+3	+2	Maximum Range (hex)	Firing Chart	Weapon Damage Factor	SS Requirement (single/bank)	Date Entered Service
FMH-1	215	10	(1-4)	(5-9)	(10-15)	15	K	5.8	1.0/ 2.0	2269
FMH-2	320	12	(1-3)	(4-8)	(9-12)	12	L	6.9	1.5/ 2.3	2269
FMH-3	418	14	(1-6)	(7-10)	(11-14)	14	O	9.6	1.7/ 2.9	2271
FMH-4	512	16	(1-8)	(9-14)	(15-16)	16	S	12.8	1.9/ 3.6	2274
FMH-5	660	15	(1-10)	(11-17)	(18-20)	20	W	14.7	2.0/ 3.7	2275
FMH-6	570	18	(1-6)	(7-12)	(13-18)	18	P	12.2	2.2/ 4.0	2280
FMH-7	520	16	(1-3)	(4-9)	(10-14)	14	Q	10.9	2.4/ 4.5	2281
FMH-8	430	20	(1-8)	(9-14)	(15-16)	16	S	15.4	2.6/ 4.7	2282
FMH-9	420	25	(1-5)	(6-12)	(13-18)	18	T	18.8	2.8/ 5.1	2298
FMH-10	475	28	(1-10)	(11-16)	(17-21)	21	V	22.6	3.2/ 5.6	2301
FMH-11	760	30	(1-7)	(8-15)	(16-22)	22	X	26.8	3.5/ 5.8	2304
FMH-12	870	35	(1-14)	(15-19)	(20-24)	24	Y	34.8	3.9/ 6.1	2310
FMH-13	470	24	(1-3)	(4-6)	(7-18)	18	T	17.8	3.0/5.4	2297
FMH-14	900	36	(1-4)	(5-7)	(8-18)	18	T	26.0	4.4/6.6	2325
FMH-15	950	42	(1-8)	(9-14)	(15-24)	24	Y	40.7	4.7/7.0	2330

MEGAPHASER CANNONS INFORMATION:

Megaphaser Cannons are unique beam weapons used by Starfleet to provide high-powered beam offensive support. They are installed mostly on warships designed for defense and patrol duties. Rarely does Starfleet ever install this weapon system on ships designed for exploration or multi-mission roles. This weapon system is considered an offensive weapon system designed for heavy combat.

Megaphaser can only cover only one special firing arc shown in the figure below. The reason for this unusual firing arc is do to the design of the weapon system. Megaphaser's require large amounts of power that is feed to it by an energy conduit equal in size to those feeding the Warp Drive Nacelles from the Warp Engine Core/Intermix Shaft. At the end of the energy conduit lies the energy chamber which is linked to two emission nozzles. One nozzle faces forward and the other aft. This allows the weapon to have a large firing arc as shown below in the Megaphaser Firing Arc (mcfa) diagram.



Megaphaser Cannon Firing Arc (mcfa)

Note: Due to the immense energies involved and the possible overload of the energy chamber, this weapon is always mounted away from the hull on a pylon, which can be jettisoned in an emergency.

FEDERATION

2330

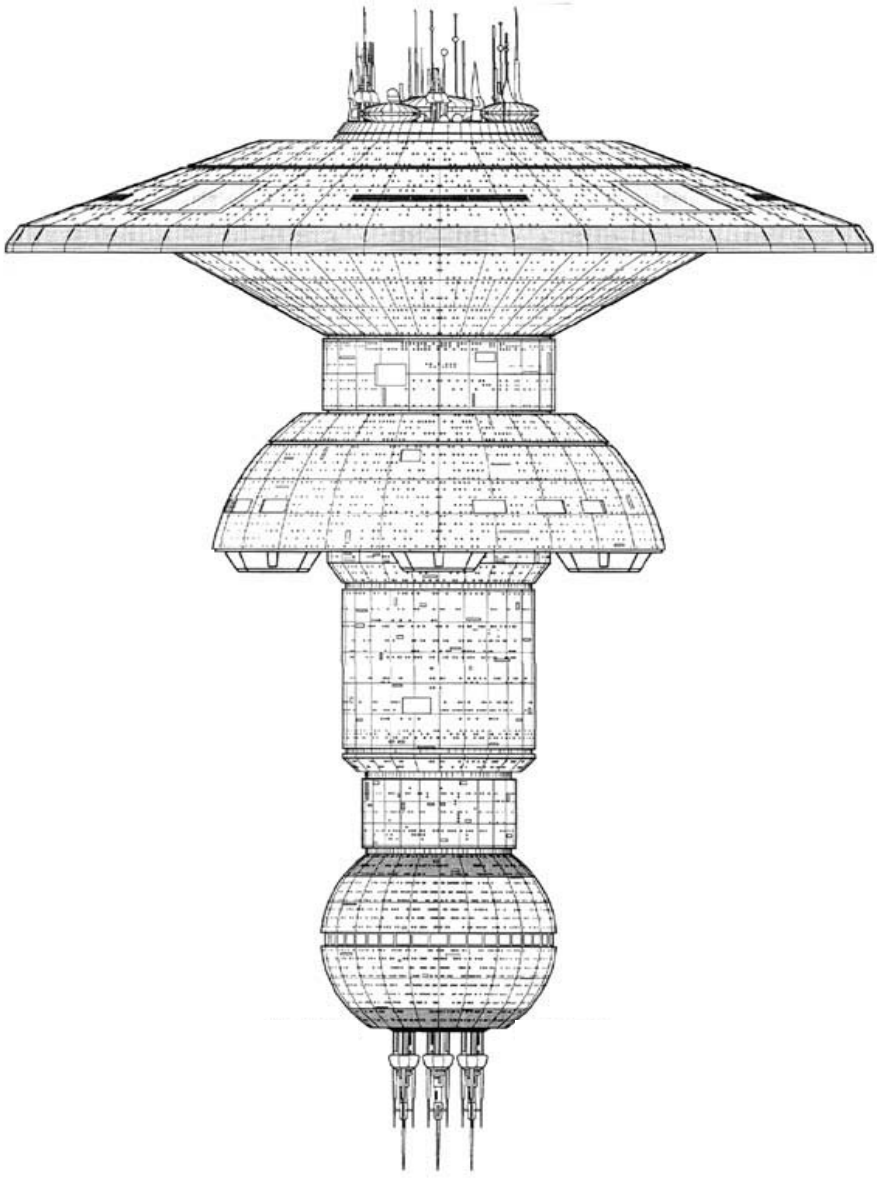
Version 1.0

CC00001.01

2330 Starbase Construciton Charts

FASA Star Trek Starship Tactical Combat Simulator

Starship Tactical Combat Simulator Design Consortium



Construction Division

Department of Information

Base Construction Group

STCSDC

Bryan Jecko

Jeff Willoughby

William Colley

Computer Control Types

Computer Control Type	System Mass (mt)	Appropriate Ship Classes	SS Requirement	Maximum WDF Allowed	Availability	Date Entered Service	Cost
L-12	50	I-II	0.1	2	LLL/90	2236	4
L-12A	30	I-IV	0.1	None	LLL/100	2265	
L-13	450	I-IX	0.3	5	LLL/88	2241	11
L-13A	250	I-XIV	0.2	None	LLL/100	2266	
L-14	1,050	II-XII	0.5	10	LLL/85	2242	17
L-14A	550	II-XIV	0.3	None	LLL/100	2266	
M-1	2,900	IV-XV	0.9	30	LLL/82	2243	48
M-1A	1,500	III-XX	0.5	None	LLL/99	2267	
M-2	3,800	VII-XII	1.1	40	LLL/74	2244	60
M-2A	2,000	IV-XX	0.7	None	LLL/98	2268	
M-3	4,700	VIII-XV	1.5	50	LLL/60	2245	71
M-3A	2,350	IV-XX	1.2	None	LLL/96	2269	
M-3B	5,000	VI-XV	1.6	90	RRR/30	2301	140
M-4	5,750	IX-XVII	2	70	LLL/42	2252	83
M-4A	2,900	IV-XX	1.7	None	LLL/90	2269	
M-4B	5,900	VII-XVII	2.1	110	RRR/28	2305	170
M-6	6,000	X-XX	2	90	LLL/20	2269	150
M-6A	6,100	IX-XVII	2.1	130	RRR/30	2272	200
M-7	11,500	IX-XX	3	150	None	2280	230
M-7A	11,500	X-XX	3.1	180	RRR/18	2288	276
M-8	12,000	XI-XIX	3.4	210	RRR/09	2284	323
M-X1	25,000	Station	10	500	None	2272	769

POWER GENERATORS

MATTER / ANTI-MATTER

Power Generator Type	Mass (MT)	Power Units Available	Computer Control Required	MPR Per Generator	Superstructure	Power Efficiency Rating	Cost	Year
FMAPG-1	700,000	98	M-1	15/1	15	9.5	1050	2261
FMAPG-1t	230,300	98	M-1	15/1	25	9.5	1525	2263
FMAPG-2	1,000,000	155	M-3	30/1	25	7.5	1670	2268
FMAPG-2t	364,250	155	M-7	25/1	39	9	2421	2268
FMAPG-3	1,500,000	180	M-6	40/1	45	6.5	1940	2271
FMAPG-3t	423,000	180	M-8	40/1	46	6.5	2813	2272
FMAPG-4	3,150,000	236	M-7	50/1	85	7	2540	2276
FMAPG-5	50,000	35	L-12	10/1	6	5	380	2276
FMAPG-6	150,000	45	L-14	10/1	10	6.5	480	2279
FMAPG-X1	750,000	250	MX-1	50/1	10	7.5	3900	2269

IMPULSE/ FUSION POWER GENERATOR

Engine Type	Mass (MT)	Power Units Available	Control Computer Type	Minimum MPR	Superstructure	Availability	Cost (MCr)	Year
FIPG-1a	14,240	16	L-14	10/1	1	RRR/92	17	2250
FIPG-1b	16,000	16	L-12	10/1	0.5	RRR/93	16.5	2251
FIPG-2a	15,300	24	M-1	10/1	2	RRR/86	26	2253
FIPG-2b	24,000	24	M-4	10/1	0.5	RRR/90	23	2253
FIPG-3	16,360	32	M-1	15/1	4	RRR/73	34	2260
FIPG-4	18,480	40	M-2	20/1	6	RRR/69	43	2262
FIPG-5	42,400	48	M-3	20/1	7	RRR/51	52	2267
FIPG-6	60,400	56	M-4	25/1	8	RRR/46	60	2270
FIPG-7	102,400	64	M-6	30/1	10	RRR/43	69	2275
FIPG-8	225,500	72	M-7	30/1	15	RRR/25	77	2281
FIPG-X1	141,000	50	M-X1	10/1	7.5	RRR/50	54	2272

	IMPULSE MPR							
Engine Type	10/1	15/1	20/1	25/1	30/1	35/1	40/1	50/1
FIPG-1a	2.5	1.5	1	1	1	0.5	0.5	0.5
FIPG-1b	2.5	1.5	1	1	1	0.5	0.5	0.5
FIPG-2a	3.5	2.5	2	1.5	1	1	1	0.5
FIPG-2b	3.5	2.5	2	1.5	1	1	1	0.5
FIPG-3	-	3	2.5	2	1.5	1.5	1	1
FIPG-4	-	-	3	2.5	2	1.5	1.5	1
FIPG-5	-	-	3.5	3	2.5	2	1.5	1.5
FIPG-6	-	-	-	3.5	3	2.5	2	1.5
FIPG-7	-	-	-	-	3	2.5	2	1.5
FIPG-8	-	-	-	-	3.5	3	2.5	2
FIPG-X1	7	5	3.5	3	2.5	2	1.5	1.5

SHIELD GENERATORS

Shield Generator Type	Mass (MT)	Control Computer Type	DPC	SPR	SER	Superst.	Maximum Shield Power	Cost (MCr)	Year
OFSA	1330	M-1	2	1/2	11.5	5.6	16	21	2252
OFSA-2	1550	L-14	2	1/2	11.5	4.2	16	23	2252
OFSB	1420	M-2	2	1/2	15	7.7	21	28	2268
OFSC	980	M-1	1	1/1	30	5.6	21	22	2268
OFSD	3525	M-1	2	1/2	14	8	20	26	2268
OFSE	1690	M-1	1	1/1	31	6.5	22	29	2270
OFSF	5705	M-3	2	1/2	16	10.4	23	30	2273
OFSG	2795	M-2	1	1/2	17	6.8	24	32	2274
OFSH	5915	M-4	2	1/2	17	10.7	24	42	2275
OFSI	7530	M-6	3	1/3	11.5	8	24	56	2276
OFSJ	3900	M-2	1	1/1	35	8.3	25	33	2276
OFSK	1140	M-4	2	1/2	18	13.4	25	50	2276
OFSL	1725	M-6	3	1/3	12.5	10.4	26	60	2277
OFSM	990	M-4	1	1/1	40	8	28	37	2278
OFSN	1245	M-6	2	1/2	20.5	13.7	28	56	2280
OFSO	3845	M-6a	3	1/3	14	14.3	30	68	2286
OFSP	9455	M-7	4	1/4	12	11.3	34	88	2288
OFSQ	23735	M-7A	4	1/4	16	18.5	45	115	2290
OFSR	45625	M-8	3	1/3	28.5	19.4	60	138	2291
OFSS	19180	M-8	4	1/4	10.5	12.5	30	76	2298
FDSG-1	2625	M-X1	2	1/2	25	12.5	35	46	2271

BEAM WEAPON TYPE

Beam Weapon Type	Mass (Mt)	Damage	+3	+2	+1	Maximum Range	Firing Chart	WDF	Superstructure (Single/Bank)	Availability	Cost (MCr)	Year
FH-1	250	2	N/A	N/A	N/A	8	F	0.5	0.5/0.8	RRR/82	38	2254
FH-2	375	3	N/A	N/A	(1-10)	10	H	1.3	0.6/0.9	RRR/78	56	2255
FH-3	625	5	(1-10)	(11-17)	(18-20)	20	W	5.8	0.8/1.2	RRI/47	94	2255
FH-4	375	3	N/A	(1-8)	(9-14)	14	Q	2.6	0.7/1.1	RRI/63	56	2256
FH-5	500	4	N/A	(1-8)	(9-16)	16	R	3.1	0.8/1.2	RRI/60	75	2256
FH-6	300	3	N/A	(1-7)	(8-13)	13	N	2.3	1.2/1.8	RRI/65	45	2259
FH-7	400	4	N/A	(1-8)	(9-14)	14	Q	3.2	1.4/2.1	RRI/59	60	2260
FH-8	500	5	N/A	(1-10)	(11-18)	18	T	4.3	1.6/2.4	RRI/52	75	2261
FH-9	600	6	N/A	(1-12)	(13-22)	22	X	6	1.7/2.5	RRI/50	90	2262
FH-10	420	7	(1-10)	(11-17)	(18-20)	20	W	9.7	2.0/3.0	RRI/45	63	2264
FH-11	600	10	(1-10)	(11-17)	(18-24)	24	Y	10.7	2.2/3.2	RRI/38	90	2268
FH-12	360	6	N/A	(1-9)	(10-16)	16	R	4.9	1.0/1.5	RRI/58	58	2270
FH-13	620	8	(1-5)	(6-12)	(13-18)	18	T	6.5	1.8/2.7	RRI/50	65	2271
FH-14	760	12	N/A	(1-10)	(11-18)	18	T	8.8	2.2/3.8	RRR/17	88	2284
FH-15	650	12	(1-5)	(6-12)	(13-18)	18	T	9.2	2.5/ 4.2	RRR/14	91	2298
FH-16	500	4	(1-10)	(11-17)	(18-24)	24	Y	5.4	0.9/1.3	RRR/39	46	2301
FH-17	600	6	(1-10)	(11-17)	(18-24)	24	Y	7.2	1.8/2.6	RRR/38	61	2302
FH-18	625	12	(1-10)	(11-17)	(18-24)	24	Y	12.7	2.2/3.5	RRI/12	107	2315
FH-19	750	14	(1-10)	(11-17)	(18-24)	24	Y	14.3	2.8/4.2	III/10	120	2320
FH-20	675	14	(1-14)	(15-19)	(20-24)	24	Y	14.6	3.1/4.9	III/3	129	2330

LASER WEAPON TYPE

Beam Weapon Type	Mass (Mt)	Damage	+3	+2	+1	Maximum Range	Firing Chart	WDF	Superstructure (Single/Bank)	Availability	Cost (MCr)	Year
FL-1	500	2	N/A	N/A	N/A	6	D	0.4	0.8	LLL/98	9	2201
FL-2	610	2	N/A	N/A	N/A	8	F	0.5	0.9	LLL/98	12	2210
FL-3	680	2	N/A	N/A	(1-4)	10	G	0.7	1.2	LLL/96	14	2213
FL-4	740	3	N/A	N/A	(1-4)	10	G	1	1.5	LLL/94	20	2221
FL-5	820	2	N/A	(1-4)	(5-7)	10	H	1.1	2	LLL/92	22	2228
FL-6	930	3	N/A	(1-4)	(5-7)	10	H	1.4	2.4	LLL/90	32	2232

PHASER CANNON WEAPON TYPE

Beam Weapon Type	Mass (Mt)	Damage	+3	+2	+1	Maximum Range	Firing Chart	WDF	Superstructure (Single/Bank)	Availability	Cost (MCr)	Year
FMH-1	215	10	(1-4)	(5-9)	(10-15)	15	K	5.2	1.0/ 2.0	III/01	172	2269
FMH-2	320	12	(1-3)	(4-8)	(9-12)	12	L	6.4	1.5/ 2.3	III/01	199	2269
FMH-3	418	14	(1-6)	(7-10)	(11-14)	14	O	8.7	1.7/ 2.9	III/01	168	2271
FMH-4	512	16	(1-8)	(9-14)	(15-18)	16	S	11.9	1.9/ 3.6	III/01	141	2274
FMH-5	660	15	(1-10)	(11-17)	(18-20)	20	W	13.6	2.0/ 3.7	III/01	88	2275
FMH-6	570	18	(1-5)	(7-12)	(13-18)	18	P	11.4	2.2/ 4.0	III/01	246	2280
FMH-7	520	16	(1-3)	(4-9)	(10-14)	14	Q	10.2	2.4/ 4.5	III/01	191	2281
FMH-8	430	20	(1-8)	(9-14)	(15-18)	16	S	14.5	2.6/ 4.7	III/01	172	2282
FMH-9	420	25	(1-5)	(6-12)	(13-18)	18	T	17.8	2.8/ 5.1	III/01	178	2298
FMH-10	475	28	(1-10)	(11-16)	(17-21)	21	V	21.5	3.2/ 5.6	III/01	189	2301
FMH-11	760	30	(1-7)	(8-15)	(16-22)	22	X	35.5	3.5/ 5.8	III/01	384	2304
FMH-12	870	35	(1-14)	(15-19)	(20-24)	24	Y	33.2	3.9/ 6.1	III/01	279	2310
FMH-13	470	24	(1-3)	(4-6)	(7-18)	18	T	16.9	3.0/5.4	III/01	168	2297
FMH-14	900	36	(1-4)	(4-7)	(8-18)	18	T	24.9	4.4/6.6	III/01	249	2325
FMH-15	950	42	(1-8)	(9-14)	(15-24)	24	Y	39.1	4.7/7.0	III/01	328	2330

MISSILE WEAPON TYPE

Missile Type	Mass (Mt)	Power to Arm	Damage	Range	Firing Chart	WDF	Superstructure	Availability	Cost (MCr)	Year
FP-1	200	1	10	12	L	4.4	1.3	RRI/67	30	2255
FP-2	120	1	6	10	H	2	0.9	RRI/75	18	2257
FP-3	100	1	6	6	D	1.2	0.8	RRI/78	15	2257
FP-4	240	1	20	16	S	12.5	2	RRI/32	36	2259
FP-5	200	1	16	16	R	9.5	1.8	RRI/45	30	2260
FP-6	160	1	12	14	O	6.7	1.8	RR/57	24	2265
FP-7	210	1	8	16	R	4.8	0.8	RRI/60	32	2271
FP-8	250	1	10	16	S	6.3	1.1	RRI/52	28	2294
FP-9	300	1	28	16	R	16.7	2.2	RRI/12	42	2297
FP-10	550	1	34	16	R	20.4	3.1	RRI/02	65	2349
FP-11	12	2	3	6	D	0.9	0.1	LRI/68	1	2277

ACCELERATOR CANNON TYPE

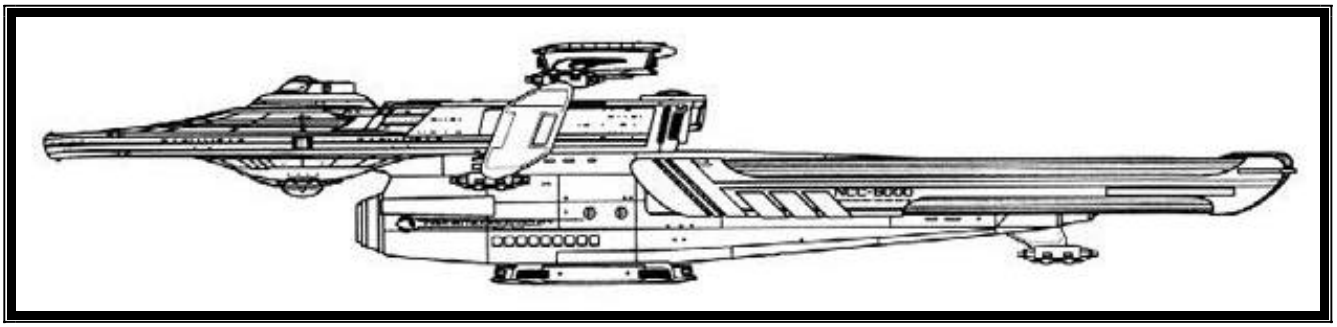
Missile Type	Mass (Mt)	Power to Arm	Damage	Range	Firing Chart	WDF	Superstructure	Availability	Cost (MCr)	Year
FAC-1	480	3	8	8	F	0.6	1.5	RRI/52	10	2201
FAC-2	660	4	10	10	G	1.4	2.4	RRI/46	14	2203
FAC-3	840	4	12	10	H	2	2.9	RRI/40	16	2219

BEAM WEAPON TYPES

Beam Weapon Type	Total Mass (mt)	Maximum Beam Power	Damage Modifiers +3	+2	+1	Maximum Range (hex)	Firing Chart	Weapon Damage Factor	SS Requirement (single/bank)	Date Entered Service
FH-14	760	12	-	(1-10)	(11-18)	18	T	8.8	2.2/3.8	2284
FH-15	650	12	(1-5)	(6-12)	(13-18)	18	T	9.1	2.5/ 4.2	2298
FH-16	500	4	(1-10)	(11-17)	(18-24)	24	Y	5.4	.9/1.3	2301
FH-17	600	6	(1-10)	(11-17)	(18-24)	24	Y	7.2	1.8/2.6	2302
FH-18	625	12	(1-11)	(12-20)	(21-24)	24	Y	12.7	2.2/ 3.5	2315
FH-19	750	14	(1-10)	(11-17)	(18-24)	24	Y	14.3	2.8/4.2	2320
FH-20	675	14	(1-14)	(15-19)	(20-24)	24	Y	14.6	3.1/ 4.9	2330

MISSILE WEAPON TYPES

Missile Weapon Type	Total Mass (mt)	Power To Arm	Damage	Maximum Range (hex)	Firing Chart	Weapon Damage Factor	SS Requirement	Date Entered Service
FP-8	250	1	10	16	S	6.3	1.1	2294
FP-9	300	1	28	16	R	16.7	2.2	2297
FP-11	12	1	3	6	D	0.6	0.1	2277



Federation Kodiak Class Battleship

ADVANCED RULES MODULE I:
CLOAKING DEVICE AND ECM RULES

ECM DEVICES

To use the ECMs during the game play, you use them during the firing phase. When you role to see if you can hit your adversary you need to add it on to the die role you made.

Example:

Captain Nog is going to fire on Captain Jake's ship. Nog must role to see if he can hit that ship with the weapon he chooses. Nog roles a 4. Nog asks if Jake's ship has an ECM. Jake replies "yes I do." Then Jake tells Nog his ECM modifier is a +3. Nog must add the +3 on to the role he made and then Nog consults the firing chart. He needs a 1-8 to hit Jake's ship. Nog has a total of 7 (4 for the die role + 3 for the ECM = 7) Nog is able to hit the ship. Jake decides to return fire. He roles the die and gets a 6. He then asks Nog if his vessel has an ECM, Nog replies "Yep, and the die modifier is a +3". Jake then adds the +3 on to his die role and consults the firing chart. Jake needs a 1-7 to hit Nog's ship. Jake has a total of 9. Jake's shot had missed the ship. (6 for the die role + 3 for the ECM = 9).

CLOAKING DEVICES

To find out what the power to energize is, you first take the total power of the Vessel and subtract the shield power. You then consult the cloaking device chart and Find the proper cloaking device. You go across the chart until you are over the Cloaking Efficiency. This number shows how efficient the cloaking device is. You subtract this number and it leaves the total power to energize the cloaking field. (See equation below)

Ships Total Power
-Shield Power
-Cloaking Efficiency
Total Power to Energize the Cloaking Field

Example:

Geordi is making a ship with a cloaking device. Geordi's ship is a Class XV, and is using a Federation Cloaking device. He has an M-8A computer on his ship. He knows his ships Total Power is 100, and his shield power is 16. He then subtracts the 16 from 100 and gets 84. He then consults the Cloaking Device chart. Geordi finds the right cloaking device he wants to use and goes across the row to make sure it is in the Appropriate Ship Class. If not then he must find one that does. Say he chooses the FCF. He then realizes The Class XV vessel is at the end, and then the vessel will not cloak but became stealthy. Since he wants it to cloak he chooses the FCG. He goes across the row until he comes across the Cloaking Efficiency. He takes this number and subtracts it form the 84 to get 79. He now knows he needs 79 points of power to cloak his ship. (See Equation for clarity)

100 (Total Ships Power)
-16 (Ships Shield Power)
-5 (Cloaking Efficiency)
79 power units to cloak the ship

You use the cloaking device during the sensor phase of the game play. You must role the die and consult the cloaking chart to see if you can detect a cloaked vessel.

Example:

Captain Miles is going to try and find Captain Julian. Julian has a vessel that has a cloaking device. At the start of the turn Julian has his vessel cloak. During the sensor phase Miles tries to find Julian. Miles points to the cloaked game piece on the board and says, "I'm going to try to find this ship". Miles roles the die and then consults the Cloaking chart (see below)

Detecting a Cloaked vessel
Die Role
1 – 3 = Detected
4 – 10 = Not Detected

Miles roles a 3 on the die. He then found Julian's ship. Julian must turn over the game peace and to let everyone know that Miles found his ship. Miles may fire on the ship during the firing phase of the game. If Miles had role the die and had gotten a 6 then he did not detect Julian's ship. During the Firing phase of the game if Julian has his cloaking field up, then he can fire any weapon he chooses as long as he has the power to do so. He can decloak and fire his weapons if he chooses. After the firing phase Julian can have his vessel cloak or decloak. Then it's on to the movement phase of the game. If his vessel is cloaked then Miles will have to go through the process again. Phase Cloaking devices go through the same procedure as the regular cloaking devices. The only difference is the Phase Cloaking device can make a ship go through other objects.

One vessel may detect more than one ship. Miles has two ships called A and B. Julian has two ships called 1 and 2. Miles is going to try to detect Julian's ships. Miles has ship A try to detect ship 1. He roles the die and consults the table. He roles a 3. He then detected the ship. Miles then has ship A try to detect Julian's ship 2. He roles a 5, he did not detect the ship. Miles then has ship B Try to detect Julian's second ship. Because Miles does not need to find the first one is his ships are in communication with each other and A has relayed the information on ship 1 to ship B. Ship B tries to find Ship 2, Miles role a 2. He now has detected both of Julian's ships. If Miles had rolled an 8 then he did not detect the ship. Since he did detect the ship both Mile's ships know where both of Julian's ships are. They then can proceed on to the Firing phase of the game.

FEDERATION

CLOAKING DEVICE TYPES

Cloaking Device Type	Appropriate Ship Classes	Cloaking Efficiency	Control Computer Requirement	S.S. Requirement	Date Entering Service
FCA	I-III	-2	L-13	None	2372
FCB	III-IV	-2	L-14	None	2379
FCC	IV-VII	-3	M-2	None	2383
FCD	VII-X	-3	M-4	None	2395
FCE	X-XIII	-4	M-6A	None	2410
FCF	XIII-XV	-4	M-7A	None	2412
FCG	XV-XVII	-5	M-8	None	2418
FCH	XVII-XX	-6	M-9	None	2420

PHASE CLOAKING DEVICE TYPES

Cloaking Device Type	Appropriate Ship Classes	Cloaking Efficiency	Control Computer Requirement	S.S. Requirement	Date Entering Service
FPCA	I-III	0	L-13	None	2418
FPCB	III-IV	0	L-14	None	2420
FPCC	IV-VII	0	M-2	None	2423
FPCD	VII-X	0	M-4	None	2426
FPCE	X-XIII	0	M-6A	None	2429
FPCF	XIII-XV	0	M-7A	None	2430
FPCG	XV-XVII	0	M-8	None	2432
FPCH	XVII-XX	0	M-9	None	2434

ECM DEVICE TYPES

ECM Device Type	Power To Energize	Control Computer Requirement	S.S. Requirement	Modifiers To Dice Role	Date Entering Service
FECM-1	1	L-12 – L-14	None	+1	2200
FECM-2	1	L-14 – M-3	None	+2	2203
FECM-3	2	M-3 – M-6A	None	+2	2205
FECM-4	2	M-6A – M-8	None	+3	2206
FECM-5	3	M-8 – M-9A	None	+3	2209

ADVANCED RULES MODULEII:
ABLATIVE ARMOR

Ablative armor is a new material that is designed to protect a ship if in the advent the shields are down. It is a protective skin that is designed to vaporize under weapons fire, thereby dissipating energy and protecting the ships systems inside. It has been in development for many years. There are various reasons it has not been in wide production. It is due to the materials availability, instabilities, Phaser and Torpedoes resistance and a long fabrication time. It works when the shields are down and the material is hit, it then reacts to the incoming fire. When it is hit it gets vaporized and in the process it lessens the blow to the ship on the inside. It is similar to the Reactive Armor in the late 20th Century, which they use on tanks. Here recently there is another form of ablative armor called Regenerative Ablative Armor, similar to the Regenerative shields. The shields and the Regenerative Ablative Armor can both be raised at the same time on the same turn. Below are the charts for the Ablative Armor and the Regenerative Ablative Armor.

Ablative Armor				
Type	Class Range	Mass	Damage Ratio	# of Hits
AA-1	I - V	75/1	2/1	3
AA-2	VI - X	80/1	4/1	5
AA-3	XI - XV	85/1	6/1	7
AA-4	XVI - XX	90/1	8/1	9

Regenerative Ablative Armor					
Type	Class Range	Mass	Damage Ratio	# of Hits	PTA
RA-1	I - V	70/1	4/1	3	1
RA-2	VI - X	75/1	6/1	5	4
RA-3	XI - XV	80/1	8/1	7	8
RA-4	XVI - XX	85/1	10/1	9	10

Type
The first column lists the different levels of ablative armor. AA is referring to Ablative Armor. RA refers to the Regenerative Ablative Armor.

Class Range
This is the range of the ship classes that can have the ablative armor.

Mass
The mass is in a ratio; this is to show how much the ablative armor will weigh on the ship. The ratio uses the SS Mass. For an example if the SS mass of a ship is 42,000 mt and the ship is a class XI. Now if we wanted to use the regular ablative armor we find the AA-2 will work for the ship. The AA-1 will not work because our ship does not fall within the Class Range. We find the mass ratio to be 80/1. This means for every 80 tons of SS mass there is 1 ton for ablative armor. We find that the ablative armor will weight 525 mt (42,000 SS mass / 80 mass ratio = 525 mt of the ablative armor). Then we add it after we add the SS mass and the component mass. If the component mass is 119,008mt and the SS mass is 42,000 mt, then the total is 161,008 mt. Then you add the ablative armor and get 161,533 mt (119,008 component mass + 42,000 SS mass + 525 mass of the ablative armor = 161,533 mt total).

Damage Ratio
Since the ablative armor can not protect the vessel fully some of the damage is transferred to the ship itself. This fraction tells how much protection the ablative armor can do while in combat. In this case the higher the fraction the more protection the ablative armor can do for the ship. If we take a look at the AA-3 we see the damage ratio is 6/1, this means for every 6 points of damage there is 1 point of damage done on the SS.

# of Hits

This tells us how many times the ablative armor can be used before it is all gone. This is per hex side. For instance if we look at the AA-3 it can be used 7 times before the ablative armor is all gone. After 7 times the armor is gone and has to be replaced at a starbase facility. With the armor gone you treat the vessel as if it did not have the ablative armor. For the Regenerative Ablative Armor, it is treated the same with this exception; once the armor is gone it begins to regenerate. The entire Regenerative Ablative Armor has to be down on all sides for it to start to regenerate. It will take one full turn before the armor is fully regenerated and the armor can come back up at full strength.

PTA

For the Regenerative Ablative Armor it is treated the same way as Ablative Armor with the exception that the armor has to be powered up. On the chart you will see the PTA, this refers to the Power To Arm the armor. To power the armor it must be done before the firing phase of each turn.

ACCELERATOR CANNON WEAPON TYPE

Missile Type	Mass (Mt)	Power to Arm	Damage	Range	Firing Chart	WDF	Superstructure	Availability	Cost (MCr)	Year
NAC-1	233	3	8	10	G	2.2	1.7	69%	52	2231
NAC-2	289	3	10	10	H	3.3	2	50%	64	2236
NAC-3	339	4	12	10	H	3.9	1.6	42%	68	2238
NAC-4	371	5	13	12	I	4.8	2.1	36%	78	2241
NAC-5	461	5	16	15	K	6.8	3	31%	100	2248
NAC-6	522	6	18	10	J	7.2	3.7	28%	116	2254
NAC-7	636	8	22	14	M	10.5	4.4	23%	140	2260
NAC-8	814	9	28	14	O	14.5	6	18%	183	2267
NAC-9	919	10	32	12	L	14.1	5.7	16%	198	2283

PLASMA BOLT WEAPON TYPE

Missile Type	Mass (Mt)	Power to Arm	Damage	Range	Firing Chart	WDF	Superstructure	Cost (MCr)	Year
RPL-1	120	10	RL-1		E	3.9	2.1	270	2201
RPL-2	180	15	RL-2		M	11.1	3.4	500	2217
RPL-3	150	8	RL-3		T	13.7	2.5	325	2253
RPL-4	205	12	RL-4		T	18.8	4.8	340	2293

RANGE	RPL-1	RPL-2	RPL-3	RPL-4
1	24	32	28	44
2	20	32	28	44
3	20	32	28	40
4	16	24	28	40
5	16	24	24	36
6	12	24	24	36
7	8	20	24	32
8	4	20	24	32
9		16	20	28
10		16	20	28
11		12	20	24
12		12	16	24
13		8	16	20
14		8	12	20
15			12	16
16			8	12
17			8	8
18			4	4

Accounting for Next Generation Ship Weights

This paper extends the concept as originally posted at the group to take account of the suggestions made by George Recker Jr and Terry Shannon, I'd like to thank them for their useful ideas, as well as the others who have contributed to this interesting debate so far.

This shows my overall suggestions for who to deal with the mass of Next Generation ships. My basic desire is to provide suggestions that allow to make use of the canon displacement figures.

The paper details my suggestions, and shows the effect that each has in absorbing some of the mass of the Galaxy Class Design. I'm describing the construction rule concepts I'm suggesting, and demonstrating them by constructing a Galaxy class ship using those concepts.

In simple terms these ideas add additional non combat related mass to the original FASA displacement, as a result we end up with three distinct classifications of displacement:

- **STANDARD** - Traditional FASA weight (including new systems for SIF and Docking)
- **UNLADEN** - STANDARD mass with the addition of non combat equipment (i.e. Crew facilities and Science/Sensors facilties)
- **LADEN** - UNLADEN mass with the addition of cargo and fuel

Standard would correspond to the idea of a fighting mass as suggested at the group. This approach will also allow existing FASA vessels to be easily adapted, as will be shown later.

Basic Assumptions used in construction of Galaxy Class Ship

Ship Weight Classes

I've fudged a quick system that puts the GCS in Class 33, that has been used in all displacement calculations

Class	Minimum (mt)	Maximum (mt)
xxi	700,000	800,000
xxii	800,000	900,000
xxiii	900,000	1,000,000
xxiv	1,000,000	1,200,000
xxv	1,200,000	1,400,000
xxvi	1,400,000	1,600,000
xxvii	1,600,000	1,800,000
xxviii	1,800,000	2,000,000
xxix	2,000,000	2,500,000
xxx	2,500,000	3,000,000
xxxi	3,000,000	3,500,000
xxxii	3,500,000	4,000,000
xxxii	4,000,000	4,500,000
xxxiii	4,500,000	5,000,000

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New Equipment

Structural Integrity Field/Emergency Forcefields

The SIF/EF concept is one solution for such a system could work in the game, and more importantly, what it could cost in terms of SS and mass.

The cost is 1 SS per size class, but also 500mt per SS, so it basically adds a 33% to SS weight.

I've also extended the idea to include emergency shielding for hull breaches, as that would otherwise require a separate system.

SIF/EF	Classes	Standard Power Used	Full Power Used	Mass	SS
SIFA	1-3	2	4	500 per SS	1 per class
SIFB	4-8	4	8	500 per SS	1 per class
SIFC	9-14	6	12	500 per SS	1 per class
SIFD	15-20	8	16	500 per SS	1 per class
SIFE	21-25	10	20	500 per SS	1 per class
SIFF	26-30	12	24	500 per SS	1 per class
SIFG	31-35	14	28	500 per SS	1 per class

I'm assuming that the SIF/EF system would give the following benefits when used in different power modes:

- **When Unpowered** – No effect all damage applies as per standard rules
- **Standard Power** – Reduces damage caused by stress, and reduces crew casualties from combat by 50%
- **Full Power** – As Standard Power, but also reduces SS damage from combat.

There may also be scope to add a further modifier to the Ships PE and D as a result of this system being fitted.

Hull Separation Mechanism

The hull separation mechanism would be fitted to all vessels with a hull that can be separated, but crucially is capable of being reconnected without dockyard support.

Older vessels such as the Consitution class or D7 would not require this mechanism as they are not capable of having their command hulls reattached without dockyard assistance, ships such as the Galaxy class are capable of routine reattachment without external support.

Ships such as the Prometheus class would be fitted with multiple sets of this equipment connecting each pair of sections.

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The mass cost for a ship with two hull sections would be:

Mass	SS Cost	Power required to separate/reconnect
2% of maximum class mass (split evenly between the two sections)	2 (1 point allocated to each section)	2 (1 point for each section involved)

A ship with three hull sections would have double this cost, and would require 4 points of power to separate or reconnect as two pairs of docking mechanisms are required

Standard Ship Equipment

Much of the equipment on the Galaxy Class has had to be created specially for this example, but WER, IER, DPC, SER and WDF figures are correct, to ensure D and WDF are both correct.

The mass of the warp drive may seem high at 600,000mt, but this is only 13% of the LADEN displacement of the Galaxy class, while the 100,000mt FWG-1 represents some 55% of the FASA Enterprise class LADEN displacement.

Basic Ship Construction

The basic construction of the Combined Galaxy class ship in this example is as follows:

- Ship weight class 32 (maximum 4,500,000mt)
- Control Computers
  - 3 x M10 Totalling 66,000mt and 18 SS
- Warp Drive
  - 2 x FWX-2 Totalling 600,000mt and 60 SS. Power Output = 80 each, Movement ratio 12/1, WER 19.1
- Impulse Drive
  - 2 x FIX-4 Totalling 50,000mt and 0.2 SS. Power Output = 60 each, BUT only one engine can be used while ship is in combined flight mode. Movement ratio 12/1 IER 7.2 (IER only allows for use of one engine)
- Shields
  - 2 x SFX Totalling 10,000mt and 10 SS. BUT only one shield system can be used while ship is in combined flight mode. Shield efficiency rating 4, DPC 11, Maximum power = 30. (SER and DPC only allows for use of one shield system)
- PE
  - PE = (19.1+7.2+11) x 4 = 149.2
- Structural Integrity field
  - SIF-G, 32 SS (1 per mass class SS). Mass is not counted here, but when SS mass is calculated you need to multiply the SS score by 2000 not 1500. Power requirement is 14 standard, 28 full.
- Saucer Separation Mechanism
  - Requires 2 SS (1 per hull section involved) and 90,000 mt (2% of maximum class weight of 4,500,000mt)
- Primary Hull Phasers

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    - The main phaser array consists of 4 FMH-15, in total weighing 3,800mt and requiring 18.8 SS. WDF is 156.
- Secondary Hull Phasers
    - The secondary hull phaser arrays consist of 12 FH-20s, in total weighing 8,100mt and requiring 58.8 SS. WDF is 175.2.
- Photon torpedoes
    - The ship carries 3 FP-X photon torpedo systems weighing 1,440mt in total and requiring 12 SS. Total WDF is 75, but as one launcher cannot be used in combined flight mode we only count two of the launchers towards the WDF score.
- Total WDF
    - 33.1
- Component Mass
    - 829,340mt
- SS
    - Required SS 212.8
    - Additional SS 94.2
    - Total SS 307
- SS Mass
    - 307 x 2000 (as SIF/EF is fitted) = 614,000mt
- **STANDARD DISPLACEMENT 1,443,340mt**
- **D**
    - (307x1.43) + 149.2 = **588.2**
- **CE**
    - **1948.2**

Moving to UNLADEN DISPLACEMENT

To move to UNLADEN displacement from STANDARD displacement we need to add the mass of the non-combat facilities. As stated earlier UNLADEN displacement represents the mass of all ships systems (both combat and non combat), but excludes cargo and fuel.

Crew/Science Facilities

Instead of creating lots of tables for Crew facilties, sensors and science equipment (ie all non combat stuff) I've gone for a simpler approach. The crew facilities and science/sensors are basically percentage modifiers to the maximum class weight of the ship.

Modifiers range from 0% to +30% depending on the ship and era. I see the baseline being the TOS era ships at 0%, the Enterprise D is 25% for both.

This serves to represent the tremendous advancements made to sensors, science equipment (for example Stellar Cartography on the Enterprise – D), crew quarters (staterooms for all crew on the Enterprise D compared to bunk rooms on the Enterprise A) and crew amenities (holodecks on the Enterprise-D).

This does not mean that TOS era ships did not have crew or science facilities, but rather the facilities aboard those early ships are the baseline which later ones are measured by

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Crew Facilities

	Tonnage Modifier	Example Use	Sample Facilities
A	0	Enterprise A, Defiant	Crew Bunk rooms, Rec Deck, Bowling Alley, Gym
B	5%	Enterprise B	Shared Crew Quarters, Enhanced Rec Deck, Basic non interactive Holosuites
C	10%	Prometheus	Individual Crew quarters, EMH, Holosuite
D	15%	Most TNG Ships	Family Quarters or enhanced Crew Quarters, Holosuites
E	20%	Enterprise E	Full Family Facilities or enhanced Crew Quarters, Holodeck
F	25%	Enterprise D	Full Family Facilities or enhanced Crew Quarters, Multiple Holodecks
G	30%	Luxury Liner	

Science/Sensor Facilities

	Tonnage Modifier	Sample Use	Details
A	0	Enterprise	Basic TOS Science Package
B	5%	Enterprise - A	Sensors for logging gaseous anomalies
C	10%	Defiant	Basic TNG science package
D	15%	Enterprise - E	TNG era military role ship science package/small science ship
E	20%	Intrepid	Specialist Small Explorer Science Package
F	25%	Enterprise - D	Specialist Large Explorer Science Package
G	30%	TNG Oberth	Science ship package

Adding Crew Facilities and Science/Sensor Facilities to the Galaxy Class

- The Galaxy Class is class 32, or a maximum of 4,500,000mt, we have chosen package F for both Crew Facilities and Science/Sensor Facilties.
  - Crew Package F equates to 25% of maximum class weight, or 1,125,000mt.
  - Science Package F equates to 25% of maximum class weight, or 1,125,000mt.
- In total these two packages come in at 2,250,000mt or half the total mass.
- **STANDARD DISPLACEMENT WAS 1,443,340mt**
- **UNLADEN DISPLACEMENT IS 3,693,340mt**

Moving to LADEN displacement

To move to LADEN displacement from UNLADEN displacement we need to add the total mass of cargo and fuel that is usually carried.

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Cargo

The cargo weights we have previously used were based on TOS levels of crew luxury and personal space. The more voluminous quarters aboard TNG era ships will allow more personal possessions, and we also need to allow for raw material carried for replicators for crew members.

Additionally a new category of passenger has been added, Evacuation, we need to allow for emergency supplies carried for when a ship is used in an emergency evacuation. Such supplies would be carried as in an evacuation situation replicator power may not be available.

	Cargo required (mt) per year
Crew	11
Passengers	9
Troops	13
Evacuation	5

Previous FASA publications suggested the carriage of 5,000mt of spares aboard military ships, and 10,000mt aboard science ships. The dual role of the Explorer suggests that all ships in that category should carry 15,000mt of spares.

The description of the mission of the explorer in the TNG technical manual also suggests that Explorers carry off loadable fuel and cargo to support remote stations, such cargo will also be need to allowed for.

Fuel

Figures provided by George Recker Jr suggest that the following amount of fuel is required for the ships own use:

Ship Fuel	Cargo (mt) Per weight Class per year
Deuterium	262.821
Anti Matter	68.248

Adding Cargo to the Galaxy Class

- Standard Duration is stated as 7 years (Starship Spotter)
- Crew 1,012
  - 77,924mt of cargo (1012 x 7 x 11)
- Passengers 200
  - 12,600mt of cargo (200 x 7 x 9)
- Troops 0
- Evacuation Limit 15,000 additional personnel
  - 525,000mt of cargo (15000 x 7 x 5)
- Subtotal of cargo from personnel
  - **615,524mt or 12,310 SCU**
- Spare Parts
  - 15,000 mt
- Off loadable cargo/fuel
  - 100,000 mt
- Ship's own fuel
  - Deuterium 58,872mt (262.821 x 32 x 7)

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    - Anti Matter 15,288mt (68.248 x 32 x 7)
- Subtotal of cargo from spares, off loadable cargo/fuel and ship's fuel
    - **189,159mt or 3,783 SCU**
- **GRAND TOTAL OF CARGO**
    - **804,683mt or 16,094 SCU**
- **UNLADEN DISPLACEMENT WAS 3,693,340mt**
- **LADEN DISPLACEMENT IS 4,498,023mt**

Summary

By using these methods the end result is a Galaxy Class ship with a LADEN displacement that is accurate to canon, that includes non combat systems and cargo. This additional displacement is added simply to the STANDARD (FASA) displacement by the addition of Non combat systems as a percentage relative to maximum class weight to find the UNLADEN displacement, and by including cargo to find the LADEN displacement.

The suggested hull separation mechanism is a simple solution to the issue, and can also be applied to vessels such as Prometheus with its multi vector assault mode, and Ptolemy as the way the cargo pods are attached.

The SIF/EF concept needs refinement, but does again give a simple way to add this aspect to the game without over complicating construction or gameplay.

This is only one solution to the issue, but it does serve to address the main concerns raised:

- How can we build TNG era ships that are not excessive in terms of SS and CE
- How can we modify the system to allow for systems that FASA excluded

TOS era ships

TOS era ships are unaffected by these changes, and can be played as normal. Players may wish to add a laden displacement figure which includes the cargo. For the majority of FASA ships this will not affect the class they are in, as most FASA ships are at the low end of their mass range for their class. For ships such as the FASA Enterprise and Constitution classes, adoption of a laden displacement goes some way to addressing the disparity between the FASA displacements and more commonly quoted figures

Steve Bacon
25 April 2004

Thanks to George Recker and Terry Shannon for ideas that have added to the original concept.

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COMPUTER CONTROL TYPES

COMPUTER CONTROL TYPE	Component Mass (mt)	Ship Class	SS	WDF	Avaliability	Date Service	Cost (MCr)
M-8a	14,250	XII - XX	4.9	240		2331	368
M-9	18,300	XII - XX	6	260		2338	399
M-9a	17,850	XIII - XX	6.1	300		2343	460
M-10	22,500	XIV - XX	7.4	320		2347	491
M-11	23,250	XIV - XX	7.6	330		2350	506
M-12	23,850	XIV - XX	7.9	340		2352	521
M-12a	19,650	XIV - XX	6.4	325		2359	498
M-13	26,100	XIV - XX	8.5	370		2355	567
M-14	27,450	XV - XX	9	390		2357	598
M-15	29,550	XV - XX	9.7	420		2359	644
M-16	32,400	XVII - XX	10.6	460		2360	705
I-1	370	III - VI	0.2	10		2329	18
I-2	1,550	IV - XV	1.2	50		2331	90
I-3	2,475	V - XX	1.7	75		2332	122
I-3a	2,845	VI - XX	1.9	85		2341	161
I-4	3,250	VI - XX	2.3	100		2334	163
I-4a	4,360	VII - XX	2.9	130		2342	233
I-5	4,950	VIII - XX	3.4	150		2336	245
I-5a	5,540	IX - XX	3.9	170		2346	304
I-6	6,500	X - XX	4.6	200		2338	327
I-6a	7,055	XI - XX	4.9	215		2350	376
I-7	7,830	XI - XX	5.5	240		2340	447
I-7a	8,200	XII - XX	5.7	250		2351	408
I-8	9,160	XII - XX	6.4	280		2342	519
I-8a	9,530	XIII - XX	6.6	290		2354	474
I-9	10,860	XIV - XX	7.5	330		2345	590
I-9a	11,820	XIV - XX	8.2	360		2362	662
I-9b	12,595	XIV - XX	8.8	385		2371	629
I-10	13,150	XV - XX	9.1	400		2352	733
I-10a	14,110	XV - XX	9.8	430		2368	702
I-10b	14,480	XV - XX	10	440		2370	805
I-11	15,810	XVI - XX	10.9	480		2362	880
I-11a	16,030	XVI - XX	11.2	490		2375	800
I-12	16,400	XVI - XX	11.4	500		2370	817
I-12a	18,320	XVII - XX	12.8	560		2381	915
I-13	19,650	XVIII - XX	13.7	600		2372	980

SINGLE NACELL USE

WARP ENGINE TYPE	Component Mass (mt)	Power Output	Computer Control Required	Stress Charts	Superstructure Requirements	Cost (MCr)	Year Avali.
FWN-1	82,500	40	M-4	E/F	6.7	526	2331
FWN-2	82,500	42	M-4	E/F	6.7	572	
FWN-3	82,500	45	M-4	E/F	6.7	665	
FWO-1	84,125	41	M-4	G/I	6.9	539	
FWO-2	84,125	44	M-4	G/I	6.9	609	
FWP-1	97,000	47	M-4	D/F	8.1	624	
FWP-2	97,000	53	M-6	D/F	8.1	764	
FWQ-1	100,900	49	M-4	D/E	8.4	647	
FWR-1	110,000	54	M-6	F/G	9.3	732	
FWR-2	110,000	62	M-6	F/G	9.3	918	
FWS-1	120,350	60	M-6	D/F	10.2	809	
FWS-2	120,350	64	M-6	D/F	10.2	902	
FWT-1	140,000	69	M-6A	D/E	11.7	923	
FWU-1	80,750	45	M-4	D/F	9.5	676	
FWV-1	88,825	50	M-4	D/F	10.5	744	
FWW-1	96,900	54	M-6	D/F	11.4	811	
FWX-1	61,500	34	M-3	D/F	7.3	513	
FWY-1	77,520	44	M-4	D/F	9.3	649	
FWY-2	77,520	50	M-4	F/K	9.3	789	
FWY-3	77,520	55	M-6	F/K	9.3	929	
FWY-4	77,520	60	M-6	F/K	9.3	1069	
FNWD-1a	30,000	16	M-1	D/E	2.5	531	
FNWD-1b	30,000	18	M-1	D/E	2.5	528	
FNWD-2a	38,500	21	M-1	D/E	3.2	498	
FNWD-2b	38,500	25	M-2	D/E	3.2	396	
FNWD-3a	48,000	27	M-2	D/E	3.9	400	
FNWD-3b	48,000	31	M-3	D/E	3.9	493	
FNWD-4a	65,800	36	M-3	D/E	5.5	533	
FNWD-4b	65,800	40	M-4	D/E	5.5	626	
FNWD-4c	65,800	43	M-4	D/E	5.5	696	
FNWD-5a	68,900	48	M-4	D/E	6.4	720	
FNWD-5b	68,900	54	M-6	D/E	6.4	860	
FNWD-5c	68,900	62	M-6	D/E	6.4	1000	
FNWD-6a	115,000	63	M-6	D/E	9.5	935	
FNWD-6b	115,000	72	M-6A	D/E	9.5	1168	
FNWD-6c	115,000	82	M-6A	D/E	9.5	1401	
FXMW-1	47,000	25	M-2	D/E	3.8	368	
FXMW-2	47,000	36	M-3	D/E	3.8	647	
FXMW-3	47,000	28	M-2	D/E	3.8	438	

DUAL NACELL USE

Warp Engine Type	Mass (MT)	Power Units Available	Computer Control Required	Stress Column (Eng/SS)	Superstructure	Cost	Year
FWN-1	165,000	44 ea.	M-7	E/F	13.4	526	2331
FWN-2	165,000	46 ea.	M-7A	E/F	13.4	572	2343
FWN-3	165,000	50 ea.	M-7A	E/F	13.4	665	2351
FWO-1	168,250	45 ea.	M-7A	G/I	13.8	539	2334
FWO-2	168,250	48 ea.	M-7A	G/I	13.8	609	2345
FWP-1	194,000	52 ea.	M-7A	D/F	16.2	624	2336
FWP-2	194,000	58 ea.	M-8	D/F	16.2	764	2348
FWQ-1	201,800	54 ea.	M-8	D/E	16.8	647	2337
FWR-1	220,000	60 ea.	M-8	F/G	18.6	732	2349
FWR-2	220,000	68 ea.	M-8a	F/G	18.6	918	2350
FWS-1	240,700	66 ea.	M-8a	D/F	20.4	809	2348
FWS-2	240,700	70 ea.	M-8a	D/F	20.4	902	2360
FWT-1	280,000	76 ea.	M-9	D/E	23.4	923	2362
FWU-1	161,500	50 ea.	M-7A	D/F	19	676	
FWV-1	177,650	55 ea.	M-8	D/F	21	744	2292
FWW-1	193,800	60 ea.	M-8	D/F	22.8	811	2315
FWX-1	123,000	38 ea.	M-6A	D/F	14.6	513	
FWY-1	155,040	48 ea.	M-7A	D/F	18.6	649	
FWY-2	155,040	54 ea.	M-8	F/K	18.6	789	2357
FWY-3	155,040	60 ea.	M-8	F/K	18.6	929	2357
FWY-4	155,040	66 ea.	M-8a	F/K	18.6	1069	2373
FNWD-1a	60,000	18 ea.	M-4	D/E	5	531	
FNWD-1b	60,000	20 ea.	M-4	D/E	5	528	
FNWD-2a	77,000	23 ea.	M-6	D/E	6.4	498	
FNWD-2b	77,000	27 ea.	M-6	D/E	6.4	396	
FNWD-3a	96,000	30 ea.	M-6A	D/E	7.8	400	2371
FNWD-3b	96,000	34 ea.	M-6A	D/E	7.8	493	2377
FNWD-4a	131,600	40 ea.	M-7	D/E	11	533	
FNWD-4b	131,600	44 ea.	M-7	D/E	11	626	
FNWD-4c	131,600	47 ea.	M-7A	D/E	11	696	2305
FNWD-5a	137,800	54 ea.	M-8	D/E	12.8	720	2327
FNWD-5b	137,800	60 ea.	M-8	D/E	12.8	860	2344
FNWD-5c	137,800	66 ea.	M-8a	D/E	12.8	1000	
FNWD-6a	230,000	70 ea.	M-8a	D/E	19	935	
FNWD-6b	230,000	80 ea.	M-9a	D/E	19	1168	2372
FNWD-6c	230,000	90 ea.	M-10	D/E	19	1401	2377
FXMW-1	94,000	28 ea.	M-6A	D/E	7.6	368	
FXMW-2	94,000	40 ea.	M-7	D/E	7.6	647	
FXMW-3	94,000	31 ea.	M-6A	D/E	7.6	438	

IMPULSE ENGINE USE

Engine Type	Mass (MT)	Power Units Available	Control Computer Type	Appropriate Ship Class	Superstructure	Cost (MCr)
FII-1	575	15	M-1	V-XIII	0.1	22
FII-2	575	18	M-1	V-XVI	0.1	27
FII-3	575	20	M-1	VI-XIII	0.1	30
FII-4	575	21	M-1	VII-XVI	0.1	31
FII-5	575	22	M-1	VII-XIX	0.1	33
FII-6	575	23	M-1	VIII-XIV	0.1	35
FII-7	575	24	M-1	VIII-XIII	0.1	36
FII-8	575	25	M-2	XI-XX	0.1	38
FII-9	575	26	M-2	XII-XX	0.1	39
FII-10	575	28	M-2	XIII-XVII	0.1	42
FIJ-1	630	25	M-2	VIII-XVII	0.1	37
FIJ-2	630	27	M-2	IX-XII	0.1	41
FIJ-3	630	30	M-2	X-XVIII	0.1	45
FIJ-4	630	32	M-2	XI-XIV	0.1	48
FIJ-5	630	33	M-3	XII-XX	0.1	49
FIJ-6	630	34	M-3	XIII-XX	0.1	51
FIJ-7	630	35	M-3	XIV-XX	0.1	52
FIJ-8	630	36	M-3	XIV-XX	0.1	54
FIJ-9	630	38	M-3	XVI-XX	0.1	57
FIJ-10	630	39	M-3	XVII-XX	0.1	59
FIK-1	960	35	M-3	XII-XX	0.1	53
FIK-2	960	36	M-3	XI-XX	0.1	54
FIK-3	960	38	M-3	XII-XX	0.1	57
FIK-4	960	40	M-3	XII-XX	0.1	60
FIK-5	960	41	M-4	XII-XX	0.1	62
FIK-6	960	42	M-4	XII-XX	0.1	63
FIK-7	960	43	M-4	XIII-XX	0.1	64
FIK-8	960	44	M-4	XIII-XX	0.1	66
FIK-9	960	46	M-4	XIV-XX	0.1	69
FIK-10	960	48	M-4	XIV-XX	0.1	72
FIL-1	1040	44	M-4	IX-XX	0.1	66
FIL-2	1040	46	M-4	XI-XX	0.1	69
FIL-3	1040	48	M-4	XII-XX	0.1	72
FIL-4	1040	55	M-4	XV-XX	0.1	82
FIL-5	1040	56	M-4	XIII-XX	0.1	84
FIL-6	1040	57	M-6	XVII-XX	0.1	86
FIL-7	1040	58	M-6	XVIII-XX	0.1	87
FIL-8	1040	59	M-6	XIX-XX	0.1	89
FIL-9	1040	60	M-6	XIX-XX	0.1	90
FIL-10	1040	62	M-6	XIX-XX	0.1	93
FIM-1	2350	58	M-6	XV-XX	0.1	87

SHIELD GENERATORS

Shield Generator Type	Mass (MT)	Control Computer Type	DPC	Superstructure	Cost (MCr)	Year
FST	3350	M-9	4	12	127	2337
FSU	2960	M-8a	4	10.6	112	2354
FSV	3440	M-9	4	12.3	130	2365
FSW	3240	M-9	3	11.6	123	2376
FSX	5510	M-15	3	19.7	209	2380
FSY	4740	M-13	4	17	180	2381
FSZ	6570	I-12	3	23.5	249	2386
FNSA	730	M-3	2	2.6	28	2330
FNSB	800	M-4	2	2.8	30	2330
FNSC	860	M-4	2	3.1	33	2330
FNSD	930	M-4	2	3.3	35	2330
FNSE	780	M-3	3	2.8	30	2330
FNSF	920	M-4	3	3.3	35	2331
FNSG	1050	M-6	3	3.7	40	2331
FNSH	1180	M-6	3	4.2	45	2332
FNSI	1310	M-6a	3	4.7	50	2333
FNSJ	1440	M-6a	3	5.2	55	2333
FNSK	1660	M-6a	4	5.9	63	2334
FNSL	1890	M-7	4	6.8	72	2335
FNSM	2130	M-7a	4	7.6	81	2340
FNSN	2090	M-7a	5	7.5	79	2347
FNSO	2510	M-8	5	9	95	2358
FNSP	2920	M-8a	5	10.5	111	2359
FNSQ	3350	M-9	5	12	127	2360
FNSR	4180	M-10	5	14.9	158	2368
FNSS	5430	M-15	5	19.4	206	2369
FNST	5850	M-16	5	20.9	222	2370
FNSU	6280	I-9	5	22.5	238	2372
FNSV	8360	I-12	5	29.9	317	2380

SHIELD POINT RATIOS

	1/2				1/3							1/4						
Ship Class	FNSA	FNSB	FNSC	FNSD	FSW	FNSE	FNSF	FNSG	FNSH	FNSI	FNSJ	FST	FSU	FSV	FSY	FNSK	FNSL	FNSM
I	22	24	26	28	74	18	22	25	28	31	35	45	50	58	80	29	34	38
	15.5	17	18.5	20	35	8.5	10.5	12	13	15	16.5	16	18	20.5	28.5	10.5	12	13.5
II	22	24	26	28	74	18	22	25	28	31	35	45	50	58	80	29	34	38
	15.5	17	18.5	20	35	8.5	10.5	12	13	15	16.5	16	18	20.5	28.5	10.5	12	13.5
III	22	24	26	28	74	18	22	25	28	31	35	45	50	58	80	29	34	38
	15.5	17	18.5	20	35	8.5	10.5	12	13	15	16.5	16	18	20.5	28.5	10.5	12	13.5
IV	22	24	26	28	73	18	22	25	28	31	35	45	50	58	80	29	34	38
	15.5	17	18.5	20	34.5	8.5	10.5	12	13	15	16.5	16	18	20.5	28.5	10.5	12	13.5
V	22	24	26	28	73	18	22	25	28	31	35	45	50	57	80	29	34	38
	15.5	17	18.5	20	34.5	8.5	10.5	12	13	15	16.5	16	18	20	28.5	10.5	12	13.5
VI	22	24	26	28	73	18	22	25	28	31	35	45	50	57	80	29	34	38
	15.5	17	18.5	20	34.5	8.5	10.5	12	13	15	16.5	16	18	20	28.5	10.5	12	13.5
VII	22	24	26	28	73	18	22	25	28	31	34	45	50	57	80	29	33	37
	15.5	17	18.5	20	34.5	8.5	10.5	12	13	15	16	16	18	20	28.5	10.5	12	13
VIII	22	24	26	28	73	18	22	25	28	30	34	45	50	57	80	28	33	37
	15.5	17	18.5	20	34.5	8.5	10.5	12	13	14	16	16	18	20	28.5	10	12	13
IX	22	24	25	27	73	18	22	25	27	30	34	45	50	57	80	28	33	37
	15.5	17	18	19	34.5	8.5	10.5	12	13	14	16	16	18	20	28.5	10	12	13
X	22	23	25	27	72	18	22	24	27	30	34	45	50	57	80	28	33	37
	15.5	16	18	19	34	8.5	10.5	11.5	13	14	16	16	18	20	28.5	10	12	13
XI	21	23	25	27	72	18	21	24	27	30	34	45	50	57	80	28	33	37
	15	16	18	19	34	8.5	10	11.5	13	14	16	16	18	20	28.5	10	12	13
XII	21	23	25	27	72	18	21	24	27	30	34	45	50	56	80	28	33	37
	15	16	18	19	34	8.5	10	11.5	13	14	16	16	18	20	28.5	10	12	13
XIII	21	23	25	27	72	17	21	24	27	30	34	45	50	56	79	28	33	37
	15	16	18	19	34	8	10	11.5	13	14	16	16	18	20	28	10	12	13
XIV	21	23	25	27	72	17	21	24	27	30	34	44	50	56	78	28	33	37
	15	16	18	19	34	8	10	11.5	13	14	16	15.5	18	20	28	10	12	13
XV	21	23	25	27	71	17	21	24	27	30	34	44	50	56	78	28	33	37
	15	16	18	19	33.5	8	10	11.5	13	14	16	15.5	18	20	28	10	12	13
XVI	21	23	25	27	71	17	21	24	27	30	34	44	50	56	78	28	33	37
	15	16	18	19	33.5	8	10	11.5	13	14	16	15.5	18	20	28	10	12	13
XVII	21	23	25	27	71	17	21	24	27	30	34	44	50	56	78	28	33	36
	15	16	18	19	33.5	8	10	11.5	13	14	16	15.5	18	20	28	10	12	13
XVIII	21	23	25	27	71	17	21	24	27	30	34	44	50	56	78	28	33	36
	15	16	18	19	33.5	8	10	11.5	13	14	16	15.5	18	20	28	10	12	13
XIX	21	23	25	27	71	17	21	24	27	30	33	44	49	55	77	28	32	36
	15	16	18	19	33.5	8	10	11.5	13	14	15.5	15.5	17.5	19.5	27.5	10	11.5	13
XX	21	23	25	27	70	17	21	24	27	30	33	44	49	55	76	28	32	36
	15	16	18	19	33	8	10	11.5	13	14	15.5	15.5	17.5	19.5	27	10	11.5	13

SHIELD POINT RATIOS

	1/5								
Ship Class	FNSN	FNSO	FNSP	FNSQ	FNSR	FNSS	FNST	FNSU	FNSV
I	26	32	36	42	54	68	74	78	100
	7.5	9	10	12	15.5	19	21	22	28.5
II	26	32	36	42	54	68	74	78	100
	7.5	9	10	12	15.5	19	21	22	28.5
III	26	32	36	42	54	68	74	78	100
	7.5	9	10	12	15.5	19	21	22	28.5
IV	26	32	36	42	54	67	73	77	99
	7.5	9	10	12	15.5	19	21	22	28
V	26	32	36	42	53	67	73	77	99
	7.5	9	10	12	15	19	21	22	28
VI	26	32	36	41	53	67	73	77	99
	7.5	9	10	11.5	15	19	21	22	28
VII	26	32	35	41	53	67	73	77	99
	7.5	9	10	11.5	15	19	21	22	28
VIII	26	31	35	41	53	67	73	77	98
	7.5	9	10	11.5	15	19	21	22	28
IX	25	31	35	41	53	67	73	76	98
	7	9	10	11.5	15	19	21	21.5	28
X	25	31	35	41	53	66	72	76	98
	7	9	10	11.5	15	19	20.5	21.5	28
XI	25	31	35	41	53	66	72	76	98
	7	9	10	11.5	15	19	20.5	21.5	28
XII	25	31	35	41	53	66	72	76	97
	7	9	10	11.5	15	19	20.5	21.5	27.5
XIII	25	31	35	41	52	66	72	76	97
	7	9	10	11.5	15	19	20.5	21.5	27.5
XIV	25	31	35	41	52	66	72	75	97
	7	9	10	11.5	15	19	20.5	21	27.5
XV	25	31	35	41	52	66	71	75	97
	7	9	10	11.5	15	19	20	21	27.5
XVI	25	31	35	40	52	65	71	75	96
	7	9	10	11.5	15	18.5	20	21	27
XVII	25	31	35	40	52	65	71	75	96
	7	9	10	11.5	15	18.5	20	21	27
XVIII	25	31	34	40	52	65	71	75	96
	7	9	9.5	11.5	15	18.5	20	21	27
XIX	25	31	34	40	52	65	71	74	96
	7	9	9.5	11.5	15	18.5	20	21	27
XX	25	30	34	40	51	65	70	74	95
	7	8.5	9.5	11.5	14.5	18.5	20	21	27

BEAM WEAPONS

Beam Weapon Type	Mass (Mt)	Damage	+3	+2	+1	Maximum Range	Firing Chart	WDF	(Sing/Bnk)	Year
FNH-1	255	6	(1-15)	(16-18)	(19-20)		W	6.5	0.8 / 1.2	2331
FNH-2	279	5	(1-9)	(10-17)	(18-24)	24	Y	6.1	0.8 / 1.2	2331
FNH-3	390	7	(1-9)	(10-17)	(18-24)	24	Y	7.8	1.1 / 1.7	2332
FNH-4	340	8	(1-15)	(16-18)	(19-20)	20	W	8.0	1.0 / 1.5	2333
FNH-5	383	9	(1-15)	(16-18)	(19-20)	20	W	8.8	1.2 / 1.8	2334
FNH-6	660	14	(1-7)	(8-14)	(15-20)	20	U	10.5	2.2 / 3.3	2334
FNH-7	378	10	(1-10)	(11-15)	(16-20)	20	W	9.3	1.4 / 2.1	2335
FNH-8	446	8	(1-9)	(10-17)	(18-24)	24	Y	8.6	1.2 / 1.8	2335
FNH-9	438	12	(1-7)	(8-15)	(16-20)	20	W	10.7	1.3 / 2.0	2336
FNH-10	502	9	(1-9)	(10-17)	(18-24)	24	Y	9.5	1.4 / 2.1	2336
FNH-11	475	13	(1-7)	(8-15)	(16-20)	20	W	11.4	1.4 / 2.1	2337
FNH-12	613	11	(1-9)	(10-17)	(18-24)	24	Y	11.2	1.7 / 2.6	2338
FNH-13	692	13	(1-14)	(15-20)	(21-24)	24	Y	13.2	2.3 / 3.5	2340
FNH-14	700	15	(1-7)	(8-14)	(15-20)	20	U	11.2	2.3 / 3.5	2341
FNH-15	548	15	(1-7)	(8-15)	(16-20)	20	W	12.9	1.6 / 2.4	2342
FNH-16	660	16	(1-8)	(9-15)	(16-21)	21	V	12.4	2.5 / 3.8	2343
FNH-17	804	16	(1-8)	(9-16)	(17-24)	24	Y	15.4	2.6 / 3.9	2344
FNH-18	799	15	(1-14)	(15-20)	(21-24)	24	Y	14.9	2.6 / 3.9	2345
FNH-19	852	16	(1-14)	(15-20)	(21-24)	24	Y	15.8	2.8 / 4.2	2346
FNH-20	700	17	(1-8)	(9-15)	(16-21)	21	V	13.1	2.6 / 3.9	2349
FNH-21	854	17	(1-8)	(9-16)	(17-24)	24	Y	16.3	2.8 / 4.2	2350
FNH-22	720	18	(1-10)	(11-17)	(18-20)	20	W	15.4	2.8 / 4.2	2351
FNH-23	905	18	(1-8)	(9-16)	(17-24)	24	Y	17.1	2.9 / 4.4	2352
FNH-24	760	19	(1-10)	(11-17)	(18-20)	20	W	16.1	2.9 / 4.4	2355
FNH-25	955	19	(1-8)	(9-16)	(17-24)	24	Y	18.0	3.1 / 4.7	2356
FNH-26	930	20	N/A	(1-12)	(13-22)	22	X	16.5	3.1 / 4.7	2357
FNH-27	980	21	N/A	(1-12)	(13-22)	22	X	17.3	3.3 / 5.0	2358
FNH-28	970	20	-	-	(1-22)	24	Y	17.9	2.1 / 3.2	2358
FNH-29	1019	21	-	-	(1-22)	24	Y	18..8	2.3 / 3.5	2360
FNH-30	1110	22	(1-10)	(11-17)	(18-24)	24	Y	20.7	3.9 / 5.9	2361
FNH-31	1160	23	(1-10)	(11-17)	(18-24)	24	Y	21.5	4.0 / 6.0	2362
FNH-32	1210	24	(1-10)	(11-17)	(18-24)	24	Y	22.4	4.2 / 6.3	2364
FNH-33	1260	25	(1-10)	(11-17)	(18-24)	24	Y	23.3	4.4 / 6.6	2365
FNH-34	1310	26	(1-10)	(11-17)	(18-24)	24	Y	24.1	4.6 / 6.9	2366
FNH-35	1360	27	(1-10)	(11-17)	(18-24)	24	Y	25.0	4.7 / 7.1	2367
FNH-36	1410	28	(1-10)	(11-17)	(18-24)	24	Y	25.8	4.9 / 7.4	2369
FNH-37	1460	29	(1-10)	(11-17)	(18-24)	24	Y	26.7	5.1 / 7.7	2369
FNH-38	1510	30	(1-10)	(11-17)	(18-24)	24	Y	27.5	5.3 / 8.0	2370
FNH-39	1760	35	(1-10)	(11-17)	(18-24)	24	Y	31.8	6.1 / 9.2	2374
FNH-40	2010	40	(1-10)	(11-17)	(18-24)	24	Y	36.1	7.0 / 10.5	2378

MISSILE WEAPONS

Missile Type	Mass (Mt)	Power to Arm	Damage	Range	Firing Chart	WDF	Superstructure	Year
FP-10	390	1	34	16	R	20.4	3.6	2331
FP-11	324	1	30	16	S	18.8	3	2332
FP-12	513	1	38	18	T	24.2	4.7	2338
FP-13	163	1	23	21	V	15.7	1.5	2339
FP-14	170	1	24	20	W	18.1	1.6	2339
FP-15	177	1	25	18	T	15.9	1.6	2340
FP-16	184	1	26	18	T	16.6	1.7	2341
FP-17	191	1	27	22	X	20.7	1.8	2343
FP-18	208	1	28	20	W	21.2	1.9	2344
FP-19	215	1	29	22	X	22.3	2	2345
FP-20	223	1	30	22	X	23	2.1	2346
FP-21	281	1	32	24	Y	27.4	2.6	2347
FP-22	213	1	35	24	Y	30	2	2350
FP-23	316	1	36	24	Y	30.9	2.9	2355
FP-24	149	1	22	24	Y	18.9	1.4	2356
FP-25	76	1	14	24	Y	12	0.7	2356
FP-26	97	1	18	24	Y	15.4	0.9	2357
FP-27	350	1	37	24	Y	31.7	3.2	2357
FP-28	135	1	25	24	Y	21.4	1.2	2357
FP-29	81	1	12	24	Y	10.3	0.7	2358
FP-30	675	1	40	24	Y	34.3	6.2	2359
FQT-1	2925	4	50	24	Y	42.8	6.7	2360
FQT-2	3218	4	55	24	Y	47.1	7.4	2361
FQT-3	3510	4	60	24	Y	51.4	8.1	2363
FQT-4	3803	4	65	24	Y	55.7	8.7	2364
FQT-5	4095	5	70	24	Y	60	9.4	2365
FQT-6	4388	5	75	24	Y	64.3	10.1	2367
FQT-7	4680	5	80	24	Y	68.6	10.7	2368
FQT-8	4973	5	85	24	Y	72.8	11.4	2369
FQT-9	5265	5	90	24	Y	77.1	12.1	2371
FQT-10	5850	6	100	24	Y	85.7	13.4	2372
LYFP-AX1	176	1	12	20	U	7.9	0.4	2335
LYFP-AX2	205	1	14	21	V	9.6	0.5	2360
LYFP-AX3	234	1	16	20	W	12.1	0.5	2364

INTRODUCTION

Trade and commerce are two inseparable pillars of civilization. Every intelligent civilization encountered by the Federation has had trade and commerce integral to its past, currently practiced, and intertwined in its future. The UFP is no exception. With the borders of the UFP expanding by the day, new needs and new opportunities continually open to those able to access and develop them. The common tool for modern trade and commerce in the interstellar community are the freighters, transports, couriers and other trading vessels that ply the spacelanes.

SCOPE OF THIS MANUAL

This manual describes the major vessels of private commerce that operate within or from UFP space. Although included in this manual is a brief section on private trade operations and regulation, it is intended to be a quick reference for the ships involved in trade. For additional information on trade operations, the reader is directed to *Trader Captains and Merchant Princes* and the periodical *Spacelanes*.

It is important to note that the vessels used in the commerce machinery of the Federation are extremely varied. Even sister ships of the same class in service with a major corporation are rarely alike. The models and variants included in this manual are those that best represent the particular vessel type.

REGULATION OF THE INDUSTRY

Two major entities help manage and regulate merchant commerce within the UFP. The first is the Star Fleet Merchant Marine Command, which ensures the implementation and enforcement of governmental regulations imposed on the industry.

The second is the private, non-profit trade association called the United Federation of Planets/ Independent Traders Association. It performs contractual duties in agreement with the Merchant Marine Command and provides a voice for the private merchant in Federation policy and politics.

STARFLEET MERCHANT MARINE COMMAND

The Merchant Marine Command, in addition to its other duties, enforces Federation criminal laws, revenue and navigation laws and rules of the spaceways. It also enforces security, including traffic and pollution control. It staffs custom offices, enforces customs regulations and coordinates with local planetary and freeport custom officials. It also plays a role in enforcing quarantines and immigration.

The Bureau of Space Safety is a part of this command which operates life-saving stations and rescue craft, provides emergency medical aid and placement and maintenance of navigational aids (including buoys, beacons, and communication stations). This bureau is responsible for overseeing the safety regulations for constructing and operating private merchant craft, for passenger liners and for private yachts and other non-commercial vessels.

UFP/ITA

The United Federation of Planets/Independent Traders Association is the private and independent trade association licensed by the Starfleet Merchant Marine Command and the Federation Trade Authority to perform several contractual functions for private and independent traders, including corporations that manage interstellar trading operations. These functions include regulation of pay grades for merchant spacehands in UFP space and the coordination of testing and certification for interstellar merchants. The organization also maintains a large number of training academies and apprentice programs and offers placement, guidance, and informational services to its millions of members across the Federation and the known galaxy. Membership is open to any being who serves aboard a merchant vessel in space, or in any profession or position affiliated with the interstellar merchant trade. There are several benefits to becoming a member. The reader is urged to consult his local UFP/ITA office or field liaison for additional information.

IMPORTANT REGULATIONS CONCERNING PRIVATE STARFARING CRAFT

Two major regulations concerning private commerce vessels are included in this manual because they directly affect ships and their crews. The first is the regulation of weaponry aboard private vessels. The second is the adherence to the Prime Directive.

WEAPONRY ALLOWANCES

In general, private merchant vessels are only allowed to possess ship-mounted weapons for use against spaceborne targets if application for such weaponry is approved by a Star Fleet Merchant Marine Command review board. Weaponry permits are only granted for ships that travel unescorted in areas considered hazardous, such as the Triangle, along the frontier of unexplored space, or in areas of potential hostilities. If allowed, a permit is required for weapon ownership.

The standard by which all weaponry mounts are approved or disapproved is based upon the weapon damage range. In general, a weapon may only have a maximum damage factor of 30 million joules of energy (GM's Note: maximum power of 3). The number of weapons is also considered, with the general layout required to conform to a defensive posture.

It is important to note that the mounting of weaponry is decided on a case by case basis. In addition, some spacefaring races have been "grandfathered" into the regulations, one such example being the Tellarites. The Tellarites maintained a large trade network before the founding of the UFP and as such were allowed to keep their traditional trading regulations and practices regarding weaponry. The reader is urged to remember this fact while using this reference work.

PRIVATE CITIZENS AND THE PRIME DIRECTIVE

The Prime Directive is the major tenant of the United Federation of Planets. As such, the spirit of the Directive is upheld and enforced within the private sector. However, the Federation government does allow more leniencies towards unintentional violations. This statement in no way is to lessen or imply to lessen the severity of a violation of the Prime Directive. The reader is referred to a paper entitled "Interstellar Law and the Private Spacefaring Citizen", authored by Johann Kleptra of the Federation Department of Justice, Attorney General's Office, for more analysis.

With warp-capable ships at the disposal of qualified private citizens, a major concern is the contact between these citizens and worlds protected under the Prime Directive. Several steps have been instigated to ensure the upholding of the Directive.

All merchants and owners of private vessels are informed and educated about the Directive.

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Spacefarers are informed about the protected systems and the systems are listed on all official navigational charts. All space traffic is directed away from these systems.

In addition, an extensive remote monitoring program is in place for all protected systems that are not capable of patrolling their own borders (in most cases, those that are not aware of the existence of the Federation). A network of sensitive monitoring satellites placed in-system monitor and detect any ships that may enter the system. Once detected, the violating ships are contacted by a recorded message that they are in violation. The satellite system immediately contacts Starfleet Command and the nearest starship is dispatched.

Finally, all private ships' computers are programmed with software from Starfleet Command which will not allow a ship to approach a protected system. This program is required for all registered vessels and is loaded at the time of purchase. The program is checked for integrity at every inspection. This program can be overridden in emergency situations. However, in so doing, an emergency transponder signal is immediately broadcasted by the ship. Investigation of the emergency will then proceed to reveal if the ship had a real emergency and if its crew followed all appropriate emergency procedures before overriding the program.

GLOSSARY

CARGO CONTAINER/POD
A standardized, pressurized hull used for transport of cargo in space. These are attached to cargo transports to be moved to a destination.

CARRIER
Vessels which usually transport refined or semi-refined cargos to industries for further processing or use. These ships may carry neutronic fuel, synthetic oils, or similar industrial grade products. There are three main types of carriers:

- Class I: automated vessels with no passengers or crews.
- Class II: vessels which have crews, but are not considered safe enough for passengers.
- Class III: vessels which can carry a maximum of 300 passengers in addition to its cargo.

COURIER
This vessel is designed for interstellar shuttle use, traveling from one known point to another. It is small and built for speed. Some, designed for VIP use, have luxurious passenger facilities. Outdated couriers frequently are refitted as private yachts or commercial freighters.

FREIGHTER*
Freighters are used to carry freight inside their hull. Their speed and maneuver characteristics depend on the load that they are carrying at any moment. Usually mounting engines that can move exceedingly heavy loads, these vessels are among the largest, slowest and least maneuverable starfaring vessels.

FREIGHTER, ROBOT
Cargo vessels that are controlled solely by computers during interstellar travel, with no living beings aboard. Operation of a cargo vessel by computer alone within a populated star system is illegal in most parts of known space. Thus, these ships either have crews brought aboard when they enter a system or are met and guided by other manned vessels by remote control.

LINER
Liners are used for commercial passenger transport on specific runs, such as from Vulcan to Terra, or on exotic cruises. They frequently have a wide range of accommodations, from the most luxurious to the most spartan.

PROSPECTING VESSEL
Small, usually sub-light vessels used primarily by mining concerns to survey bodies for mining potential. Prospectors carry heavy lasers and tractor beams for coring purposes and have on-board facilities to analyze core samples.

STANDARD CARGO UNIT
A measure of cargo capacity used frequently in the UFP and by most known starfaring cultures. One SCU is roughly equivalent to 6.75 cubic meters of volume, or a square of deck space 1.5 meters on a side (given the average 3-meter height of starship decks for Humanoids). One SCU will hold about 200 bushels of agricultural products, or 6,750 liters of fluid. When figuring the SCU volume required for a cargo, the figure given includes any special support necessary to maintain that cargo.

TRADER
A small vessel (usually 15,000 mt or less) with small crews and cargo capacity which are available for hire to individuals or corporations on a contractual basis.

TRANSPORT, COMMERCIAL*
Also called tugs, pushers or pullers, these vessels move their cargo around in pods, either pushing or pulling it, much like the railroad engines of early Terran history or the tugboats that plied its waterways. Essentially a framework for holding oftimes enormous warp engines, they, along with freighters, constitute the ships which can haul the most cargo.

WARPSHUTTLE
These are essentially warp engines with the capability to move cargo and people about. They are a favorite of the Federation Interstellar Postal Service (FIPS) and the Universal Parcel Service.

YACHT
These pleasure and luxury craft are the private sector's (non-commercial) equivalent of the courier. They are for sell or rent to citizens for personal use.

*Note: the terms freighter and transport are used interchangeably in everyday usage in the spacefaring industry to describe either freighters or transports. Usually, any ship which carries passengers in addition to its cargo is called a transport, but even this varies. The technical terms are given above.

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SUBCLASS VESSELS

Subclass vessels are vessels with a Weight Class of less than 1. This covers every vessel from the Workbee, through all of the shuttlecraft, and up to the Ju'Day-class, also known as the Maquis Raider. Unfortunately, the existing rules aren't sufficient to allow for the construction of such vessels. If this is attempted, the vessels are much too heavy. In most of the cases, the existing components themselves weigh more than the complete vessel, which is quite problematic. Because of this, it is necessary to create a set of rules that will let such small vessels be constructed, but still maintain the existing construction process, rules, and formulas whenever feasible. This will require the use of miniaturized versions of warp nacelles, impulse engines, shield generators, warp cores, energy weapons, and projectile weapons. This will affect how these vessels maneuver, travel, and do their damage.

Normally, a vessel with such light weaponry wouldn't be much of a challenge to a capital vessel, like those that would be constructed with the standard rules. But if they are considered analogous to a swarm of bees, where a sting from one is annoying, but stings from dozens or more can be deadly, having access to such vessels begins to make sense. They can also be a force multiplier, not only allowing the use of less power against a target if the situation requires it, but also allowing the parent vessel to be brought into play in necessary.

Since these vessels are inherently weaker in comparison to their capital ship counterparts, but are nearly equal when compared to each other, this now gives another option when using the simulator: ship-to-ship combat at the fighter level. Dogfights among starships are one thing, but dogfights among smaller vessels such as these take on a whole new dimension.

Also, the Dominion War has brought the idea of fighters and similar vessels back to the minds of the strategic planners. Such vessels, excluding shuttles, hadn't really been necessary until the Dominion War because there had never been an enemy against which deployment of such vessels would have been an aid. The maneuverability of the Jem'Hadar Attack Vessels, as well as their willingness to destroy themselves to destroy a target, brought that point home quite clearly.

There are some changes to the existing system, as stated above, that need to be taken into account in order to make this work. This will affect the size of hexes, vessel maneuverability, weaponry, propulsion, as well as the superstructure that holds the vessels together. They will be listed in the order of their completeness in the overall concept, and will be described to the same level. If there is no information, a place will be left for it and will be completed as the information is created.

Usage Classification

They are classified by their usage into 5 groups. These classifications cut across the weight classes, as some vehicles can be in multiple classes, but still be within the same weight class. They are as follows:

Class 4: these vessels are almost exclusively thruster powered, and are usually utility vehicles of some sort. They are usually powered by sarium krellide power cells or something similar.

Class 3: these vessels are capable of sublight travel only, and are designed for both trips between the ship and a nearby target, and for limited travel within a solar system.

Class 2: these vessels have limited warp capability, optional weapons systems, are designed for short duration interstellar travel, and trips of no longer than a day or two. They usually have a single deck with minimal interior separation. (Any vessel of this class with a gross volume of greater than 70,000 cubic meters will be of Weight Class 1 and can be constructed using standard formulas.)

Class 1: these vessels are the largest vessels carried by capital vessels, and some can be considered small starships in their own right. They have a powerful warp drive, come standard with various weapons, and are often large enough to have partially or fully compartmentalized interiors. They are limited to a maximum of

2 decks. (Any vessel of this class with a gross volume of greater than 6,500 cubic meters will be of Weight Class 1 and can be constructed using standard formulas.)

Class 0: these vessels are the largest of the subclass vessels, or the smallest of the standard starships, depending on the chosen point-of-view. They are constructed using the standard formulas. (Any vessel of this class with a gross volume of greater than 27,000 cubic meters will be of Weight Class 1 and can be constructed using standard formulas.)

Hex Sizes

The size of a standard hex is 10,000 kilometers. In the case of subclass vessels, their weaponry is proportionately less powerful than their larger capital vessel counterparts. Their transporters also have a lesser range, by roughly a factor of 10. This will require the shrinking of the hex by a factor of ten to allow the use of the existing To-Hit tables for those ranges that would otherwise be nonexistent. The hex type would be designated as a reduced hex, and any weapon requiring this hex would have some indication that its range measurements are in reduced hexes.

Vessel Maneuverability

Because these vessels are so small, they have to expend less energy to undertake the same maneuvers that the larger vessels do. The Movement Point Ratio (MPR) is less than or equal to 1, and this is dictated, as with the larger vessels, by the Weight Class. For subclass vessels, the delineation is as follows:

MPR	1/5	1/4	1/3	1/2	1
Displacement (mt)	0.1-1	1-10	10-100	100-1000	1000-5000

By using these new MPR ratings, the subclass vessels can be given not only increased maneuverability over their capital ship counterparts, but also can convert their energy to a usable form (movement, weapons, shielding, etc.) more efficiently. This also allows for the smooth transition into the standard construction formulas and components. This dictates what other subsystems that each vessel can use, so that a smaller vessel is made impossible to construct because it's using the wrong components for its Weight Class. This can also allow for the creation of custom vessels that are more powerful than the original vessel was, such as the modified vessels used by the Maquis.

Superstructure

This is the skeletal framework that everything is attached to. Unfortunately, a point of standard superstructure has a mass of 1500 metric tons. Obviously, this cannot be used for such small vessels. In the case of subclass vessels, it becomes necessary to use something called proportional superstructure. As the name implies, this behaves just like standard superstructure, and still performs the same function as standard superstructure. So its behavior when it comes to damage, when combined with both the SIF and IDF these vessels carry, is still the same, but has only a portion of the mass. This is more suitable for constructing subclass vessels. It drops by a factor of ten for each MPR below one. This can be seen in the following chart:

MPR	Mass Range (mt)	Miniat. Coding	Mass Divisor	SS Point Mass
1/5	0.1-1	D	10,000	150 kilograms
1/4	1-10	C	1,000	1.5 mt
1/3	10-100	B	100	15 mt
1/2	100-1000	A	10	150 mt
1	1000-5000	N/A	1	1500 mt

Of course, this also means that as vessels are constructed of smaller rated superstructure, the chances of their being destroyed goes up. This gives them an automatic repair difficulty, which increases as smaller vessels are built. It allows for the use of existing components, although scaled down in mass and superstructure. This simplifies matters; otherwise it would be necessary to scale down damage to a point that it wouldn't have any effect. By miniaturizing existing components, it allows for the reuse of the existing component's data wherever feasible. The coding after the component indicates the degree of miniaturization. For example, an FH-1 phaser miniaturized for subclass use would be written as an FH-1A, FH-1B, FH-1C, or FH-1D, depending on the vessel using it. It also mirrors what happens in the course of actual construction. A new component is built large enough to demonstrate the feasibility of the concept, and then is inevitably reduced in size and mass without losing any of the original abilities, and quite possibly gaining new ones.

Displacement and Gross Volume

Vessels in each of the weight classes follow a general trend of overall displacement versus gross volume. This allows for the predicting of an unknown vessel's mass based on its gross volume, or vice versa. It also allows for the prediction of what the theoretical maximum value of superstructure, or proportional superstructure, should be for a given vessel.

Maximizing the Superstructure

This is done by taking the displacement of the vessel and dividing it by one point of its proportional superstructure mass. This is what the theoretical maximum superstructure value of the vessel would be if it were made out of nothing but superstructure. As components are added during the construction process, their points are subtracted from this value. When construction is complete, this value should be less than or equal to the value that was started with. If this is not so, go back and change the components sufficiently so that it is. When this is done, multiply this value by one point of its superstructure value to convert it back into mass again. Add this to the component masses and check to see if this total is less than or equal to the displacement that was determined at the beginning. If it is, construction is finished; if not, change the components until it is. This is the minimum mass that the vessel needs to incorporate its components and the accompanying superstructure. If this value is less than the theoretical maximum value determined at the beginning, more superstructure can be added to bring the value up to the maximum. This allows for the maximizing of superstructure in a design, allowing a vessel to take more damage before it is destroyed. Of course, this also removes the capability to add new components in the future and still stay in the same group. This process is also applicable to the larger vessels, giving them more superstructure as well.

Power Supplies

These vessels are too small to utilize full-size versions of the warp core and the impulse drive, so they must use miniature versions of them, or something comparable. What they use is as follows:

Weight Class	Warp Propulsion	Impulse Drive/Sublight Propulsion
1/5	AMFC	DFC/SKC
1/4	AMFC	DFC
1/3	AMFC	DFC
1/2	MC	MI
1	MC	MI

The abbreviations are: SKC-sarium krellide cell
DFC-deuterium fusion cell
DTFC-deuterium-tritium fusion cell
AMFC-antimatter fuel cell
MC-mini-core

MI-mini-impulse

Sarium krellide cells have been in use since the 22nd Century. One of the first technologies introduced to Humans by the Vulcans, they can store vast amounts of energy, comparable to deuterium fusion cells, but at the penalty of requiring more mass. They are non-polluting, and are also rechargeable, unlike fuel cells, which must have their reactants replaced. They can hold 1 PU within a mass of 102 kilograms. These are usually used on Usage Class 4 vessels for propulsion, since they rarely need the vast amounts of power over extended periods that deuterium fusion cells supply. They are also used for low-power, long-period applications, such as in beam weapons, tricorders, communicators, PADD's, and other similar devices.

The deuterium fusion cell is usually the choice for primary, non-warp power on a vessel for this reason, as well as for the auxiliary power generators, although at a lesser power output. Discovered on Earth in the 21st Century, it has been improved over the centuries, with each new model putting out the same amount of power in a smaller mass. They are used to supply power to residential and industrial locations on Earth, in orbit, and on colonies, being matched to the required energy needs. They can function for years in the residential sectors because of the lower power needs.

It can also take a vessel to warp, and was, in an earlier and less efficient form, the same type of technology that Zefram Cochrane used on the *Phoenix*. It puts out 1 PU, with a mass of 57.6 kilograms. It is optimized for generating the energy the warp drive requires, but can be used for onboard power as well.

The Mark I DFC was used on intrasystem vessels for sublight propulsion and power generation on Earth and its solar system colonies. They were in use from their introduction, around 2018, until World War III in 2053, when most of them were destroyed or rendered inert by the EMP bursts from the nuclear airbursts. They are now obsolete, and have been replaced over time as the newer models came online. Since they are not optimized for warp propulsion, they are not included here.

The Mark II DFC was introduced by the Vulcans to the newly contacted Humans. Since Humans had already discovered this technology, they saw no reason not to show them how to create a new version that gave off the same amount of power at half of the previous mass. This helped to supply the shattered fragments of Earth's remaining population with power to help bring themselves out of the nuclear ashes and begin to rebuild their civilization. They were also shown how to optimize them for warp propulsion. This would allow them to create their own warp-capable vessels, and begin their own exploration. These would be in use from the time of First Contact in 2063 until the birth of the Federation in 2161.

DFC Designation	Max.Warp For 12 Hours (OCS)	Velocity (x c)	Deut. Mass (kg)	Storage Vol. (cm^3)	Radius (cm)	Height (cm)	Overall Mass (kg)	Max. Power Output (PU)	Explosive Yield	Year Introduced
FDFC-1	1	1								2063
FDFC-2	1.5	3.375								2075
FDFC-3	2	8								2143
FDFC-4	2.5	15.625								2144
FDFC-5	3	27								2145
FDFC-6	3.5	42.875								2146
FDFC-7	4	64								2148
FDFC-8	4.5	91.125								2150

The antimatter fuel cell is just what the name implies: it introduces minute quantities of matter and antimatter together into a microscopic reaction chamber at a given rate, emitting vast amounts of power. This is the standard choice on the smaller vessels for their warp power, because they are not large enough to carry a warp core. Of course, like their name implies, they have a limited amount of reactants to start with, and once these are exhausted, the cell is useless until the reactants are replaced. Additional cells can be used to power the vessel separately from the warp drive, but at the cost of other equipment.

There are 6 AMFC models in use. Their data are as follows:

AMFC Designation	Max. Warp For 12 hours	AM Mass(kg)	Storage Vol.(cm^3)	Radius (cm)	Height (cm)	Overall Mass(kg)	Max. Power Output (PU)	Explosive Yield (MT)
FAMFC-1	4.0	0.31	350	2.8	14.0	1.55	2	4.9
FAMFC-2	4.5	0.878	1,000	4.0	20.0	4.39	6	13.9
FAMFC-3	5.0	2.51	2,830	5.65	28.25	12.55	17	39.8
FAMFC-4	5.5	7.44	8,390	8.1	40.5	37.2	50	118.1
FAMFC-5	6.0	23.165	26,100	11.84	59.2	115.825	154	367.7
FAMFC-6	6.5	77.31	87,200	17.7	88.5	386.55	515	1,227

Each of these AMFC models has a standard 12-hour limit as listed above. With programming alterations, a vessel can go faster or slower than this period. But, for each half-point of warp above the 12-hour rating, the vessel takes a half-point of damage, due to the EPS conduits taking more energy than they are normally rated for. Considering that these vessels have minimal superstructure ratings to begin with, this can add up quickly. Therefore, the vessels usually try not to exceed their maximum warp rating for more than a very short period.

The following chart gives a comparison of each AMFC as it relates to travel times at different warp factors:

	FAMFC-1	FAMFC-2	FAMFC-3	FAMFC-4	FAMFC-5	FAMFC-6
Warp 2	45 days	127.6 days	1 year	2.96 years	9.22 years	30.78 years
Warp 2.5	12.96 days	36.63 days	105 days	310.8 days	2.65 years	8.84 years
Warp 3	4.16 days	11.76 days	33.7 days	99.8 days	310 days	2.84 days
Warp 3.5	34.1 hours	4.02 days	11.51 days	34.1 days	106 days	353.8 days
Warp 4	**12 hours**	33.91 hours	4.05 days	12 days	37.3 days	124.5 days
Warp 4.5	4.25 hours	**12 hours**	34.4 hours	4.24 hours	13.2 days	44 days
Warp 5	88.86 min.	4.2 hours	**12 hours**	35.53 hours	4.6 days	15.4 days
Warp 5.5	30 min.	84.86 min.	4.05 hours	**12 hours**	37.3 hours	5.2 days
Warp 6	9.64 min.	27.3 min.	78 min.	3.86 hours	**12 hours**	40 hours
Warp 6.5	2.89 min.	8.17 min.	23.42 min.	69.3 min.	3.6 hours	**12 hours**
Warp 7	47.44 sec.	2.23 min.	6.4 min.	19 min.	59 min.	3.28 hours
Warp 7.5	11.54 sec.	32.6 sec.	1.56 min.	4.6 min.	14.35 min.	47.9 min.
Warp 8	2.42 sec.	6.84 sec.	19.6 sec.	58 sec.	3 min.	10.04 min.
Warp 8.5	< 1 sec.	1.185 sec.	3.4 sec.	10.06 sec.	31.3 sec.	1.74 min.
Warp 9	< 1 sec.	< 1 sec.	< 1 sec.	< 1 sec.	1.37 sec.	4.58 sec.

The mini-core is a miniature warp core, and allows the larger of the small vessels to maintain higher warp speeds for longer periods, and also supplies greater levels of power for the onboard systems. This can help reduce recharge time on shields and weapons, which is a great advantage.

The mini-impulse is a miniature impulse drive, and behaves in an identical manner to its full-sized counterparts. It can be used for propulsion, and also for power generation. It is used on vessels with an MPR of ½ or higher. It puts out 3.75 PU, and has a mass of 648 kilograms.

Each weight class has a maximum recommended warp power output linked with it. This is due to the limitations of the power sources they use, which is linked to their size. The smaller vessels can't support the mini-core, while the larger vessels would be grossly underpowered if forced to use an AMFC.

The maximum power output also limits the maximum velocity that the vessel can attain, and how long it can sustain this velocity for. The values for this are as follows:

MPR	1/5	1/4	1/3	1/2
Standard Cruising Warp	2	3	4	5
Time to Fuel Exhaustion @ S.C.W. (days)	45.12	33.704	37.32	56.13
Dist. Of Fuel Exhaustion @ S.C.W. (L.Y.)	1.246	3.593	10.38	32.85
Standard Sustained Warp	3	4	5	6
Time to Fuel Exhaustion @ S.S.W. (days)	4.16	4.05	4.6	6.097
Dist. Of Fuel Exhaustion @ S.S.W. (L.Y.)	0.443	1.1265	2.692	6.56
Standard Maximum Warp	4	5	6	7
Approximate Time @ Maximum Warp (hours)	12	12	12	12
Maximum Range @ Maximum Warp (L.Y.)	0.139	0.293	0.537	0.898

Any vessels with an MPR greater than or equal to ½ require the use of a warp core, while those with an MPR below ½ can use the AMFC. Also, any vessels with a maximum warp rating of 7 or higher will require a warp core, even if it is a mini-core, as mentioned above.

(The rest of this section is still under construction. The velocity scale in use is the MCS scale, also known as the TNG scale.)

Warp Nacelles

They still follow the same power and mass trends as the nacelles used on the larger vessels. They also follow the trend that each nacelle is roughly 1/8 the mass of the entire vessel, but this can vary by up to 20%.
(Section of determining WER is incomplete due to lack of data)

Impulse Drives

Impulse drives allow a vessel to accelerate and decelerate without the use of retrorockets. The rates of acceleration can vary from 1 g to thousands of gees. The smaller the vessel, the slower the acceleration it is capable of. The main difference is how long they can maintain this acceleration for. The smaller vessels have smaller reactant stores, so they can only maintain them for a short period, while the larger vessels have proportionally greater reactant stores, so they can maintain them for longer periods, approaching hours in the largest vessels.

Whether they are full-size or are miniature, both types of impulse drives can not only be used for propulsion, but also for power generation. This is a matter of engaging or disengaging components within the drive itself.

The statistics for these drives is as follows:

MPR	1/5	1/4	1/3	½
Impulse Power Source	DFC	DFC	DFC	MI
Required Impulse Power	1.5 PU	1.875 PU	2.5 PU	3.75 PU
Mass of system (kg)	86.4	108	144	648
Impulse Acceleration (gees)	10^1	10^1	10^2	10^2

The required impulse power is determined by multiplying the MPR by 7.5, which is the number of hexes per second covered by a vessel at full impulse. (Section on determining IER is incomplete due to lack of data)

Computers

Because of their size, they do not use full-sized computer cores; they use either miniature versions with lesser capacities, or they use a series of banks tied together to act as a core. Not surprisingly, these computers aren't as capable of handling as many systems as their larger counterparts are. This requires the operator to allocate the vessel's computer resources manually more often than a larger, more automated system would. This also means that damage to the computer is more critical, and can cause greater problems than a larger one would. This is due to the higher degree of redundancy that having the more capable system would give.

This technology has existed since before spaceflight. There has been a mainframe computer, with the capacity to add auxiliary computers as needed. This has been emulated as more advanced systems were created. Of course, adding these auxiliary computer modules, or ACM's, has its limitations. The addition of each module requires a portion of the core's resources to fully integrate it into the system. As a result, each core can only work with a limited number of these ACM's attached. As the number of modules increases, it makes more sense to add another core. Because of the degree of integration required for multiple cores, the ACM's cannot be used with multiple cores. Each ACM is designed to work with a specific core model, so using them with a core they are not designed for will diminish their effectiveness.

For the larger subclass vessels, these ACM's have enough capacity, when linked together, to give enough WDF to allow these vessels to carry their own weapons and other components, giving these vessels abilities that would normally require a starship to undertake.

By using miniaturized versions of these ACM's, even the smallest of the subclass vessels can carry equipment they'd need. Of course, by miniaturizing them, they lose a portion of their WDF capacity, but since these smaller vessels don't need much anyway, this balances out.

All vessels since 2323 have carried isolinear circuitry of one sort or another. This circuitry allows for more computing power to be carried in a smaller space than the previous system, duotronic circuitry, did. Most vessels, except for the very lightest Class 4 vessels, have at least one isolinear bank of 16 isolinear chips aboard. By having multiple banks, the onboard tasks can be more easily redistributed in case of damage, proportionally increasing survivability.

Vessels of weight class 1/4 are the minimum class required to receive command preprocessors. They make some of the minor decisions for the vessel, freeing up the rest of the computer system for other work. They determine what data the pilot needs to see, and what the computer can control more effectively. This not only frees up computer resources, but also the pilot's.

Vessels of weight class 1/3 are the minimum vessels that start to receive computer cores. By this point, they have enough isolinear banks that it makes sense to consolidate some of them into a computer core area. Of course, they are usually only a single layer of a larger model core, but this is often more than sufficient. This allows for future expansion of capacity if necessary, as well as freeing up internal volume for the inclusion of other systems should the need arise.

Vessels of weight class 1/2 receive the full mini-core systems, of which the previously mentioned core layers were part. They usually receive a single core with multiple layers, or multiple cores with multiple layers. This allows them to have multitasking abilities that are usually reserved for larger, full-scale vessels. It also allows them greater control over more systems than the smaller vessels have, as well as the number of these systems that a vessel carries. This can allow a single vessel to serve a greater variety of functions than would normally be expected from such a vessel.

Vessels of weight class 1 or greater receive a subscale version of a standard computer core. This usually entails a computer core of 1 or more stories in height, with a substantially increased storage capacity, and the ability to expose the core to a nonpropulsive subspace field, allowing for an increased rate of operation. The smaller vessels lack the volume to incorporate this technology, so their operation rate is slower in comparison. (Rest of section incomplete due to lack of data on systems)

Shielding

Because the subclass shield generators are miniature versions of the larger shield generators, they have less shielding capacity, and also require a longer recharge time. There are two version of this system under consideration. They vary only in what the maximum shield point capacity is. One version has the MSP capacity equal to half the weight class times 5, while the other has an MSP capacity of 5 times the weight class, which gives even the smallest vessel some degree of shielding. Their SER is equal to the MSP value. This number is also the shield generator capacity, which is the number of layers of shield energy the generator can create. Since they are so small, they only have room for one or two shield generators onboard, depending on the version of the system, but this still gives them coverage in all hexes. The generator capacity also gives them the ability to overpower them by 33%, but only for a short period. The generators themselves have identical statistics to their larger capital versions, with the masses being reduced and the superstructure given in proportional superstructure points for the second version. The first version divides the masses in half, and then divides them by 1000 again. The proportional superstructure is also smaller. The shield DPC for these generators follows the same pattern as the larger ones, so there is no need to alter it. Because the shielding is encasing a much smaller volume, the DPC will be very small.

Because these vessels have such low power shields in comparison to the larger capital vessels, there is the capacity for these shield generators to have multiple function capabilities in addition to shielding. One capability that these subclass shield generators have as a standard feature that the larger versions don't have is the ability to merge their shield energy among multiple vessels. This is done through the use of a shield resonance array, or SRA, which allows the shielding energy from one vessel to be merged with that of other vessels, allowing them to generate more shielding in one shield face than could be generated by one vessel alone. This is done by phasing the energy of the generator to one shield face more often than the others, allowing the vessel to shunt the total equivalent output of the shield generator(s) to that face. There must be at least one other vessel in close proximity to it for it to be engaged, and there can be no more than 6. This can also allow vessels to be added to the periphery of such flights, allowing the flight to become proportionally more powerful with each vessel added. It is also a short-range ability, so the vessels must stay within a restricted range while it is engaged. If they stray outside of this range, the SRA automatically disengages, and the remaining vessels redistribute their energy proportionally. This allows a flight of subclass vessels to have the equivalent shielding of the larger vessels. It also allows a more powerful vessel in the center of the flight of vessels to turn its shielding off completely, since it is surrounded by other vessels. The energy saved by doing this can be sent, via the SRA, to the escorting vessels, giving them either greater shield capacity, up to their generator's maximum capacity, or a more rapid shield recharge rate. Of course, the SRA can only be used for a short period before it is burned out, but that may be enough to allow the vessels to complete their mission.

Energy Weapons

Because of their limited size, their EPS conduits are also smaller, and as a result, they can only mount light weapons. These weapons have less range, are less powerful, and some even have no WDF to speak of, even though the rest do. The Federation vessels are limited to Type 4 and 5 phasers, and other races are limited to weapons of similar capabilities. The vessels with 1/5 and 1/4 MPR use the Type 4 phasers, while the vessels with 1/3 and 1/2 use Type 5 phasers. The smaller vessels usually have limited firing arcs, typically forward and aft, but due to their enhanced maneuverability, this is often sufficient.

They can be mounted in banks or even in arrays similar to those found on the larger vessels. They can also fire in standard and pulse mode, with the pulse mode doing slightly more damage, but at the cost of a decreased firing rate in comparison to the standard mode.

Projectile Weapons

Again, because of their limited size, their choice in projectile weaponry must also be of a limited size. In this case, they use a microtorpedo. This is a weapon small enough to be carried in the hand, but by exchanging the warhead, can be made to use chemical, fusion, and even antimatter ordnance. They use a microfusion cell for an engine, limiting their range. (Exact range values unavailable due to lack of data. WDF values also unavailable for same reason.) Their small size also limits the amount of antimatter they can carry, limiting their individual yield to less than one point of damage. The standard microtorpedo, with a photon warhead, does 0.2 points of damage. If they are fired en masse, their combined damage can be extreme. This level of damage is acceptable when compared to the damage the subclass vessels can take based on their levels of shielding and proportional superstructure. It is comparable in scale to the larger weapons being used against the capital vessels.

The larger of the subclass vessels can carry standard photon torpedoes, but they must be mounted on external launch rails for firing. This can allow even a small vessel to carry enough ordnance to deal a larger vessel serious damage. As the photon torpedo is usually launched via a magnetic pulse from a launch tube, this means that it will take the torpedo slightly longer to strike the target. It will also reduce its range because it's using its onboard fuel for propulsion instead of having to rely on the initial burst of velocity usually provided by the launcher. The largest of the subclass vessels can be modified to carry the photons internally, and then launch them, but because of their size, their store of photons becomes limited to only a few shots.

Projectile Weapon Launcher

Because of the small size of the microtorpedo, its launcher is equally small. This allows it to perform the same function as the larger one does for photon torpedoes. This gives the subclass vessels the ability to launch projectile weapons like the capital vessels. It also follows the same pattern as the one established for standard launchers. The launcher mass is proportional to the firing rate of the launcher, which also determines the length. The standard microtorpedo launcher can burst-fire, depending on its length. They can also be placed together into a single casing, but having multiple launchers, giving the equivalent of a Gatling microtorpedo launcher. This has been adopted as a short-range defense weapon by some starships and Starbases. Firing such a salvo at a target forces it to concentrate its shielding into one spot, or to spread its shielding out so as to cover multiple impact sites; in either case, it forces the target to use energy for its shielding, energy which can't be used for other purposes. It also allows for multiple strikes on a target more quickly than its shield generators can replenish the shields.

As stated above, the larger of the subclass vessels can be retrofitted for photon torpedo launch capability, but because of the limited space available, they can only be fired one at a time. This obviously reduces their effectiveness, but that is more than made up for by the increased amount of damage that the photon torpedo does in comparison to the microtorpedo, roughly 100 times, as well having a greatly increased range.

External Ordnance Types

These are weapons that are too large to be carried within the structure of the vessel, and as such, they are not included in the construction process. This allows the vessels to be customized for any mission, just as 20th Century Earth fighter aircraft were capable of.

The list is included in another document, and is by no means complete, as Starfleet R & D is constantly designing and creating new types, and even improving the existing ones.

Other

Depending on the vessel being constructed, when the construction process is complete, there may be pss left over. This can be used to reinforce the vessel with more pss, making it more difficult to damage or destroy. This can also allow it to carry cargo in excess of its normal capacity. It could also allow for external hardpoints to be attached, allowing for the carry of photon torpedoes, external fuel tanks, or even ECM equipment.

If the internal spaces are not used for equipment, such as removing weapons, then the space saved can be used for other purposes, such as increased cargo capacity. This is often the case with shuttlecraft. It could also be used for increased fuel storage, allowing for longer voyages than the standard vessel could undertake.

Cargo capacity, as on the larger vessels, is limited by the size of the vessel. In this case, it is limited to a maximum of 10% of the vessel's overall displacement. It can be less than this value, but can't be exceeded for extended periods without reducing its maneuverability.

EXTERNAL ORDNANCE TYPES FOR SUBCLASS VESSELS

This is a list of the external ordnance types presently used by Federation subclass vessels. This is by no means a complete list, as Starfleet R & D is constantly creating and designing new types, and is improving the existing types. This ordnance is attached to the vessels, so they are not included in the construction process. They can, however, alter a vessel's Combat Efficiency based on which ordnance they presently carry. They can give a vessel sufficient offensive capability to hold their own against larger vessels, up to and including capital vessels and space stations, even if it is for only a few shots. This not only covers ordnance, but also other equipment that the vessel might need. This includes, but is not limited to, cargo pods, electronic countermeasures pods, fuel pods for extended voyages, and even the standard probes that starships carry, albeit in limited quantities. (The other races have similar devices for their own subclass vessels, as well as their own unique technologies, but the data on them is presently limited, and will be covered in another document.)

For some of the ordnance, there is also a maximum effective range consideration. There are four ranges for these items. They are as follows:

Range Class	Distance (kilometers)
Point Blank	0-100
Short	100-1,000
Medium	1,000-10,000
Long	10,000-100,000

(This section is still under consideration. Ranges can be enlarged if necessary.)

This can allow a vessel to be outfitted with mission-specific ordnance or other attachments, optimizing it for the mission. Of course, as often happens, if the mission parameters change unexpectedly, this can be a detriment. But more often than not, it can allow for the creation of a new variant of an existing vessel that has abilities that were unexpected, and may even be superior in some respects. This is a common occurrence in these kinds of vessels. 20th Century Terran fighter aircraft often utilized variants of one or more body styles. One would be a fighter, while another would carry ECM equipment, while yet another would be a bomber. (Any item marked with a star is not original to me. Any others are.)

These items can be mounted virtually anywhere, but in practice, they are mounted in specific locations for ease of attachment or for other considerations.

If an item has an extreme energy output, and its recoil is such that it could cause the vessel to momentarily shift off of one of its 3 rotational axes (pitch, roll, yaw), the item is usually placed along the vessel's roll centerline. This is also the case if it is the only one of its kind in use, or if it is one of an odd-numbered devices (1,3,5, etc.) being mounted.

If the item is being used in even-numbered groups (2,4,6, etc.), then they are mounted symmetrically to the port and starboard sides of the roll centerline, and onto the external hardpoints.

This arrangement also applies to internal hardpoints, which would normally be found on the larger vessels, since they have the room to spare for them.

Modular Ordnance Hardpoints *

These are standard equipment for subclass vessels, and are what the various ordnance types are attached to. They allow an entire module, preloaded with weapons, to be installed onto the vessel's hardpoints. The module

includes an isolinear chip, which interfaces with the onboard computer system, giving the computer the exact capabilities of the weapons package. Custom ordnance can be installed on these hardpoints without the chip, but at the expense of the computer having complete knowledge of its capabilities.

Swivel Mount

This allows any pod attached to it to pivot up to 15 degrees off its centerline, both vertically and horizontally. Since most of the ordnance is predominantly forward firing, to strike a target that is off the firing axis would then require physically rotating the vessel to line it up again. This can allow for more optimal maneuvering, while still maintaining a lock on the target. The vessel's onboard computer automatically limits the pivoting of the mount if the field of fire of the weapon will intersect the vessel's structure.

Fire-And-Forget Torpedo Launcher

This is a launcher, mounted to the vessel's hardpoint, that allows for a standard torpedo to be launched with a magnetic pulse, like it is launched from a starship launcher. It is ¾ the length of the torpedo and wraps around the torpedo like a ring. It doesn't give the torpedo as much of a magnetic push as a regular one would, but it does give it more than it would than launching it from a dead stop. This allows it to conserve its onboard fuel for flight to the target, instead of using it to launch. This can be used to launch any equipment that utilizes the photon or quantum torpedo casing, making it extremely useful. As a result, it is the most prevalent hardpoint attachment in service. When used with the photon or quantum torpedo, it also has the built-in storage capacity for the antimatter used as the co-reactant. This makes the torpedoes inherently safe to attach, because then they are only carrying deuterium. It has the following specifications:

Mass: 190.5 kilograms Capacity: 1 casing per launcher
Dimensions: 1.5 meters long by 0.76 meters wide by 0.45 meters deep
Range: N/A

Deuterium Fuel Drop Tank

This is a photon torpedo casing used as an auxiliary deuterium fuel tank. It is used on voyages that would normally exceed a vessel's onboard fuel storage capacity. It can be used to augment both the warp and impulse fuel systems. It won't augment them for extended periods, but it can give them that extra amount of fuel to allow the vessel to reach its destination and complete its mission. It has the following specifications:

Mass: 115 kilograms Capacity: 115 kilograms deuterium
Dimensions: 2.1 meters long by 0.76 meters wide by 0.45 meters deep
Range: N/A

Cargo Pod

This uses the photon torpedo casing also, but is used as an external cargo carrier, often when the onboard cargo capacity is near its limit. It can also be used to carry cargo that is dangerous, and would need to be ejected as rapidly as possible. Individually, they don't carry a lot, but when used in quantity, they can allow for surprising amounts of cargo to be moved. It has the following specifications:

Mass: 250 kilograms Capacity: 250 kilograms
Dimensions: 2.1 meters long by 0.76 meters wide by 0.45 meters deep
Range: N/A

Self-Replicating Mine Laying Pod

Larger subclass vessels use this to spread self-replicating mines across a given region of space. Only the larger vessels can carry them because of the size of the mines themselves. This frees up larger vessels for other duties if the need arises.

Each mine has the same yield as a photon torpedo, which is due to their use of the photon torpedo's reactant chambers. The mine has a diameter of 1.76 meters, with an octagonal cross-section, a length of 1.85 meters, and

a mass of 77.36 kilograms. With each pod loaded to capacity, and carrying a group of these pods, a small flight of vessels could spread enough of these mines to effectively blockade a target. Once there is a minimum of 65 mines in place, they have the capability to replicate the necessary materials to build another mine. They do this by individually replicating 1/65 of the necessary material, and then transferring it by a microtransporter to the necessary location. Without disabling the minefield, every mine that is destroyed can be replicated, and increased upon. The pod has the following specifications:

Mass: 77.36 kilograms Capacity: Depends on situation and vessel
Dimensions: 1.76 meters diameter, with an octagonal cross-section, by 1.85 meters long
Range: Variable, depending on the situation

Gatling Phaser Pod *

This is used to give subclass vessels increased weapons firepower when their onboard structure doesn't allow them to carry any more weaponry. This pod has 6 Type 4 emitters mounted in a forward-facing hexagonal array. It can only fire from one emitter at a time, but, at least in the largest model, the total energy striking the target is equivalent to that of a single Type 6 emitter. It is still limited to the Type 4's range, making it a powerful short-range weapon. Each emitter fires for 0.5 seconds, after which the next emitter in line fires, giving each emitter 2.5 seconds to cool down between shots. The emitters are fixed, while the energy stream feeding them is rotated. It fires in 3-second bursts, and can fire for a total of 90 seconds before the power source is exhausted. It is powered by an AMFC, making it lighter than if a fusion cell powered it. It averages 1 point of damage per second on the target. Since there are three Type 4 emitters, there are three types of pods. They have the following specifications:

Dimensions: 0.3 meters in diameter by 1.2 meters long
Range: Long

Gatling Phaser Pod Data

	Mass (kg)	Damage
Light	287	1.5/burst, 45 total
Medium	524	3/burst, 90 total
Heavy	785	4.5/burst, 135 total

(There is another version of this weapon that uses Type 5 emitters, but these are limited to use by capital vessels, space stations, and ground installations, because of the size of the EPS conduits required. It is mentioned here for completeness.)

Gatling Microtorpedo Pod

This is used to give subclass vessels extra torpedo firepower if they require it. The pod can allow for the equivalent damage potential of multiple photon torpedoes, but delivered only one microtorpedo worth at a time. Although this doesn't seem like much, when fired rapidly at a target, they can inflict damage more quickly than the shields can regenerate.

Like the Gatling phaser pod, this pod also has 6 barrels in a forward-facing hexagonal arrangement. These barrels extend for 30 centimeters, and attach to the firing mechanism, which extends back another 20 centimeters behind the barrels, and continue into the case holding the microtorpedoes. There are 10 modular cases attached, each holding 30 microtorpedoes. They are stored in a hexagonal grid formation inside the casing. They are fed to the firing mechanism at the center of the pod. The firing mechanism has a maximum rate of fire of 300 rounds per minute, emptying one modular case in 6 seconds. This firing rate is equal to 5 microtorpedoes per second; if the torpedoes used are microphotons, and since each of them does 0.2 points of damage, this pod allows for the equivalent of 1 point of damage per second to strike the target.

The power for the firing mechanism comes from a DMFC mounted externally at the back of the casing. This power cell can be attached to the back of any casing, allowing for multiple casings to be added in series behind the barrels and firing mechanism. Since the firing mechanism is located in the center of the case, it can also be extended back modularly. This can allow for a level of firepower adapted to the mission profile. This pod has the following specifications:

Mass: 238 kilograms
Dimensions: 0.225 meters in diameter by 1.5 meters long (Modular case is same diameter, but is 0.15 meters long)
Range: Long

Cluster Torpedo *

This is used when an alternative to the Gatling microtorpedo pod is desired. This torpedo is designed to deliver large numbers of microtorpedoes at once to a target. It is modular, and is divided into three sections. The forward section, roughly 18 centimeters in length, contains the targeting sensors and guidance systems for the torpedo. The final section, also roughly 18 centimeters in length, contains either the warp field sustainer, which can sustain 35 seconds of powered flight, or a fusion thruster. These two sections are fixed in length, and are mounted only one per torpedo. The central section is the payload compartment containing the weapons payload, a maximum of 18 microtorpedoes, surrounding the torpedo's central hexagonal fuel chamber. There are five models of this torpedo, with each consecutive one carrying an extra payload section. The largest model carries 5 of these sections, with an overall yield nearly equal to a photon torpedo. They are carried in 3-by-2 racks on the hardpoints.

In operation, the cluster torpedo can either be fired as a single warhead, or the microtorpedoes can be ejected sequentially, or in any size groupings. When approaching the target, the casing surrounding the payload section, which has been specifically structured to do so, is fragmented away from the torpedo via breakaway panels, exposing the payload. When used against a single target, the microtorpedoes can be set to either target a specific area(s), or to swarm a target, detonating on all sides to overwhelm a shield system. It has the following specifications:

Model No.	Length (cm)	Mass (kg)	No. of Sections	No. Microtorps	Yield
Mark I	54	120	3	18	3.6
Mark II	72	135	4	36	7.2
Mark III	90	150	5	54	10.8
Mark IV	108	165	6	72	14.4
Mark V	126	180	7	90	18

Dimensions: 0.2 meters in diameter
Damage: 0.2 points per microphoton
Range: Long

Isomagnetic Disintegrator Pod *

This pod is based on the handheld weapon of the same name used by the Marines and other ground forces. The handheld version is a large, shoulder-mounted weapon resembling a 20th Century Terran bazooka. Much of the technical data on this weapon remains classified, under Starfleet security directive 24168.9. Using a portable magnetic charge inducer, the weapon fires a collimated beam of isomagnetic energy. At low levels, it affects the targets' inner ear, effectively stunning the opponent. On moderate settings, it causes temporary impairment of the target's central nervous system. When fired at its highest setting, the isomagnetic disintegrator changes the target's protonic charge, reducing it to a cloud of dust and static. It does this by temporarily disrupting the electromagnetic field that normally surrounds all matter. Since the electromagnetic field is what holds objects together at the molecular level, disrupting it causes the target to literally disintegrate at the molecular level. The

pod has the same effects, but has a greatly increased range. While the original has a range of less than 150 meters, the pod has a much greater range. It does this by tapping into an onboard DMFC. Obviously, it is not meant to be a long-range weapon, but when used against ground targets, it can be quite devastating. It has the following statistics:

Mass: 385 kg
Dimensions: 0.3 meters in diameter by 2.56 meters long
Range: Short

Settings have the following effects:
1= stun a human for five minutes
2= stun a human for fifteen minutes, or a Klingon for five minutes.
3= stun a human for thirty minutes, or a Klingon for fifteen minutes
4= vaporize 200 cubic meters of steel or rock
5= vaporize 400 cubic meters of steel or rock; 200 meters of Duranium.
6= vaporize 600 cubic meters of steel or rock; 400 meters of Duranium.

Tetryon Pulse Launcher Pod *

Like the previous entry, this weapon is based on the handheld weapon used by Marines and other ground forces. A newly designed weapon for the use by Starfleet ground forces and security personnel, the Tetryon Pulse Launcher is perhaps the most powerful handheld weapon in Starfleet's arsenal. The original device was designed as a single-person plasma cannon for use against small craft and heavily fortified emplacements. Building on the success of the Starfleet R&D facility to grow nearly flawless emitter crystals in a ground-based micro-gravity environment, the pulse launcher is effectively a miniaturized version of the pulse phaser used on starships. As such, this weapon lacks the variety of power settings typical of a type-II or type-III phaser.

When the trigger is depressed, the weapon fires a collimated beam of tetryon particles that rebound from the target to the unit, providing range and vector information to the acquisition sub-systems. A rapid-discharge DMFC, coupled with high-speed plasma accelerator coils and a ten-stage cascading prefire chamber, allows for longer firing periods than previous models of phasers. The beam emerges as a focused pulse of superheated, rarefied tetryon plasma.

Because tetryons carry the quantum of subspace distortion in subspace, when present in normal space, they have the effect of disrupting the link between normal space and subspace, meaning that the tetryon plasma acts as a warp field inhibitor. While this could stop a target vessel from leaving the engagement area by going to warp, it would have the same effect on the vessel firing it, so it should only be fired sparingly. It also can inhibit the firing of most known energy weapons by interfering with the energy transfer process.

If used against a cloaked target, it can partially disrupt the cloak. The tetryon particles interact with the field, reducing its ability to hide a vessel. Most cloaks have the ability to counteract this effect with tetryon compositors, which normally transfer the tetryons into the cloaking device shield matrix, allowing them to be released into subspace so that they look like background radiation. If these compositors become overloaded, then any cloaked ship would leave a trail of tetryons behind them, like a trail of breadcrumbs, until the excess tetryons are purged.

While the typical type-I phaser is capable of emitting no more than 1.05 kilojoules per hour, the pulse launcher emits energy comparable to a Type 4 phaser emitter. The Tetryon Pulse Launcher incorporates the safety interlocks and subspace transceiver assembly common to standard-issue phasers, and it is capable of firing continuous or wide beam settings.

Mass: 310 kg
Dimensions: 0.5 meters in diameter by 2.7 meters long
Range: Short

Settings have the following effects:
1= Vaporize most substances (energy rebound prior to vaporization common)

2= Explode 10 cubic meters of rock into glowing rubble
3= Explode 50 cubic meters of rock into glowing rubble
4= Explode 100 cubic meters of rock into glowing rubble
5= Explode 160 cubic meters of rock into glowing rubble
6= Explode 400 cubic meters of rock into glowing rubble
7= Explode 600 cubic meters of rock into glowing rubble
8= Vaporize 50 cubic meters of solid Duranium.
9= Vaporize 100 cubic meters of Duranium, explode up to 1,200 cubic meters of rock into rubble.

Rapid Fire Coil Gun Pod *

This is a weapon based on rail gun technology, which fires projectiles via a magnetic field. By using this, the muzzle velocity of such a projectile can reach many kilometers per second. Since the kinetic energy of an object is based on half the mass and the square of the velocity, any change in the velocity can generate a greater increase in the energy than increasing the mass would. At the higher velocities, the amount of energy contained in the projectile's motion exceeds that of any explosive compound that could be placed in the casing, short of antimatter. This form of weapon is also usually one of the first types to be constructed as a society moves from predominantly projectile weapons to energy weapons.

In this case, the standard projectile is a solid duranium bullet, with a sleeve of nickel alloy near the back to allow for enhanced magnetic movement capability, due to the minimal magnetic effects on duranium. The armor-piercing version of this bullet has a rodinium sabot in the center, roughly 5 millimeters in diameter, and 100 millimeters in length. The bullet is 25 millimeters in diameter and 150 millimeters in length, and has a mass of roughly 20 grams. The barrel is 30 millimeters in diameter, 1.1 meters long, and there are 6 mounted in a Gatling configuration at the front half of the pod.

The muzzle velocity of the coil gun varies based on the amount of energy fed into it, but is usually kept between 2 and 10 kilometers per second, but can be varied higher if necessary. Any less than 2 and the amount of energy striking the target is less than a standard rifle bullet, and much more than 10 and the bullet reaches escape velocity of most Class-M worlds.

The pod has a sustained rate of fire of 3000 rounds per minute, or 50 rounds per second. The shells are stored in modular cases, 1 layer deep with 300 shells stored in a hexagonal grid structure. This allows more ammunition to be added if the situation requires it. The shells are fed to the firing mechanism, located in the center of each case. This allows for the firing mechanism to be extended back in a modular format. It has a total firing time of 6 seconds per case before exhaustion of ammunition. It uses a rotary breech, similar in form to those found on 20th Century Terran attack helicopters. There is a DMFC mounted on the back end to power the pod and its associated equipment.

Against a standard shielded target, this weapon would have little effect. But if used against an unshielded target, this weapon could be quite devastating. It would allow for penetration of a hardened target, and would even work in an environment that stopped standard energy weapons from functioning. Even if the target had a minimal force field, this weapon could wear down the field by striking it rapidly with enough force that it wouldn't be able to refresh the energy quickly enough to compensate. Because these weapons have a physical recoil when they fire, they are usually mounted in pairs. If mounted singly, it is usually along the vessel's centerline. If they must be mounted off-center, then the vessel usually has to fire RCS thrusters to compensate. (Because of increased air resistance at higher velocities, the effective range of this weapon when used within an atmosphere is roughly 1/10 of its range when used in space.)

This weapon has the following statistics:

Mass: 300 kilograms
Dimensions: 0.675 meters in diameter by 2.6 meters long
Range: Point Blank to Short, depending on firing velocity

Data Table for RFCG Ammunition

Velocity (km/s)	Range in Air (km)	Range in Space (km)	Kinetic Energy per bullet (kJ)
2	2.5	25	40
3	3.75	37.5	90
4	5	50	160
5	6.25	62.5	250
6	7.5	75	360
7	8.75	87.5	490
8	10	100	640
9	11.25	112.5	810
10	12.5	125	1000
11	13.75	137.5	1210
12	15	150	1440
13	16.25	162.5	1690
14	17.5	175	1960
15	18.75	187.5	2250
16	20	200	2560
17	21.25	212.5	2890
18	22.5	225	3240
19	23.75	237.5	3610
20	25	250	4000

Pulsed Plasma Gun Pod *

This weapon behaves like the previous entry, but instead of firing duranium bullets, it fires superheated plasma bolts. It requires less energy to fire than phasers, and also less maintenance, but it is also less powerful. This was a common weapon on early warp-capable vessels, used both defensively against debris and offensively against attackers.

Any hit against an unshielded target often causes electromagnetic feedback or overload of any onboard electronic components. If a bolt strikes a target within an atmosphere, it has sufficient energy to ignite anything flammable within its blast radius.

It works this way. A quantity of hydrogen is introduced into a magnetic bubble. It is then ignited, by either a laser or a low-power phaser beam, and contained within the magnetic bubble until it becomes superheated plasma. The required energy is roughly 1% of the necessary energy for fusion to occur. The bubble is then launched at the target by magnetic acceleration. The bubble almost immediately begins decaying. In space, this is due to the combination of the cooling of the bolt by the vacuum of space and the degradation of the magnetic field by the energy of the bolt itself. In air, this is due to the friction with the air, generating more heat, causing the bolt to degrade that much more quickly.

It can fire 5 bolts per second, or 300 bolts per minute. The minimum strength bolts use 1 gram of deuterium, and have a maximum range of 1 kilometer in air and 10 in space, while the full strength bolts use 10 grams, and have a maximum range of 10 kilometers in air, and 100 in space. It carries enough deuterium onboard, roughly 1.5 kilograms, for a total capacity of 1,500 full strength bolts, or 15,000 minimum strength bolts. A one-second burst has a yield from 17.35 GJ to 173.5 GJ, giving a maximum yield of just under 2.5 kilotons for a one-minute maximum strength burst, although it usually fires for 10 seconds, and then cools for 10 seconds. Energy drop-off of the bolts is directly proportional to their range, with the bolt dissipating at the limit of their range.

The pod has 5 barrels, arranged in a forward-facing pentagonal pattern, attached to the reaction chamber at the back of the pod. The barrels are cooled by the vacuum in space, and cooled by cryogenic lines within an atmosphere.

Of course, if used against a shielded vessel, the plasma bolt is much less effective. But if used against a force field, or a low level shield, it can be quite effective for the same reasons as the previous entry. If fired against a cloaked vessel, it would envelop the cloak at the point of impact, revealing it.

It has the following statistics:

Mass: 225 kilograms
Dimensions: 0.6 meters in diameter by 1.2 meters long
Range: Short

Fusion Gun Pod *

This weapon works like the previous entry, but takes it to the next step. It holds the bolt in a more intense magnetic bottle until nuclear fusion occurs. The magnetic field is dropped on one end, and the energy is then vented towards the target. It is less disruptive than the plasma bolt, and is also harder to aim, but is roughly 100 times more destructive.

Because of the higher yield, this weapon would be effective against even minimally shielded vessels. It is also powerful enough to function as a primary weapon on its own, whereas the others, in general, would be considered secondary or tertiary weapons because of their low yields. As a result, it is often found on vessels belonging to races that are only a generation or so behind the present level of Federation weapons technology.

It can fire 1 pulse every 5 seconds, giving a firing rate of 12 shots per minute. The pod carries enough deuterium for 60 full strength shots, or 600 minimum strength shots. This is roughly 6 kilograms worth of deuterium. A minimum strength shot uses 0.1 kilograms, giving it a yield of roughly 3.6 TJ per bolt, a range of 500 meters in the air, and 5 kilometers in space. A full strength shot uses 1 kilogram, giving it a yield of 36 TJ per shot, a range of 5 kilometers in the air, and 50 kilometers in space. The barrel is 50 centimeters in diameter, roughly half of the pod's diameter. The pod is powered by a DMFC. Because of its increased yield, it also has increased recoil when firing, so it usually preferred to give enough warning to allow the onboard systems to compensate.

This weapon has the following statistics:

Mass: 380 kilograms
Dimensions: 0.4 meters in diameter by 2.2 meters in length
Range: Point Blank

FEDERATION SUBCLASS VESSEL DESCRIPTIONS

By George Recker, Jr (vctrsgma@aol.com)

Usage Class 4

These are virtually all thruster-powered vessels, using sarium krellide power cells or something comparable.

Workbee: This is the utility vessel seen in ST:TMP, ST2, and the opening of DS9 in the later seasons.

Travel Pod: This is the vessel carrying Scotty and Kirk to the Enterprise in ST:TMP, and the bridge crew to the Enterprise-A in ST4.

Sphinx Workpod: This is in the TNG Manual in the section on shuttlecraft. It has a dome on the front with two manipulator arms flanking it.

Usage Class 3

These are sublight vessels, limited to intrasystem travel only, usually going from a vessel to a planet, or from planet to planet.

Personnel Shuttle: Also known as the Air Tram, this is the shuttle that brings Kirk to Starfleet Headquarters at the beginning of ST:TMP.

Type 2 Shuttle: This is the shuttle that delivers Spock to the Enterprise in ST:TMP, and not the warp sled it was attached to. There are variants of this vessel listed in another file, Federation Movie Era Shuttlecraft.

Shutug: This is the vessel in front of the travel pod carrying Kirk and his crew to the Enterprise-A at the end of ST4.

Suborbital Hopper: This is a non-canonical vessel created by others online that would

serve the function of a utility truck or helicopter on colony worlds. It moves from point to point by suborbital transfers. It can be found at the Ex Astris Scientia site.

Trainer: This is the vessel Wesley Crusher was flying when he and Nova Squadron attempted a Kolvoord Starburst in the TNG episode "The First Duty." As the name implies, it is a generic vessel used to train cadets in flying small vessels.

Galaxy Yacht: This is the elliptical vessel mounted to the underside of the Galaxy-class saucer. It is used as a diplomatic vessel by the captain. Pictures of it can be found in the TNG Manual. It is also known as the Captain's Yacht. The Enterprise-D's was named Calypso.

Type 15 Pod: This is the angular shuttlepod seen in the early seasons of TNG. The 15A is a faster variant with the same dimensions, and the 16 is a stretched version of the 15.

Nova Waverider: This is the Captain's Yacht for the Nova-class vessel. It is capable of atmospheric flight. It is found on the underside of the saucer section. It is wedge-shaped with minimal wings. It resembles the VentureStar vessel that was going to replace the Space Shuttle, but was canceled.

Type 18 Pod: This is the latest version of shuttlepod, and was tested out on the Defiant-class starship. It will replace all previous versions eventually. It can be seen in the DS9 manual.

Hammerhead Mk I: This is a non-canon vessel that is roughly the same in appearance as the vessel from the TV show Space: Above and Beyond, but adapted for use in the Trek universe. This version is a sublight model, just like in the show. It uses the Workbee as an independently ejectable cockpit. It would be used for colonial and intrasystem defense.

Usage Class 2

These are vessels with a low warp capability, low-power weapons, and a limited interstellar capability. They usually have a single deck with minimal interior separation.

Type 1 Shuttle: This is the shuttle seen in the episodes of TOS. In spite of what has been said about it, it is warp-capable.

Type 3 Shuttle: This is the shuttle used in ST5.

Peregrine Type 1: This is the vessel seen being flown by the Maquis. It is roughly the size of a modern day F-14, and would probably be used for comparable missions. It saw widespread use during the Dominion War episodes of DS9. This is one of the vessels that would be placed on starships functioning as a carrier. It has a flight crew of 2.

Type 6 Shuttle: This is the rounded shuttle seen in the later episodes of TNG. It resembles a chopped and modified version of the Type 3. One of them was given to Scotty at the end of the episode "Relics."

Type 17 Warp Pod: This is a warp-capable pod designed by Rick Sternbach that was posted online, but never made it to air.

Type 8 Shuttle: This is an updated shuttle, with a slight resemblance to the Type 6, but slightly more streamlined.. It was seen in early episodes of VOY.

Type 9 Shuttle: This is the vessel seen in later episodes of VOY. It is also known as the 'speedboat,' due to its more radical streamlining.

Type 10 Shuttle: This is the shuttle seen launching from the belly of the Defiant in later episodes of DS9. Its nacelles resemble those of the Defiant.

Hammerhead Mk II: This is a warp-capable version of the above vessel. It could be used

in concert with the Peregrines and the next entry. It would serve the same functions as the above, but with a limited interstellar range.

Valkyrie: This is a non-canonical vessel created for the PlayStation game, Star Trek: Invasion. They gave it a variety of weapons that were completely beyond its capabilities, but then again, it needed them for the game. For use by the Simulator, the systems would be made more reasonable.

Usage Class 1

These vessels are the largest ones to be carried by capital vessels, and the larger ones can be considered to be starships on their own. They have powerful warp drives, defensive weapons, and have partially or fully compartmentalized interiors. They are limited to 2 decks.

Karekh: This is a FASA vessel, created by the Vulcans as an exploration vessel.

C'Laih: This is a FASA vessel, created by the Caitians as a long-range shuttle.

Scorpio: This is the FASA vessel, used like a Coast Guard cutter.

Peregrine Type 2: This is an enlarged version of the above vessel. It dimensions are double those of the Type 1 in all 3 dimensions. This is the larger vessel used by the Maquis in the TNG and DS9 episodes. It could probably carry up to a dozen people, or a decent amount of cargo.

Raider Type I: This is the smaller version of the vessel used by the Maquis. It is roughly the size of the Type 2 Peregrine. It was used by Lt. Ro in her final episode of TNG.

Danube Runabout: This is the vessel seen on TNG and on DS9. It is the largest vessel likely to be carried by a starship, and probably no more than a few at that. They are used mostly on space stations, and as courier vessels.

Type 9A: This is the cargo shuttle seen in the TNG manual.

Type 7 Shuttle: This is the large rounded vessel seen in the early episodes of TNG.

Intrepid Aeroshuttle: This is the Intrepid-class Captain's Yacht. It is mounted on the underside of the saucer, and would resemble a winged version of the Danube-class. It was never seen on screen, but was published in a canonical book called Starship Spotter.

Sovereign Yacht: This is the Captain's Yacht for the Sovereign-class starship. It is seen in the movie ST: Insurrection. It is normally stored in a specially made cavity below the saucer torpedo launcher.

Type 11 Shuttle: This is the shuttle used in the above movie by Picard and Worf to recapture Data.

Talon: This is the shuttle used by Data in the above movie.

Delta Flyer: This is the vessel seen on VOY.

Argo: This is the shuttle used by Picard in ST:Nemesis.

Usage Class 0

These are similar vessels to the above entries, but much larger. They have 3 or more decks. The smaller ones are often used as merchant vessels, using the extra decks for cargo storage. The larger ones used warp cores for main power. They are also used as initial survey vessels for new systems, with the capital vessels doing a follow-up as a prelude to colonization.

Chameleon: This is a FASA vessel that acts as a courier and scout.

Sawyer: This is a FASA vessel that acts as a long-range non-combat scout.

Argon: This is a FASA vessel that acts as a commercial freighter.

Mission: This is a FASA vessel that acts as a courier and scout.

Tavares: This is a FASA vessel used as a commercial freighter.

Silverstrike: This is a FASA vessel used as a mining scout and prospecting vessel.

Greyhound: This is the FASA vessel found in the Federation Recognition Manual.

Pulsar: This is also found in the above manual.
Charles: This is a FASA vessel used as a merchant vessel and as a Marine dropship.
Berena: This is a FASA vessel used as a merchant vessel.
Ju'Day Raider: This is the larger version of the vessel used by the Maquis. It was used by Chakotay and his crew in the VOY pilot.
Aerie Surveyor: This is the vessel used by the Hansens to find the Borg on VOY in the episode "Dark Frontier."

SUBCLASS CHECKLIST

Subclass vessel advantages
- highly maneuverable
- MPR less than or equal to 1
- very effective against comparable-sized vessels
- difficult to target
- very modular, allowing for high levels of adaptability for multiple missions
- strength in numbers
- virtually all are landing-capable
- useful in situations when transporter usage is not possible

Subclass vessels limitations
- minimal superstructure
- low-powered, short-range beam weapons
- low-powered, limited capacity tractor beams
- limited capacity for carrying projectile ordnance
- minimal shielding
- limited flight endurance
- low maximum warp speeds, rarely above Warp 7
- limited carrying capacity for passengers and/or cargo
- limited computer capacity
- limited tactical strength when used alone
- limited transporter capacity and range
- minimal emergency escape capacity
- become individually less effective as capital vessel target size increases
- automatic repair difficulty increases as size decreases

Subclass vessel missions
Military:
- ground attack operations in support of ground forces
- reconnaissance in support of ground forces
- interception of enemy ground attack and reconnaissance vessels
- defense of orbital installations, starships, and solar systems
- operations against atmosphere flight-capable enemy dropships, shuttles, and starships
- ECM, ECCM, and ELINT missions
- quarantine enforcement
- solar system patrols
- anti-piracy missions
- anti-smuggling missions
- subclass-to-subclass dogfighting
- boarding actions

Non-military
- exploration
- transportation of cargo and personnel
- utility
- construction
- diplomatic
- search and rescue
- flight training
- trade
- law enforcement

Possible Subclass Modules
- warp nacelle(s) (optional)
- matter/antimatter fuel cell for warp drive (optional)
- sublight propulsion
- deuterium fusion cell (for sublight propulsion and onboard power)
- main control section
- computer system
- miscellaneous onboard systems (life support, SIF, IDF, gravity, etc.)
- power transfer conduits
- projectile launcher system
- beam emitter circuitry
- shield grid system
- primary sarium krellide power cell
- secondary sarium krellide power cell (for powering weapons, shields, etc.)
- transporters
- sensors
- thrusters (maneuvering and propulsion)
- tractor beams
- cloaking device
- cargo holds
- staterooms
- engineering control section
- fuel storage
- consumables storage
- airlock
- utility access corridors
- escape pods
- sanitary facilities
- external ordnance hardpoints
- laboratory
- general purpose
- personnel transport
- aerodynamic control surfaces (i.e. wings/canards/tails)
- medical bay
- recovery bay

Subclass vessel power systems
Primary power: matter/antimatter fuel cell (warp-capable)

deuterium fusion cell (non-warp capable)
Secondary power: deuterium fusion cell
deuterium/tritium fusion cell (Klingons only)
Tertiary power: sarium krellide rechargeable power cell

Power grid requirements:
Constant supply needed:
- Control section
- Onboard systems
- Inhabited sections
- Computer and auxiliary systems
- Antimatter containment fields
- Fusion containment fields

Stand-by power needed:
- Transporter
- Sensors
- Transceivers

Intermittent power needed:
- Beam weapons
- Projectile launcher system
- Deflectors
- Shields
- Thrusters
- Tractor Beams
- Cloaking Device

00:01 TERMINOLOGY

INTRODUCTION TO VESSEL DESCRIPTIONS

The nomenclature used to describe starships and their varied forms has changed dramatically since the early days of space flight. Modern terminology is both inclusively specific and broad based, describing the general size, function, capabilities and even assignment of a given class of starship. Terminology has also crossed cultural and political boarders, with many nations adopting the terms of an enemy power in an attempt to help understand transmissions and deciphered messages.

Generalized descriptions are also used for many vessels. These general descriptions refer primarily to the overall function and profile of a given vessel, despite its class or capability. Such terms are often linked to several classes of vessel, and can be used to understand the overall profile used by a given ship.

More often than not, most descriptions indicate only a minor difference between vessels. Cruisers and Heavy Cruisers are both designed to conduct deep space research. Size and crew compliment are somewhat different though. The difference between a Cruiser and Research Cruiser indicates that a Research Cruiser is more specialized. Often, descriptions will indicate a single advantage of a given class, at the cost of other systems or capabilities. General listings can be used to compare broad based vessel descriptions, but examination of details is best when comparing vessels of the same type.

As in science, ships are divided into a number of sub-categories listed here:

Type – Refers to the overall vessel grouping, such as Destroyer, Cruiser or Freighter.

Category – Another generalization term, category refers to a broader classification of vessels, such as combat vessels, support vessels, exploratory vessels, etc. Various categories of vessels may have different classifications or be of different types, but all have the same mission parameters. (i.e. The Exploration category may include scouts, explorers, heavy cruisers or research cutters. All these vessel types are charged with research, exploration and data gathering.)

Classification (Class) – A mission specific title, classifications include heavy, light, tactical, fast and a myriad of other titles to help describe specialized capabilities unique to a starship. ClassificatVessels of the same classification will often sacrifice the same equipment to help fulfill their classification requirements (i.e. all Heavy classified vessels are larger, more crew intensive and more expensive than standard classified vessels.)

Assault – The Assault classification refers to vessels designed for prolonged combat and military operations. Most Assault classified vessels are designed to engage a single target and to maintain a combat posture longer than other vessels, be it attacking a ground instillation, enemy starship or star base. Most firepower on an Assault vessel is concentrated to the front or rear, allowing a massive blow before fulfilling its secondary mission protocols.

Attack – The Attack classification is used to describe vessels designed to attack a single target, while fending off other smaller targets, be they escorts, combat fighters or destroyers. Attack vessels often employ weapons that can be used against any vector, but that can be quickly focused on a single target. Attack vessels do not have the overall firepower of an Assault classified vessel, but are better capable of defending them-selves and other vessels in their unit.

Battle – An extremely specific designation, the affix “battle” is used almost exclusively with the cruiser class of vessels, and is most prevalent in the Klingon Navy. Battle classified vessels use a number of highly specialized on-board systems to conduct multi-mission military operation against space-born targets, most often, other combat starships. Battle classified vessels are surprisingly expensive, due to a large number of specialized sub-systems, including specialized sensors, redundancy systems, intelligence gathering equipment, weapons and defenses. In starship combat, Battle classified vessels are best known for their heavier than normal offensive weapons, as well as often having unusual weapons systems, including specialized transporters, mine laying systems, solid shot or mass mover weapons, and even specialized torpedo munitions. Battle classified vessels often sacrifice crew comfort to provide the necessary internal spaces required for these unique systems.

Diplomatic – Most diplomatic classified vessels are used to allow a safe location for interaction between government representatives and other political, industrial and military officials. Diplomatic vessels are highly specialized, allowing delegates from various worlds to create environments that are conducive to negotiation, treaty creation and other legal interactions that would most often require a ground station or star base. Diplomatic vessels allow each onboard location to be modified to support various environments, and a host of specialized equipment to allow several delegates from various environments to meet or work together. Diplomatic vessels are also renown for their extensive communication systems, allowing interaction between various planetary computer networks and delegates. Diplomatic vessels often have a specialized culinary systems and unique medical facilities, although at a somewhat reduced level.

Exploration – This specific term describes vessels that have a number of specialized sub-systems for exploring, mapping and recording deep space areas and planetary systems. Although quite capable of conduction research, most “Exploration” classified vessels are used to gather data, to be interpreted at a later date.

Fast – The term “fast” describes vessels that are designed to fulfill one of two general parameters. Most fast classified vessels are significantly faster or more maneuverable than vessels of similar class or type. Fast vessels often have maneuverability equivalent to vessels half their size, sacrificing crew comfort, internal compartments and weapons to make room for oversized engine support systems. Fast vessels can usually cruise at a higher top speed for a greater period of time than similar sized vessels. Fast vessels, like other specially classified vessels, are cramped and expensive to maintain. Most are very successful when employed correctly.

Heavy – The term “Heavy” describes vessels that are larger and more crew intensive then standard vessels of the same class. Heavy vessels are often more powerful, have a greater number of resources, both military and non-military, and have longer range, but are much more expensive to build and maintaine.

Leader – Usually a suffix title, the term Leader refers to a specially equipped vessel designed to coordinate small unit operations for starships of a similar class. Most Leader classified vessels have extra communication equipment, heavier weapons and extra departments that allow for the tactical planning and evaluation of front line operations. Not as large or as diversely capable as a Command vessel, Leader classification none the less full fill many of the same roles.

Light – The generalized term of “light” describes a vessel that is smaller than it’s standard cousins. Most light vessels have a smaller crew, lighter weapons, and a shorter range than standard or heavy vessels of a similar nature. They are also often less expensive and yet nearly as capable as their large brethren.

Medical – Medical describes vessels designed as emergency support ships. Most medical classified vessels are more than just mobile hospitals, often having specialized recovery systems, starship support

equipment and expansive search-and-rescue capability. Although not equipped for full salvage, many medical classified ships do have the ability to take on not only a myriad of injured persons, but large groups of refugees and displaced persons. Medical vessels also have rare medicines and treatment systems on-board, as well as the ability to produce such items quickly. Medical vessels are rarely used as combat vessels, but are know to be capable of defense, although at a reduced level. Most medical vessels also have very extensive exo-biology research systems, allowing Medical classified vessels the ability to act as a highly detailed research vessel near medical disaster worlds.

Medium/Standard – The "Medium" or "Standard" classifications are rarely used, but are used to describe a full function mission specific vessel. Standard vessel fulfill, precisely, the required mission statements, be it military, exploratory or transport. Medium or Standard is only used when describing a larger classification system. Most vessels will simply use their ship designation, such as Cruiser, Destroyer, Freighter, etc. The term Medium Freighter would only be used when describing other freighters of similarly function but different class (i.e. light freighter, medium freighter, heavy freighter, fast freighter etc.)

Patrol – Patrol describes vessels used primarily within a governments boarders, to monitor, patrol and defend known space lanes and areas of friction. Patrol vessels often have a shorter range when compared to other vessels of their type. They also have a greater overall number of weapons and resources, but less diversity. Patrol vessels do not have the research capability of other vessels, opting for medical systems and specialized detection equipment. Patrol classified vessels are often employed as support for other in-system and deep space defense craft, including Cutters, Monitors and Escorts. Patrol vessels are often assigned to "mid-points" between two star systems or patrol areas, and are intended to rapidly respond to trouble at either of the locations.

Penetration – Penetration vessels are military ships designed to operate completely independently, move into a specific area or to a specific target, and engage and destroy said target. Most Penetration vessels utilize stealth and heavy forward firepower to completely overwhelm a target. Penetration vessels are often capable of attacking and destroying a single target while under attack by other vessels. Penetration vessels are used as part of a coordinated attack plan during times of war. Most Penetration vessels do not actually patrol, but are charged with waiting at a predetermined location, and to move and attack a target should hostilities break out. More than any other vessel classification, penetration classified vessels have very little communication with other ships, ground posts or even friendly combat squadrons. Most penetration-classified vessels are heavy and small, often being likened to early underwater submarine craft found on most planets.

Pocket - The term "pocket" most often refers to a very large vessel class, such as Dreadnought or Battleship. Pocket versions of these vessels are usually smaller than their larger cousin, sacrificing crew comfort and other internal systems for general function. Most "pocket" classified vessels are capable of fulfilling all the requirements of a standard vessel type, but in a much more "cramped" condition. Pocket vessels require a much larger support network, but are cheaper and easier to build and repair.

Police – An unusual designation, police vessels are known for their short range, light crews and light weapons, all creating an inexpensive but effective short range vessel. Police vessels are often built by major governments and loaned to local systems to enforce shipping laws, battle local pirates, and provide a moderate support role away from hostile boarders. Police vessels can operate away from support areas, but only at reduced capability. Police vessels often use lighter weapons, specifically tailored to combat pirate activity and disable vessels that are in the act of breaking local laws. Unlike cutters and other patrol vessels, Police vessels are also equipped to detain prisoners, conduct search-and-rescue mission and interact with local law officials, who often have specially designated offices located onboard. Police vessels primary operating mission is the support and defense of local systems, often overriding interstellar mandates from major governments such as Star Fleet or the Romulan Empire. Police vessels are one of the most inexpensive combat vessels to build and maintain.

Research – The research classification is used to describe vessels who's systems are designed to conduct specialized data gathering and interpretation an a given subject, be it space born or planetary bound. Research vessels can arrive at a location and conduct extremely protracted, detailed study of a target, and often have internal space dedicated to on-loading of special equipment or new research material.

Strategic – Strategic describes vessels that are built to attack the support, secondary, and "beyond the battlefield" targets associated with starship combat. The most notable target of Strategic oriented starships is the targeting of starbases and outposts that lend support to front line combat forces. Ground outposts, in system support ships, tenders, repair docks and a long list of other targets also fall under the guise of Strategic vessels. Strategic vessels have heavier weapons, with most of their weapon load focused forward to allow a powerful first strike. Many are faster than standard vessels, allowing them to travel great distances to achieve their objectives.

Strike – Strike refers to a vessel or group of vessels that are designed for combat; specifically to engage a single target, be it a known group of enemy ships, a ground instillation or other pre-determined objective. Strike vessels are able to fulfill their other mission directives, but to a lesser degree, employing a number of specialized on-board systems for their given task. Strike vessels are most often used to attack monitoring stations and patrol vessels along the front lines, providing a disruption of enemy responses.

Tactical – Tactical vessels describe ships that are designed to engage enemy forces along the front lines and boarders of a given government. Tactical vessels are designed with extended redundancy and other secondary systems to support multiple combat engagements.

Through-Deck – "Through Deck" describes a vessel that has an open hangar deck that passes "through" a given level. One side is used to on-load shuttles, fighters or cargo containers, while the other end is used to launch or discharge said items. Through-deck vessels employ a number of specialized safety systems, including emergency transporter recovery systems, should shields fail and expose the deck to space. Internal tractor beams for manipulation of cargo or damaged craft are also employed, as are full battery back-up systems that are separate from the main power source. Extremely expensive, through-deck vessels are nonetheless very useful.

Torpedo / Missile – A seemingly specialized designation, Torpedo or Missile classified vessels actually have a wide variety of specialty uses. These vessels are designed to launch and control large numbers of both offensive weapons and other "tube" mounted ordinances, including space probes, satellites, communication equipment and other specialized systems. When used in a combat role, Torpedo/Missile classified vessels are used not only as intelligence gathering platforms, but in combat are used to force enemy vessels and squadrons to adopt a high mobility defensive posture, as well as expending valuable energy on a multi-sphere attack defense. When not on patrol or in a military situation, most Torpedo/Missile classified vessels are used to help deploy and maintain sensor rings or study phenomenon that require multiple probes and sensor systems. Torpedo/Missile classified vessels are often less expensive than standard vessels to build, but are more expensive to maintain. Most have only a limited ability to conduct modifications on equipment or construct new torpedoes or probes, requiring re-supply after lengthy missions.

War – A recent nomenclature addition, War classified vessels are specifically designed to conduct extensive military operation away from local support for prolonged periods of time. War vessels are considered "over-armed", with weapons far exceeding their normal

weapon load. Most War classified vessels, like Dreadnoughts, are designed for specific target use, being posted to bases and planets while not in use. War vessels are known for using tremendous amounts of consumables, exceeding even troop transports and frigates. War vessels are also designed with tremendous survivability built in, incorporating quadruple redundancy throughout the entire vessel. War vessels can have their systems so re-routed during combat, that attacking vessels often over-estimate the ability of a war vessels. The redundancy come as a high comfort reduction, with crews heavily billeted and even officer forced to share quarters. No recreation facilities or science capability is associated with War classified vessels. War vessels also require three to four times as long to repair and refit, with most requiring a complete overhaul of a vessel for even the simplest of maintenance. War vessels also have a surprising energy curve, requiring more fuel than standard vessels. Despite the setbacks, War vessels shear survivability has guaranteed them a place in most navies.

Nomenclature is most often used to delineate vessels assigned to a single mission. For example, a nebula might become the focus of a research task force, including a Survey Cruiser for gathering full data on the gas movement within the nebula, several cruisers to conduct specific research on newly forming stars, including light and heavy cruisers. A freighter may also be assigned to re-supply the unit, protected by several escorts.

If the unit is large enough, a Command Cruiser may be assigned to co-ordinate operations, as well as a Strategic Cruisers and several destroyer for defense. A shuttle carrier or through-deck cruiser may also be assigned to provide extra shuttles for the operations. Fast scouts may be assigned to quickly skirt the perimeter of the Nebula during experiments and a repair tender may also be assigned if the operation will take an extended period of time. Only when discussing the various units will the full nomenclature be used.

Because most star navies are also tasked with the defense of both the home world and other allies or colonial holdings, a military approach is found among nearly all larger space organizations. Although not all races are war-like, the military approach to personnel and their deployment is often the most efficient way to conduct operations, which influences not only the design and armament of many starships, but the overall use and structure of units and their deployment.

01:01 BATTLESHIPS

INTRODUCTION TO BATTLESHIPS/DREADNOUGHTS

The battleship class of vessels consists of several large, combat oriented starships used for frontline military combat and defense. As is standard Federation Policy, all Federation Battleships and Dreadnoughts have science capability as well as other standard Starship requirements. Because of the massive investment associated with their construction, many other governments also include some basic form of multi mission capability. Battleships are the largest front line starship in most fleets.

01:01:01 DREADNOUGHT

Dreadnoughts are classified as a mission specific, multiple target engagement platform, designed to attack a specific group of targets and provide support for military actions both within and outside established boarders. The most notable aspect of recent dreadnoughts has been the addition of a third warp nacelle. The controversial decision to add a third nacelle does give the Dreadnought a tremendous advantage in combat. Because driver coils can be phased in and out of the warp field, even at high speeds, Dreadnought can use lighter engines and still maintain power levels equivalent to a Heavy Cruiser or Battleship. Dreadnoughts can reach higher top speeds than other starships and can often maintain these speeds longer than other high-speed vessels. Dreadnoughts are designed for quadrant defense, with weapons grouped to protect specific quadrants of the combat area while still maintaining a powerful striking ability against a single target.

The Dreadnoughts unique design does produce a reduced effectiveness for multi-mission roles. Dreadnoughts have even less space devoted to first contact and exploration missions, making them ineffective for exploration. The space disadvantage inherent in Dreadnoughts also extends to the engineering spaces. Most Dreadnoughts have very limited space for crew comfort due to the enlarged engineering and extra support systems needed to maintain the third warp engine. Balance problems with tri-engine designs have plagued Dreadnoughts since first launched. Even modern Dreadnoughts require larger crews to monitor and maintain the multi-engine designs. Dreadnoughts are often more expensive than conventional Battleships but are easier to maintain in the field. Dreadnoughts also have a significant Command-and-Control system allowing them to act as the centerpiece of a large fleet. Dreadnoughts, despite their weight and size, are surprisingly maneuverable, and have proved their ability time and again.

01:01:02 POCKET BATTLESHIPS

The term 'Pocket Battleship' refers to smaller battleships found along several boarders near non-hostile areas where pirates and raiders are common. Unlike their larger cousins, Pocket Battleships do not have the overall size and power associated with heavy combat. Pocket Battleships have greater speed and agility, allowing them to pursue light raiding craft or engage a large contingent of shuttlecraft. Pocket Battleships are used in concert with Escort Cruisers to help defend convoys near unsecured trade routs. Pocket Battleships are often mistaken for Heavy Cruisers or light to medium Dreadnoughts. They are less resource intensive, requiring a smaller crew and less fuel for a standard cruise. Pocket Battleships also have lighter weapons, albeit in greater numbers, to help cope with it's primary mission designation. Pocket Battleship are capable of engaging heavy combat vessels, and are used as combat support cruisers during times of war. Pocket Battleships do not have the expanded command-and-control ability associated with other heavy combat craft.

01:01:03 SEMI-DREADNOUGHT (Pocket Dreadnought)

The Semi-Dreadnought, also known as the Pocket Dreadnought, is an amalgama of varied projected uses combined in a single medium to heavy combat platform, used to conduct a combination of ground assault and fighter support on a smaller scale than the Assault Frigate or Assault Ship. The Semi-Dreadnought is more independent than most front line assault vessels, able to conduct Heavy Cruiser military operations with the added capability of using two the three fighter wings during it primary mission. Most missions assigned to the Semi-Dreadnought are of an independent nature, freeing up escorts and other cruisers to conduct more detailed operations. Most Semi-Dreadnought had a very small science department, no research capability, and limited first contact ability. None the less, the Semi-Dreadnought can conduct some exploratory operation while maintaining the ability to operate as a Dreadnought when the need arises. During their military missions, Semi-Dreadnought are often used to assault small outposts.

01:01:04 STANDARD BATTLESHIP

Standard Battleships, simply referred to as Battleships, are the largest and most powerful combat ship in most naval arsenals. Designed to move into a hostile area and engage multiple enemy targets, a Battleship is a perfect example of Multi-Vector Point Defense. While stationary, a Battleship can bring dozens of weapons to bear on a number of targets during combat. Battleships often mount the largest and most powerful engines, multiple weapons systems with multiple redundancy capabilities, and a host of other military systems, including large fighter wings, specialized intelligence gathering probes and shuttles, multiple sensor systems and command-and-control systems that allow a Battleship to act as a fleet command vessel. Battleships also have excellent emergency recovery systems, long-range communication equipment and a large contingent of repair and tender systems, allowing Battleships to act as a centralized mobile command post.

But the power and flexibility of the Battleship does come at a price. Many Battleship designs are prohibitive in both material and cost, owing to the low number of classes and hulls built. Battleships are often underequiped to deal with exploration and first contact missions and spend a great deal of time on long-range patrols near hostile boarders. This coupled with the intense resource requirements to even maintain a Battleship does reduce the ability to produce new ships.

01:02 CRUISERS

INTRODUCTION TO CRUISERS

Cruisers are by far the most numerous and varied craft in most space navies. One of the oldest designations, the term Cruiser refers to a large array of vessel types and sizes. Cruisers can be both general purpose and mission specific, with many capable of autonomously switching between the two extremes when needed. Cruisers are not as large or powerful as Battleships or Dreadnoughts, but can often be as effective in military conflict. Cruiser are also highly varied in their abilities to explore and expand the boundaries of established governments. First contacts, stellar and planetary research as well as diplomatic negotiations are all well within the purveyance of Cruiser class vessels. Cruisers can also easily switch to medical emergency mode, search and rescue and evacuation when needed. Most cruisers have a large science base, consisting of numerous sensor system, independent science labs and numerous on-board departments that specialize in a wide variety of space and planetary science. Cruisers often have a large engineering contingent, giving a cruiser unique forward capabilities while in deep space. Cruisers can maintain lengthy patrols and explore well beyond the boundaries of established boarder space. Cruisers are often well armed and very capable of defense and combat when necessary. Cruisers are the mainstay of the Romulan Navy, and an expansive part of the Federation and Klingon Navies.

01:02:01 BATTLECRUISER

When first introduced, the designation of Battlecruiser was considered the most controversial annotation for Star Fleet. But other governments and various conflicts soon cemented the use of these highly specialized large combat craft. Battlecruisers do not have the multi-project research capability of other Exploration vessels, but do bring together many other aspects of standard Cruisers into a surprisingly lethal package. Battlecruisers focus most of their abilities into a combat platform designed to engage both multi-vessel units or larger single combat vessels. Battlecruisers are often more heavily armed, but are more expensive to maintain.

01:02:02 COMMAND CRUISER

Command Cruisers are designed to operate as mobile star-bases and tactical operations focal points during both emergency situations and times of conflict. Command Cruisers act as a Flagship for medium to large fleets, often superceding command of Battleships or Dreadnought. Command Cruisers can coordinate the operations of nearly 100 or more other vessels, having specialized on-board Command-and-Control systems, tactical data systems, and on-board analysis systems that allow a front line commander to quickly assess the changing political and military situation for dozen of parsecs. Command Cruisers are able to coordinate large scale research operations, but have only a moderate research ability themselves. Most Command Cruisers are equal or larger than Heavy Cruisers, and have firepower equivalent to most Dreadnoughts. Command Cruisers do have a much shorter range, owing to the large number of extra crew members on-board, which often include Intelligence operatives, special-forces personnel, Military strategists, tactical engineering/analysis personnel and other specialized military or research personnel. Command Cruisers also have surprisingly extensive repair and medical systems, allowing them to act as a rescue vessels when necessary.

01:02:03 DIPLOMATIC CRUISER

Perhaps the strangest of all cruiser designs, the Diplomatic Cruiser is a cross between Heavy Cruiser, Survey Cruiser and Command Cruisers. More than any other vessel, Diplomatic Cruisers have a very wide variety of crew specialties, including cultural analysis, intelligence operatives, military advisers, diplomatic specialists and political advisers. Most Diplomatic Cruisers are commanded by Commodores or Admirals and are sent to rendezvous with new races or worlds that currently have political or military trouble with their neighbors or require a mediation of trade and negotiation of treaties. Diplomatic Cruisers have a large number of oversized staterooms than can provide accommodations for any know atmosphere. They are also equipped with special conference rooms that can allow persons from different atmospheres to meet face to face. Diplomatic Cruisers have secure communications facilities, extensive medical support systems and a surprisingly powerful tactical suite, capable of aggressive defense when necessary. Diplomatic Cruisers are preferred for use as neutral ground during negotiations, and have a wide range or abilities to adapt to dangerous or unforeseen situations. Not quite as pliable as a heavy cruiser, Diplomatic Cruiser are none the less able to conduct extensive operations during their missions. Diplomatic Cruiser do lack the research ability of other cruisers, using the space for meeting rooms, data interpreting facilities and extended guest quarters.

01:02:04 EXPLORATION CRUISER

Exploration cruisers are specifically designed to map and explore deep space. Although they posses the capability to conduct first contact and terrestrial investigations, their primary systems are dedicated to mapping solar systems, stars, comets and other deep space objects. Exploration Cruiser are often larger than standard cruisers, and have extended patrol capability, larger fuel reserve, and better crew accommodations. Most are used as scouts during times of conflict.

01:02:05 FAST CRUISER

The Fast Cruiser is considered on of the most expensive main line production vessels, and yet fills a unique niche that is unparalleled in Fleet Operations. Like other Fast Classified vessels, Fast Cruisers have better maneuverability and faster warp speeds than standard cruisers, sacrificing internal space for the additional equipment necessary to help keep the engines in balance. Fast Cruisers help provide not only a high speed military response, but the ability to quickly move research and exploration equipment into an area that may be experiencing rapid changes. Surprisingly, most Fast Cruisers are used for just such a purpose, responding to ephemeral phenomenon that would normally have dissipated before the arrival of a standard science vessel. Fast Cruisers are also used for quick diplomatic response, allowing policy makers the ability to quickly respond to shifts in local governments.

In their combat role, Fast Cruisers are employed in the periphery of fleets, able to maneuver with destroyers and other lighter vessels, while maintaining the ability to quickly respond to gaps and other tactical dangers while in fleet maneuvers. When not actively employed in fleets, most Fast Cruisers are assigned to independent patrols near unexplored regions, able to respond to new threats when they appear. Most fast cruisers are well armed, despite the fact that internal space is at a premium. Most front line fast cruisers are equipped for lengthy patrols, with excellent recreational facilities. Crew quarters and research facilities are often cramped, though, and many crew members are rotated out after lengthy missions. Only the Gorn seem to build roomy Fast Cruisers, most of which suffer maneuverability problems, yet maintain their above average top speeds.

Fast Cruisers must employ several unique sub-systems to help maintain their high speeds. These systems often triple the basic cost of a Fast Cruiser. Fast Cruisers also employ special replicator and reclamation systems that help to extend their range. Despite these costs, Fast Cruisers are a popular command, and remain a potent tool for most governments.

01:02:06 HEAVY CRUISER

A Heavy Cruiser is perhaps one of the most popular command assignments within most space faring navies. Heavy Cruisers are designed to maintain their exploration and research capabilities well beyond the boarders of known space. Heavy Cruiser

can operate independently for up to 5 years at a time, and can call on a greater level of onboard resources than standard cruisers. Most heavy cruisers have a larger science department, larger engineering department and better command department, all owing to the independent nature of Heavy Cruiser operations. It is not uncommon for Heavy Cruiser to be used as front line battleships, command-and-control vessels, long-range explorers and multi-phenomena research platforms. Heavy Cruiser are the largest and most expensive main line production vessels.

01:02:07 HUNTER-KILLER

A dangerous new classification, Hunter-Killers are nearly always cruiser sized vessels designed to hunt and eliminate a specific type, and more often a specific class of enemy vessel. Although this type of operation had been conducted for many years, it was not until recently, when the Romulans began deploying Hunter-Killers to attack Klingon built Bird-Of-Prey vessels that the nomenclature became commonly used. Hunter-Killer vessels focus all of their resources to defeating the know defenses of a given class of vessel, either with sheer firepower or other specialized systems to exploit weaknesses that have been discovered. Many Hunter-Killers are themselves captured and re-armed versions of the vessels they hunt.

Hunter-Killers operate with a wide range of latitude, but require a frightening support network to operate efficiently. Because of the specific systems onboard, most Hunter-Killers are useless for other missions, and must focus all their resources on attacking and defeating their prey. Hunter-Killers use special sensors, over-powered weapons, specialized munitions, and in some cases simply extra armor to help achieve their objectives. These systems often take up valuable cargo space, reduce or eliminate science stations, reduce crew accommodations and shorten the over-all range of most Hunter-Killers. Hunter-Killers also increase construction costs by a tremendous amount, often costing twice what a standard cruiser would cost. Many also take extra damage while engaging their foe, burning out costly circuitry, over-loading computers and damaging shield systems. Despite the costs and shortcomings, Hunter-Killers prove invaluable when used against their intended target, and are often as much a boost for morale as an effective combat craft.

01:02:08 LIGHT CRUISER

Light cruisers are designed to provide the same research, exploration and scientific multi-phenomenon capability as their larger brethren. Light cruisers often sacrifice range and onboard amenities to create sufficient room for research equipment. Light cruisers are often better at focusing all their resources on a single project, due to their smaller size and more analogous crew. Light Cruisers do not have the speed associated with other cruiser classes, but are often more maneuverable. During military operations, Light Cruisers are used in conjunction with Destroyers and Escorts to target a single enemy vessel and engage it with fire support from larger vessels, such as Heavy Cruiser or Dreadnoughts.

01:02:09 MEDICAL CRUISER

Like other Medical vessels, Medical Cruisers are designed to provide extensive medical facilities for very large groups of people. Most Medical Cruisers can take on hundreds of patients when necessary, and have sufficient supplies to operate in the field for several years. Unlike other Medical vessels, Medical Cruisers dedicate nearly every on-board lab to medical treatment and research, with many Medical Cruisers having large civilian medical staff. Unlike Medical Frigates, Medical Cruisers have fewer trauma bays, but a greater number of surgical wards. Medical Cruisers also have a greater number of non-humanoid surgical systems and a larger long-term care capability. Although able to take on a tremendous number of refugees, Medical Cruisers can not support them readily and must rely on other vessels for transportations of such groups. Medical Cruisers also have larger medicine production capability, and are able to transport or deliver mass quantities of rare medicines to other ships and planets.

01:02:10 MISSILE CRUISER

Since the advent of space born missile weapons, including the Photon Torpedo, Plasma Torpedo and tactical Missile, most races have fielded a cruiser dedicated to using these munitions as their main weapon. Many races have also learned the inherent advantages of a vessels that can launch, track and receive data from multiple space probes, giving many Missile Cruisers multiple role duty. Like other specialized cruisers, Missile Cruisers do not have the extensive onboard laboratories of larger or more research-intensive vessels, but do have the ability to gather, process and interpret details about both military and exploratory missions. Most Missile Cruisers have a highly varied crew from a number of services.

01:02:11 PATROL CRUISER

A Patrol Cruiser is designed to maintain long patrols along hostile boarders and engage in intelligence gathering missions. Most Patrol Cruisers have sufficient resources to handle a single mass emergency, but must quickly be re-supplied, unlike standard cruisers. Patrol Cruisers use shuttles, fighters and deep space probes to expand their sensor net. Patrol Cruisers also contain a larger than average crew recreation facility, due to the length of their patrols. Patrol Cruisers are usually not speedy as other cruisers, but do have sufficient power to engage enemy capital warships.

01:02:12 PENETRATION CRUISER

A Penetration Cruiser is by far the most mission specific vessel ever produced. These sleek cruiser are designed to conduct their patrols in complete radio silence, crossing into enemy territory once war is declared. Penetration Cruiser are designed to attack and destroy a single vessel or base and move on to another target without engaging other forces. Most Penetration Cruisers are extremely maneuverable, fast and well armed, often employing Phaser Cannons and Heavy torpedoes or other unique weapons concentrated in the forward firing arc. Most Penetration Cruisers can bring down the shield of even a large star base and fire a full spread of torpedoes and beam weapons within seconds. Current doctrine states that a Penetration Cruiser will conduct only one attack run and immediately go to warp, weather the attack was successful or not. Although unusual as a method of combat, the fast hit-and-run tactic can often be confusing for enemy forces, with just enough damage done to the target to force the redirection of defense forces to the area. Penetration Cruisers are difficult assignments for crew, though. With communication limited to once every 30 days, and unbelievably cramped interior spaces, Penetration Cruisers are still so effective that most governments are planning on several new version of the powerful cruisers. Penetration Cruisers have extremely powerful shields and high speed engines, often using oversized engines for their class. Penetration Cruisers limited fields of fire do make them vulnerable in a non-point defense situation, but their heavy forward firepower does virtually guarantee severe damage to any vessel that comes under their guns. Despite their unique mission parameters, Penetration Cruisers are surprisingly inexpensive to build and maintain.

01:02:13 RECON CRUISER

A recent addition to cruiser nomenclature, the Recon Cruiser is designed as a cruiser version of a scout. Most are charged with entering a hostile environment, gathering data quickly, and departing the area, often while under attack. Recon Cruisers are moderately armed, but often have drives equal to High Speed or Fast cruisers. Recon Cruiser also have oversized computer systems and larger intelligence interpreting Crew compliments, allowing for the rapid processing of raw data for tactical transmission to others.

01:02:14 RESEARCH CRUISER

Research cruisers are specifically designed to conduct intensified and detailed investigations on a single phenomenon. Unlike other cruisers, which keep their system separated, Research Cruisers integrate their on-board systems, allowing cross department data

transfer and material analysis. This unique ability is not without it's limits. Several Research Cruisers have been crippled when a single system became damaged/infected by a research subject. Although this has happened with other classes of starship, the inherent De-centralized nature of Research Cruisers does make them more prone to such accidents. Like Exploration Cruisers, Research Cruisers are used as scouts during times of conflict.

01:02:15 SPACE CONTROL VESSEL

The basic premise of the Space Control Ship was to enlarge the standard protocol and capabilities of a given Heavy Cruiser to allow a single platform to control and maintain a given sector away from primary and secondary support. When first employed, the Space Control Vessel, which was essentially an enlarged Heavy Cruiser, were able to engage several hostile targets and maintain their military capability for months at a time. Space Control Vessels were equipped with enlarged hangar facilities, used to support large numbers of fighters and other light attack craft. Space Control Vessels were also designed to support large numbers of troops, equal to most of the larger frigate class vessels. Extensive heavy firepower was maintained through the use of a multitude of various beam and torpedo weapons, and the Space Control Vessel was though to be the ultimate in front line combat vessels.

But both the Federation and Klingons, who fielded Space Control Vessels, quickly learned that the cost of these behemoth vessels was not reflected in the returns. Space Control Vessels were extremely fast for their size, often able to maintain speed with First Response units as well as Fast classified vessels. But the vessels were less maneuverable than other cruisers. The vessel could act as a command ship, mother ship for shuttles and fighters, and ground assault platform, but lacked support systems for exploration and other non-military activities. Federation designers quickly reduced the number of troops and added exploratory sub-systems. The Klingons simply accepted this drawback, and reduced their program over several years.

Since these changes were introduced, the Space Control Vessel has remained a useful platform for monitoring and controlling moderately dangerous sectors of space. Larger than a standard Cruiser, the Space Control Vessel is surprisingly inexpensive when compared to other specialized front line cruisers. None the less, it's ability to function without support, and heavier weapon load is costly to maintain, and many Space Control Vessels operate near supply posts when not on extended missions. Their military capability, coupled with their Carrier capability has made them a popular command within the Klingon Empire. To date, only a few designs are used as Space Control Vessels, and only the Klingons and Federation are known to field Space Control Vessels.

01:02:16 STAR CRUISER

The classification of Star Cruiser is a recent addition to Federation nomenclature, and is not see among other naval powers. Star Cruisers, like Heavy Cruiser and Research Cruisers, are designed to conduct deep space research and exploration. Star Cruisers are by far the most hearty of the deep space vessels, being specifically designed to operate at great distances from their home port or base of operation. Star Cruisers are often larger or faster than standard cruisers, and are surprisingly cramped for their larger size. No other single vessels classification is as self sufficient as a Star Cruiser. Most are capable of replicating any onboard system, often several times over. Star Cruisers can send crew to the surface of most planets and convert or mine raw material to allow for the vessels to operate well beyond the boundaries of any government. Star Cruisers also have more redundancy and backup than most other vessels, with nearly every onboard system having a routable back-up. Star Cruisers can conduct very lengthy research on multiple subjects simultaneously, and are equipped with a full exploration suite of on-board sensors and computer systems. Star Cruisers, while known for cramped quarters, are also know for their cutting edge recreation facilities. Star Cruisers, much like their Heavy Cruiser fore-fathers, operate independently of a planetary government, with Star Cruiser captains have a broad range of autonomy. Although inherently more dangerous, Star Cruiser commands have become nearly as popular as Heavy Cruiser commands. Star Cruisers are often significantly more expensive and resource intensive to construct.

01:02:17 STRIKE CRUISER

Strike Cruisers are designed to engage a specific target behind enemy lines. Like other cruisers, they have a science contingent and extended range. Strike cruisers are often employed to engage a specific enemy squadron and can spend month in radio silence while on patrol. Strike Cruisers are also used to transport Special Forces personnel to a desired target. Strike Cruisers must employ special sensors and costly dampening equipment to achieve their stealthy goals, but prove well worth the cost when used during times of conflict.

01:02:18 SURVEY CRUISER

This classification of vessels was first coined in the early 2250 by members of the Federation. Is has since been adopted by several empires, including the Romulans. Survey Cruisers are designed as basic data gathering platforms, capable of obtaining and cataloging a lengthy list of local conditions, space anomaly effects and even mapping asteroid fields individually. Survey Cruisers are best employed in gathering broad conditional data, and rarely have the detailed computer systems or sensors to analyze local phenomenon specifically. Duty aboard Survey Cruisers is extremely tedious in most navies, and requires dedicated science and research personnel. Missions assigned to Survey Cruisers often keep the vessels in a single general location for months or even years at a time, gathering lengthy details of every "square meter" of the surrounding space. Survey Cruisers are also used to gather data about new worlds, often observing planets that fall under the Prime Directive. Survey Cruisers can monitor all communications, planetary movements and gather general detail about weather patterns, mining operations, construction materials and other "tedious" bits of information. More than any other class of vessel, Survey Cruisers are in constant contact with their home base and knowledge repositories, transmitting raw data and information on a nearly daily bases. Survey Cruisers also have the largest passenger compliment of any vessel, allowing for the inclusion of large numbers of scientists and research assistants to remain on board for extended periods.

01:02:19 TACTICAL CRUISER

Tactical Cruisers are used primarily to coordinate multi prong front line attacks. Unlike a Command Cruiser, Tactical Cruisers can move with a rapid response force and have the ability to concentrate their combat power on a single target. Tactical Cruisers, like Battlecruisers, are limited on their research ability, but unlike Battlecruisers or Command Cruisers, Tactical Cruisers use a number of countermeasure systems to help hide their strategic importance in battle while still maintaining a multi-vectored attack approach. This unique ability keeps many Tactical Cruisers along hostile boarders in small to medium squadrons.

01:02:20 THROUGH DECK CRUISER

Although the usefulness of fighters and armed shuttles has long since been debated, their advantage in numbers has continued to provide a niche in combat. Through-deck cruisers were designed to provide small to medium numbers of fighter wings and shuttle squadrons, while maintaining a multi-capable science platform. Most Through-deck cruisers sacrifice speed or crew comfort to allow the room needed for the large hangar deck, which extends from one side, through the entire vessel. This open deck allows ships to land very quickly, unload passengers, re-arm, and even conduct minor repairs quickly, launching out the other end of the deck. Nearly two dozen unique systems are found on Through-Deck cruisers. Some include multi-trajectory micro tractor beams, used to manipulate and move shuttles quickly. Specialized crew tracking sensors and 3 man transporters are also found on board, used to track all persons on the open deck and beam them back in case of an accident. The shields

used to protect crew and prevent loss of pressure on the deck while open, are specially modulated to allow energy through, without the loss of gas pressure. This specialized system was installed on Through-Deck cruiser after it was discovered that enemy fire could overload the standard force fields. Extra crew quarters for both pilots and repair crews are also found on board. Through-Deck Cruisers also maintain a moderate combat capability, comparable to most Destroyers and Cruiser.

01:02:21 TIMESLIP CRUISER

Timeslip Cruisers are a very recent addition, with the only know version belonging to Star Fleet. Time Slip Cruisers use specially designed engines to travel back in time and observe historical events. Few of these highly specialized cruisers are able to travel more than 100 years into the past or future with-out gravitational assistance. Service on-board these vessels is very difficult, with a number of special computer protocols hard-wired into the ship, owing to the extremely dangerous aspects associated with time travel. Even ship captains can not change or tamper with the onboard security protocols without setting off a chain reaction that will utterly destroy the entire vessel and everything in it. Computer systems on-board Time Slip Cruisers do not contain equipment specifications, historical documents or technical data on combat or starship operations. Crew members serving on-board such cruiser must be totally self-sufficient in repairs and construction of on-board systems; and can not keep detailed logs or personal items, should the vessel be damaged or captured. Time Slip Cruisers are often only outfitted with sufficient supplies for very short duration missions, and do not have sufficient on-board resource to conduct lengthy patrols and operations. Computer systems are very delicate and will automatically erase their core should anything tamper with the memory systems. Several vessels have lost their entire computer core to simple “static” discharges associated with operation. Only onboard crew members know the precise formulas and calculations necessary for time travel.

01:02:22 TRANSPORT CRUISER

Rarely used, Transport Cruisers are designed to load and off-load large strategic cargos and move them quickly from non-combat to combat zones in a secure fashion. Unlike freighters, Transport Cruisers can provide a much wider range of storage and security for moderately sized cargos. Transport Cruisers also provide direct laboratory and engineering access to the cargo-bays, allowing connection of special equipment or storage systems that would otherwise be to large for a standard Cruiser. This gives the Transport Cruiser a unique niche when large research projects are conducted. Transport Cruisers are often slower or less maneuverable than other cruisers, but are significantly better armed than freighter or escorts.

01:03 FRIGATES

INTRODUCTION TO FRIGATES

Frigates are a general purpose military medium range vessel used primarily for attacking a specific space born enemy vessel or light space facility. Frigates typically incorporate a small to medium contingent of Marines or other ground/special combat forces, permanently bivouacked aboard the ship. Frigates allow for a rapid combat response with a follow-up boarding party or moderate ground assault when necessary. Federation Frigates, like all Star Fleet Vessels, do have a moderate science research capability, and many are used as support vessels while exploring hostile environment. Frigates also operate a number of specialized onboard systems that allow them to conduct military operations in more hostile environments, including double and triple redundancy systems, specialized crew safety systems and moderate fighter wings. Frigates operate in a variety of modes, most often being found in conjunction with other frigates or destroyer escorts. Frigates are most often posted to Neutral Zones and hostile boarders. Most Frigates are well armed and well defended, being capable of engaging enemy vessels that are often larger than them selves. Onboard troop complements range from platoons of 20-50 men onboard smaller frigates, through company sized forces between 100 and 250 troops (which is standard on most frigates) to small Battalion sized forces of between 400 and 600 troops associated with the largest of frigates.

01:03:01 ASSAULT FRIGATE

These highly specialized frigates are designed to engage a target for a prolonged period of time. Most Assault Frigates are heavier than standard frigates, and often more powerful. Assault Frigates have a larger support contingent, including Heavy Fighters and Heavy Assault Shuttles. Assault Frigates do not have the multi-vectored attack systems found on other specialized frigates, but do maintain the ability to act as a command post for ground operations. Assault Frigates also maintain the ability to quickly construct ground dwellings and planetary defenses, being able to garrison a planet in less than 48 hours. Most Assault Frigates operate in tangent and are often accompanied by escorts or other combat craft. Assault Frigates are well equipped to engage other combat craft, and can be a decisive factor in combat. Assault Frigates are surprisingly expensive for their size, and their large troop compliment of several Companies (up to 400 troops) can add to their initial expense and maintenance cost. Most Assault Frigates have a specific target to engage, should hostilities commence with a foreign power.

01:03:02 ATTACK FRIGATE

Attack Frigates are designed to engage several enemy starships simultaneously while maintaining the ability to deliver a powerful single target blow that can cripple most enemy starships. Attack Frigates are slower than other front line combat platforms, but have a significantly more powerful weapons base, making Attack Frigates some of the most powerful vessels in space. Most Attack Frigates maintain a medium sized troop contingent of company size (175 – 200 troops), and have a shorter range than other vessels. But their heavy firepower and multi-vector attack ability allow them to engage well defended targets. Many Attack Frigates employ special forces troops, trained in ship sabotage, deep space operations and Special Force Ground Operations. Attack Frigates have come under fire from pacifist blocks who complain about the reduced science ability of an Attack Frigate. None the less, Attack Frigates, like other combat starships, do maintain a minimum science and exploration capability.

01:03:03 ESCORT FRIGATE

This rarity of Frigate designs is most popular among the Klingons, who have dealt with pirate raids the longest. Escort Frigates are equipped as standard escort vessels, having extensive motion detection and long range general scanners, as well as sophisticated medical facilities and crew/cargo retrieval systems. Unlike other Frigates, Escort Frigates usually only have a single large Platoon of troops (up to 50 men) specially trained to board captured freighters and re-take them. Other training allows Escort Frigate troops to capture pirate and light combat craft that attack a convoy. Escort Frigates are usually faster than standard frigates, but have shorter range weapons. Many have large cargo bays and hangar facilities, as well as some repair facilities that allow the Escort Frigate to take the role of an Escort Cruiser or Command ship when necessary.

01:03:04 FAST FRIGATE

A Fast Frigate is designed to operate in one of two modes. Most Fast Frigates, like Fast Cruisers, have high speed warp drives, allowing Fast Frigates to maintain warp speeds for extended periods of time. Extra on-board systems to maintain this speed often reduces overall firepower, but most Fast Frigates can still operate as effective warships. Also included in the Fast Frigate category are the highly maneuverable Frigate designs. These Fast Frigates are designed to be extremely maneuverable, even at high sub-light speed, often being able to attack with their fighter and attack shuttle wings when necessary. Fast Frigates are not as powerful as other frigates, sacrificing power for speed and maneuverability. None the less, Fast Frigates give front line commanders a unique combat platform unparalleled by other hostile forces. Fast Frigates typically have a small platoon of between 100 and 150 troops onboard.

01:03:05 FRIGATE LEADER

Frigate Leaders are specially designed to act as a small unit command vessel, allowing unit vessels to concentrate on a specific combat target or objective. Frigate Leaders command 2 to 4 other frigate or destroyer classed vessels during combat, and act as a sector liaison between front line patrols and fleet command vessels. Frigate Leaders are often more heavily armed that standard variants of the same class, and are able to operate with impunity during combat. Nearly all Frigate Leader classified vessels are modified versions of standard frigate designs, indistinguishable from others of the class. Troop compliments, weapon ordinance and various onboard systems are often different enough to warrant a new vessel type classification for Frigate Leaders, despite their nearly identical outward appearance to other frigate class vessels. This has given the Klingons a distinct advantage, with enemy vessels forced to assume that one vessel at least is a Frigate Leader, until more information is discovered. Although used most often with other frigates, Frigate Leaders are known to also command destroyer and cruiser units, further making identification difficult. Despite their ability to free up Command Cruisers and Dreadnought, Frigate Leaders are not designed for a full command and control mission profile. Despite their limitations, and higher initial cost, Frigate Leaders are effective sub-command vessels, and can easily extend field forces effectiveness.

01:03:06 HEAVY FRIGATE

Like Heavy Cruisers, Heavy Frigates are larger, more capable versions of a standard Frigate. Heavy Frigates have a large science capability, and are often employed during hostile research missions. Heavy Frigates have a larger troop contingent of standard Marine personnel, up to a battalion of 400, although a large Company of 250 is standard. Heavy Frigates also transport troop equipment, including hover tanks, ground weapons and construction equipment. Heavy Frigates often operate independently, in comparison with other frigate designs. Heavy Frigates, like Heavy Cruisers, draw the best crews and command compliment, further enhancing their reputation.

01:03:07 LIGHT FRIGATE

Light Frigates are designed to operate as smaller unit support vessels and have the lowest troop count of any Frigate class vessel. Light Frigates are used primarily as fire support platforms and escort vessels along hostile boarders. Light Frigates rarely have a full company on board, bivouacking one large platoon or two smaller ones.

Often using internal space for equipment and standard science facilities found on other vessels, Light Frigates do fully support their on-board troops with ground weapons and vehicles, tactical Command and Control systems, medical support and communication capability during combat operations. Light Frigates rarely patrol along, and are usually paired with other light to medium frigates. Light Frigates have shorter range, despite their smaller troop complement.

01:03:08 MEDICAL FRIGATE

A Medical Frigate is designed to provide field hospital facilities on a large scale during combat. Most Medical Frigates have dozens of individual sickbays and surgical wards, large scale evacuation abilities and specialized medical research facilities. Medical Frigates are also more heavily armed than other medical vessels, allowing them to conduct operation in hostile areas or as part of a moving combat force. Like other medical vessels, Medical Frigates keep a large supply of specialized medicines and emergency ground systems that allow other vessels to concentrate on more military oriented objectives. Medical Frigates have a full range of support systems for the construction and maintenance of ground hospitals, and can conduct recovery operations if necessary.

01:03:09 STRATEGIC FRIGATE

Strategic Frigates have a significantly smaller troop compliment of 50 to 75 troops, often carrying only a single platoon of Special Forces personnel for combat operations. Strategic Frigates are designed to provide space engagement capability for Frigate units conducting other operations. Most Strategic Frigates are more maneuverable than standard Frigates and have a moderate weapons package. Strategic Frigates also have a larger support network, often equipped to supplement any single aspect of a larger frigate, should the need be required. Strategic Frigates are designed to conduct Multi-Vectored attack and defense, freeing other ships to conduct their primary mission. Strategic Frigates are designed to operate with fast moving units, often being employed as pirate hunters.

01:03:10 TACTICAL FRIGATE

Tactical Frigates, like Tactical Cruisers are designed to coordinate a multi-pronged attack against enemy ships and outposts. Tactical Frigates can also co-ordinate the use of multiple Special Operations teams from various vessels, without compromising efficiency or security. Tactical Frigate's weapon systems are designed to fend off vectored attacks from multiple targets and provide defense for assault teams. Tactical Frigates do not have the large scale equipment transporters found on Attack and Assault frigates, and are rarely used for ground operations unless absolutely necessary. None the less, Tactical Frigates do have excellent speed and maneuverability, allowing them to operate with fast response forces. Tactical Frigates usually have a Platoon or less of highly trained specialists who have a full range of on-board special equipment not normally found on front line vessels.

01:03:11 TORPEDO FRIGATE

Torpedo Frigates are often thought to be high firepower torpedo vessels, but in fact are designed to use medium to light torpedoes to support offensive space and ground operations. Most Torpedo Frigates do have more torpedo tubes than standard frigates, but often use lighter launch systems that require less computer power. This gives the Torpedo Frigate the ability to be more precise in the use of their torpedoes. Like other Torpedo oriented vessels, Torpedo frigates have the ability to launch large numbers of sensor drones and probes, which extend the tactical ability of most front line units.

01:04 DESTROYERS

INTRODUCTION TO DESTOYERS

Destroyers are a broad category of varying sized warships, used primarily as attack and patrol vessels along hostile boarders. Destroyers are specifically designed to engage enemy vessels of any configuration and maintain fire to disable or destroy an enemy force. Most destroyers are used in conjunction with other vessels and are capable of engaging other destroyers and capital ships. Destroyers have a number of specialized onboard combat systems, including Command and Control systems, Combat Information Centers, specialized deep space sensors and crew support systems. Destroyers also function as fast response vessels in and near established space lanes, responding to pirate attacks and providing heavy support for Merchant Marine Patrols near member planets.

None the less, Destroyers present a unique drawback to Federation planners. While all destroyers have moderately sized science research capabilities, most of these facilities are significantly smaller than on other starship. Destroyer's redundancy systems often take up large amounts of internal space, contributing to small crew quarters and lighter recreational facilities. To keep Destroyers stealthy, many have excellent passive sensor equipment, allowing them to detect even minute Tachyon particle movement from cloaked vessels. Unfortunately, this specialized sensor ability also means that more powerful, active scanning systems are not installed, giving Destroyers a significant disadvantage in exploration situations. Destroyers do not usually mount troops, although several designs do have boarding parties for Maritime Patrol inspections. Destroyers also have smaller shuttle bays and smaller cargo bays. Most Destroyers are home ported at a front line star base or outpost, allowing them to refurbish their stores often.

Destroyers remain a mainstay of Federation and Klingon defense, due mostly to their inexpense and combat ability. Two destroyers can often be built for the same resource cost as a single cruisers. Destroyers are also designed to be easily repaired and upgraded, with changes to their design often being made in the field.

01:04:01 DESTROYER-ESCORT

Destroyer-Escorts are specifically designed to escort convoys and other large groups of ships traveling at low to medium warp. Destroyer-Escorts use significantly more sensitive and varied sensor equipment, often allowing them to act as primary back-up vessels for scientific expeditions near hostile boarders. Destroyer-Escorts also support large marine and rescue contingents, as well as large medical bays. Destroyer-Escorts do not have the Command and Control systems associated with other escort vessels, but do have larger support craft contingents, often having more shuttles and pilots. Although rarely needed during their standard patrols, these extended abilities give Destroyer-Escorts a unique niche.

01:04:02 DESTROYER-LEADER

Like other leader classified vessels, Destroyer Leaders are capable of coordinating a squadron of destroyers, often of the same class, in a coordinated attack pattern. Most Destroyer Leaders sacrifice comfort for internal systems, with smaller crew quarters and smaller recreational facilities. Many Destroyer Leaders have larger computer systems, stronger shields and in some cases stronger weapon loads. Although useful during combat, these overpowered systems can prove very difficult to maintain in front line units. In recent years, the Klingons had found that many of the Destroyer Leader vessels that are damaged during combat, must travel great distances for repairs. Many front line repair station and MRF do not normally carry supplies for these systems. Destroyer Leaders also consume more fuel on average than other "Leader" classified vessels. None the less, the coordination abilities of most Destroyer Leader classified vessels far outweigh the disadvantages. In recent years, the Gorn and Cardassian Union have begun to add Destroyer Leader vessels to their front line combat units.

Destroyer Leaders are very expensive to build, due to the large number of specialized systems. Much of the onboard equipment must be custom built to accommodate the unique overall mission profile. This also reduces construction time significantly, with many Destroyer Leaders taking as long to construct as a typical heavy cruiser.

01:04:03 FAST DESTROYER

Like other "Fast" vessels, Fast Destroyers are designed to conduct one of two specialized speed functions; maneuverability or speed. Most Fast Destroyers are extremely maneuverable, making them difficult targets to hit during combat. High speed Fast Destroyers often have overpowered drive systems that are costly and difficult to maintain, but give planners a useful fire support platform that can maintain a highly mobile profile during both military and non-military situations.

01:04:04 HEAVY DESTROYER

The Heavy Destroyer is designed to provide significantly more firepower for destroyer units, often have equivalent combat capabilities to that of a Cruiser or Dreadnought. More maneuverable than Dreadnoughts and roomier than Heavy Cruisers, Heavy Destroyers are used primarily as focal points for destroyer squadrons and as destroyer-escorts for Battleships and other large combat vessels. Heavy Destroyers do not have the large science base of a comparable Heavy Cruiser, but do retain the excellent sensor systems and other unique systems found on cruiser class vessels. Heavy Destroyers larger size and extended patrol capability do prohibit mass production, but their combat contribution is undeniable.

01:04:05 INTERCEPTORS

A primarily Federation classification, these unique Destroyers as designed to quickly intercept pirate units and engage a superior number of small to medium class vessels. Many are simply a cross between a Fast Destroyer and PT Destroyer, taking the best and worst of both designs. Interceptors have very large engineering sections to allow for the larger warp drives needed. Interceptors often use Photon Torpedoes or Mega Phasers as their primary weapon, allowing them to cripple a single target quickly and continue pursuit if necessary. During times of war, Interceptors are used with Fast Cruisers and Fast Frigates to support fast response missions, and are often the first vessels to arrive at a trouble spot. Most Federation Interceptors are used near space lanes, since their speed and maneuverability allow them to engage pirate vessels and commerce raiders. Interceptors are surprisingly expensive in build and maintain. Their small cargo bays also require frequent re-supply.

01:04:06 LIGHT-DESTROYER

Light Destroyers are a unique light craft, pioneered by the Romulans, and still in use among many navies. Unlike other light vessels, Light Destroyers do not have the specialized systems that allow them to compete with their standard cousins. Instead, light destroyers are often used with a standard destroyer or Destroyer Leader to augment their reduced systems. Many Light Destroyers are highly automated, allowing for a smaller crew and less consumables. Light Destroyer design also favors small numbers of heavy weapons, of a larger number of medium or light weapons, with many Light Destroyer designs having only 2 to 4 main beam weapons. In recent years, the introduction of the Photon Torpedo has extended the capabilities of the Light Destroyer. Many are now armed with 1 or more forward torpedoes, with some also mounting aft torpedoes to help defend small groups.

Light Destroyers are most often using in moderate sized groups or 3 to 5 ships. Most Light Destroyers operate in packs during both military and non-military missions. Unlike other light designs, which focus on maintaining a capable but reduced secondary mission profile, Light Destroyers must concentrate all their resources during research or exploration mission. To help counter crew fatigue,

extensive and comfortable recreational facilities are found aboard most Light Destroyers, rivaling many cruisers and frigates. Even with extensive automation, Light Destroyer crews are often taxed during missions to make up for the reduced systems and light crew. None the less, Light destroyers can be built in frightening numbers when necessary, and are still capable of active combat and attack during times of conflict. Light Destroyers continue to be a primary focus of the Romulan Empire, with the Klingons also expanding their Light Destroyer fleet.

01:04:07 PERIMETER ACTION SHIP

An older designation, Perimeter Action Ships are part of a unique military strategy used against both the Klingons and Romulan during many of the early conflicts. PAS were designed to use stealth and heavy firepower to engage enemy vessels during times of war. Most PAS do not have the extensive crew facilities found on other Destroyer vessels, often being on patrol for no more than 6 month. PAS are smaller than a standard Destroyer, but have similar mass. PAS use even more specialized and stealthy sensor systems, and are designed to be mass produced easily. Most PAS do not have the research capability of a Destroyer, and rarely have shuttle bays, extensive repair facilities or emergency systems. PAS do mount a large number of redundancy systems, giving them more resilience in battle. Although easy to mass produce, PAS are surprisingly expensive, often costing twice what a standard Destroyer costs. This, coupled with their limited exploration capability has kept their numbers reduced. But their heavy firepower and other unique systems continues to create a niche not filled by a standard Destroyer.

01:04:08 PT/ TORPEDO DESTROYER

Since the early days of ocean going combat vessels, nearly every navy in known space has put into use some form of Torpedo or Missile firing surface and sub-surface ship. Most military planners realize the inherent strategy associated with high firepower Photon Torpedo combat vessels. Like the Missile Cruiser, the PT Destroyers uses large torpedo bays, and independent fire control systems to deliver a massive volley of fully armed photon torpedoes against a single or multiple targets. This ability to blanket an area with torpedoes has also given the popular destroyers a surprising niche in the science field, where they can launch dozens of specialized probes and sensor drones, while still maintaining contact with each independently. Because each bay (and often, each launch tube) has an independent fire control room, space aboard PT Destroyers is as cramped as on other specialized starship. With the added need for Torpedo casing storage, many PT Destroyers are compared to Cutters in regards to internal space. Despite this drawback, their impressive firepower continues to make PT Destroyers a viable weapon.

01:04:09 WAR-DESTROYER

The War Destroyer designation has become extremely popular within the Klingon Empire, and has begun to see expanded construction with the Klingon and Gorn navies. War Destroyers are used extensively during lengthy campaigns, with the Klingons fielding War Destroyers on extended patrols. War Destroyers are designed to operate for lengthy periods of time independently or in small groups with little or no support. Unlike War Cruisers, War Destroyers exclusively conduct military operations, and are rarely used in a non-attack role.

Most War Destroyers have extensive redundancy built into their onboard systems, as well as an extended ability to repair their on-board systems. War Destroyers rely mostly on heavier torpedoes for their extra punch, and are know for using less sophisticated sensor system to allow for the inclusion of large cargo bays and a full replicator sub-system. War Destroyers firepower is often compared to a heavy cruiser or other large combat vessel. Most firepower is directed to the Port and Starboard sides of the vessel, with torpedoes concentrated fore and aft. Gorn War Destroyers are known for heavy aft firepower to counter the superior Romulan Cloaking Devices they often encounter.

Despite the extensive specialized system found on many War Destroyers, they are relatively inexpensive to construct. Most are equal to Heavy Destroyers in the material requirements, boosting production. Within the Federation, reductions in crew quarters and other research ability are made up by a surprisingly extensive recreational facility, owing to the lengthy missions required by the class. Only a few War Destroyer designs are currently fielded by most governments. War Destroyers, while popular, are still a fairly static design, restricted in their secondary duties. When not actively on an extended mission, most War Destroyers are found in-system to conserve resources.

01:05 CARRIERS

INTRODUCTION TO CARRIERS

Carriers were originally seen as an enigma within the context of starship combat and operations. Shuttle Carriers had obvious capabilities in rescue and exploration, but little advantage in a theatre of operation. Few shuttles could withstand even a glancing blow from a starship. Most Carrier class vessels before 2270 were simple shuttle transport vessels. But by 2268, advancements in technology and design gave shuttles and their support vessels a much greater presence in the fleet. Since then, carriers have once again become extremely capable and important vessels.

Carriers are designed to fulfill several specialized niches. Most carriers are designed to expand the mission of a given starship, be it exploratory, military or medical. Carriers them selves constantly evolve, with new equipment and systems installed nearly every year. Most carriers are based with a large fleet or at a specific star base or home world and are charged with rapid response and delivery of their respective craft at a moments notice. Like dreadnoughts, most Carriers spend their patrol time less than a day's journey from their home port.

Carriers of all types carry a large variety of shuttle craft, and may be called upon to rendezvous and deliver shuttles to other front line vessels. Carriers contain berths for flight crews, pilots and often a large area for passengers, patients or troops, depending on the mission parameters. Most carriers also have large medical or storage areas, also congruent with their mission profile. Nearly all carriers has an extensive operating protocol, including emergency transporter recovery systems, rapid shuttle launch and recovery, emergency medical or evacuation protocols and extensive troop or colonist deployment plans. Although all carriers are capable of full filling any of these operations, when ever possible, specific carriers are sent, allowing specialists who have trained to conduct the mission. Many in the Carrier fleet compete against other vessels for recovery times, information gathering and emergency procedures.

01:05:01 ASSAULT CARRIER

Assault Carriers are considered the backbone of most ground force support squadrons, capable of attacking a single fixed target with extensive weapons, while supporting large numbers of attack shuttles and troop transports. Assault Carriers act as primary base vessels for ground troops and support troops, coordinating troop movement, landing zones, medical recovery and space support operations with other Assault Ships and Frigates. Assault Carriers can support entire brigades when necessary. Most Assault Carriers have large numbers of docking facilities and specialized hangar decks that allow for the mass transfer of troops and equipment to waiting shuttlecraft. Assault Carriers also have extendable docking rings used to link with other support vessels. Most Assault Carriers are larger than standard vessels of similar mass and are extremely expensive to operate for lengthy periods of time. Assault Carriers are known for their Port and Starboard weapons compliment, owing to their ground support role. As with other shuttle carrier vessels, Assault Carriers are often used during rescue missions to provide evacuation points and transport when necessary.

01:05:02 ATTACK CARRIER

Attack carriers are designed to engage several enemy targets using both fighter squadrons and on-board combat systems, while still maintaining a focused attack on a single target. Attack Carriers are usually smaller than Heavy Carriers, but maintain the same overall number of combat shuttles. Unlike Fighter Carriers, Attack Carriers have a moderate recovery capability, but are not as maneuverable or speedy as Fighter Carriers. Most Attack Carriers maintain multiple egress points to allow the command vessel to maintain a combat posture while launching fighters. Attack Carriers do not have the extensive research capability of other carriers, nor the medical base of rescue carriers. Surprisingly, they are often sent with other carriers to escort large groups of shuttles near hostile boarders.

01:05:03 ESCORT CARRIER

Although sometime associated with escorts, Escort Carriers are more often known for their fast attack capability within military convoys. Escort Carriers maintain a constant military readiness stance while escort other vessels, with their air crews often waiting "on-deck" in their respective shuttles and fighters. Escort Carriers have highly sensitive passive sensors, designed to allow commanders a first strike warning capability. Because Escort Carriers are most often used for highly sensitive escort missions or to escort combat strike forces, stress levels are high. To combat this problem, most Escort Carriers are designed with extensive recreation facilities and crew accommodations. Escort Carriers also support a non-standard 4 watch day, requiring larger numbers of flight crews and support personnel. Escort Carriers often require greater re-supply efforts.. Escort Carrier fighters are often the first response when trouble is detected, with entire wings of ship able to be launched before most enemy vessels can even decloak. Escort Carriers, like other high use carrier vessels, maintain numerous crew safety and protection systems. Escort Carriers also employ an extensive crew rescue capability, designed to secure crew members from captured or severely damaged freighters. Escort Carriers do not maintain the extensive air coordination systems found on other carriers. Escort Carriers, like other specialized ships, are extremely expensive to build and maintain.

01:05:04 FAST CARRIERS

Fast Carriers pose a difficult design challenge. The heavy, powerful engines and support systems required for a 'fast' vessel necessarily limit the amount of space and weight that can be designed in for other systems. A carrier requires considerable space and weight for it's contingent of small craft and their launch and recovery systems, maintenance bays, and specific supply needs. As such, Fast Carriers carry the smallest numbers of fighters and/or shuttles of all carrier designs including Light Carriers. Their maintenance bays are cramped and their on-board supplies are normally minimal at best. The launch/recovery systems are kept as simple as possible to reduce weight. The Fast Carriers are also lightly armed as a result, opting to use the space and weight that would go into more extensive weaponry to improve flight operations capabilities. Consequently, Fast Carriers are seldom deployed unless another 'fast' vessel such as a Destroyer or Cruiser is available to act as an escort. Few Fast Carriers are built to serve specifically as combat vessels. The Fast Carriers that are built to serve primarily as combat vessels normally carry elite squadrons to help improve the effectiveness of this ship type in combat. In a non-combat role, Fast Carrier are deployed to aid in rescue and evacuation missions and are often the first to arrive on the scene due to their speed. However, their limited supplies and cramped on-board space make them more suited to support such operations instead of leading them. Fast Carriers find their greatest utility as fast re-supply vessels, carrying replacement fighters and shuttles to other carrier types. During military campaigns, their swift re-supply of fighters and assault craft along with replacement crews to front-line carriers is vital in maintaining the carrier fleet's combat effectiveness.

01:05:05 FIGHTER CARRIER

Fighter Carriers have been likened to the surface ships of old that would launch and recover large groups of specialized fighter aircraft. Modern fighter carriers are often less maneuverable than destroyers and are designed for fast attack strikes by their fighter wings, with moderate to heavy support from the Carrier it's self. Most fighter carriers have fairly small recovery systems, but have excellent launch protection and defense.

01:05:06 FLEET CARRIER

Fleet Carriers are the largest of the combat carriers, capable of launching dozens of fighters and attack shuttles in moments. Unlike fighter carriers, Fleet Carriers have more extensive recovery and re-arming systems. Most Fleet Carriers are well protected against other fighters, but are not designed for extended starship combat. Fleet Carriers are often employed as command vessels for other carrier vessels. Fleet Carriers also have a large medical recovery capability, allowing them to operate and coordinate rescue and evacuation operations.

01:05:07 HEAVY CARRIER

Heavy Carriers are the cruiser classed carriers designed to function as support for several specialized shuttle and fighter squadrons. Unlike combat Carriers, Heavy Carriers have extensive research facilities as well as shuttle support systems. Heavy Carriers have combat abilities equivalent to large destroyer or medium cruisers, with enough of a science base to be classified as a light cruiser. Heavy Carriers often sacrifice some maneuverability to allow for the necessary internal space for shuttle operations.

01:05:08 LIGHT CARRIER

The Light Carrier is considered a fast response multi-purpose carrier, designed to operate freely away from a home port. Most light carriers have only a few squadrons on board, but do have extensive support facilities for it embarked craft. Light Carriers are also used as long range scouts, able to co-ordinate data gathering from all of it's normal shuttle compliment, extending the "eyes" of a fleet. Light carriers are considered to have ample firepower to engage enemy destroyers, and with it's full complement of combat craft in the air, can engage enemy cruisers.

01:05:09 RESCUE CARRIER

Specifically designed for emergency operations, Rescue Carriers employ not only Shuttles, but mass transporters, energy transfer systems, and extendable shield systems that allow Rescue Carriers to lend assistance to nearly any size or type of vessel. Rescue Carriers, like other emergency starships, have extensive medical facilities, with many onboard facilities able to transform into mass trauma bays at a moments notice. Rescue carriers have extended research bays, isolation science centers and other specialized science systems, as well as onboard systems to convert entire decks of the vessel to "other atmospheric" conditions. Rescue Carriers also have a number of specialized transports that allow shuttles to drop off evacuees or injured persons without needing to physically dock with the Carrier. Rescue Carriers are rarely armed, but do maintain a minimum defensive capability.

01:05:10 SHUTTLE CARRIER

The second largest of the carriers, the Shuttle Carrier is designed primarily to provide logistic support for a great number of shuttles. Although combat capable, shuttle carriers are most often employed in rescue operations or transporting of colonists and equipment from large colonial transports to planetary locations. Shuttle Carriers are well adapted to operate as non-combat command vessels for scores of shuttles. Shuttle carriers have extensive repair and modification equipment and are capable of building, from the ground up, nearly any type of shuttle or fighter. Shuttle Carriers are often slow and unmaneuverable, being designed as a "refueling" stop rather than a front line combat vessel. Although not designed as rescue vessels, many shuttle carriers are capable of acting as a resting stop during evacuations, allowing other carriers and vessels to take on more critical supplies or wounded in times of crisis.

01:05:11 SUPER CARRIER

The largest of all carriers, the Super Carrier is capable of launching, supporting and recovering over 100 shuttles simultaneously. Slow and fairly unmaneuverable, Super Carrier non the less fulfill all aspects of carriers in general, including rescue and evacuation, heavy combat support, ground combat support, research and exploration, transportation, repair and construction, and re-supply to other units. Super Carrier have nearly as many shuttle as a Shuttle Carrier and as many fighter wings as a Fleet Carrier. Super Carrier greatest liability is their dependence on other support tenders and supply vessels. Although most Super Carrier are capable of taking on board nearly 30,000 souls, should the need arise, few Super Carrier could support such a passenger load for more than a few weeks, relying on other support craft.

01:05:12 SUPPORT CARRIER

An unusual designation, the Support Carrier is designed for large civilian companies who require extensive shuttle support vessels for both colonial and mining operations. Support Carriers feature surprisingly luxurious rooms for operations specialists who are required "on site" for various jobs. Support Carriers also have large internal spaces that can be used as cargo transfer and processing areas, as well as interchangeable internal configurations that allow for quick installation of specialized cargo processing modules. Most support carriers are used between systems to upload ore or raw materials that can not be moved easily by transports. Support carriers then escort the cargo transports and help quickly off-load the same material at a destination port. Currently, there are very few Support Carrier designs. Surprisingly, most Support Carriers are highly modified by their owning companies.

01:05:13 TACTICAL CARRIER

Tactical Carriers, like other Tactical classified vessels, are designed to co-ordinate both shuttle squadrons and other starship in a co-ordinate large scale attack against several targets. Tactical Carriers, like command cruisers, have large CIC centers and can take command of a fleet should a command vessel be lost. Tactical Carriers replace their standard sensors with wide area flight command sensors, allowing Tactical Carriers to act as a "control tower" for nearly any ship situation. Tactical Carriers are most often employed independently with one or more squadrons of Destroyers or other combat craft, to engage enemy facilities and raid shipping during times of war. Tactical Carriers are also employed when emergency Command and Control is necessary for disasters that would otherwise overwhelm a standard carrier or command cruiser. Tactical Carrier's ability to co-ordinate the more minute operations of front line shuttle operations make them ideal for micro-management use in large fleets with multiple shuttle based craft. Tactical Carriers do have sufficient firepower to act as a Heavy Cruiser, but lack the maneuverability of a Cruiser, being akin to a Dreadnought or Battleship. Despite their sluggish maneuverability, Tactical Carriers are faster than standard carriers.

01:05:14 THROUGH-DECK CARRIER

Through-Deck Carriers, unlike other carrier vessels, are designed to rapidly re-arm and launch shuttle and fighters on a massive scale. Very slow when compared to even freighters, most Through-Deck Carriers require a greater number of defensive escort ships, but can support twice the number of shuttle employed by a Through-Deck Cruisers. Through-Deck Carriers are able to rapidly modify a large number of shuttles for special air operations when necessary, and have the ability to support mass evacuation operation at any time with little or no warning. Through Deck Carriers employ many of the same safely features installed on other Carrier vessels.

02:01 ESCORTS

INTRODUCTION TO ESCORTS

Escorts provide a wide range of support capabilities to front line combat vessels and large convoys found throughout travel lanes. Unlike Destroyers, which use passive sensors to detect enemy forces, Escorts use active sensors, scanning with dozens of different systems. Built for delaying actions, Escorts are used primarily to delay and harass enemy forces, giving freighters time to escape and other combat vessels time to arrive on scene. Escorts also act as scouts and rescue vessels for convoys and other large forces. Nearly all escorts traverse from one point to the next, often on standard patrol routs and freight runs. Most escorts have surprisingly comfortable crew amenities, owing to their lengthy patrols. Many convoy runs take two to three times as long as a standard cruise, due to the slower speed of fully laden cargo vessels. None the less, they can move at surprising speed when necessary. Escorts are also designed to be very easy to construct and maintain, being able to be produced in vast numbers. Most Escorts are armed for short to medium range combat, owing to their greater chance of encountering light, fast pirate vessels. None the less, Escorts are armed heavily enough to engage enemy destroyers and light to medium cruisers with a high degree of success.

02:01:01 CONVOY TENDER

Another of the unusual support vessels, Convoy Tenders are highly specialized, and are only used to escort the most sensitive of cargo vessels. Convoy Tenders, unlike standard tenders and repair craft, are designed to quickly restore power, life support and even fighting capability of other vessels, even while under attack. Convoy Tenders have the largest engineering crew, as well as a surprisingly large contingent of combat fighters and specially designed shuttles. Convoy Tenders use several specialized systems to allow themselves to transfer power directly to other vessels through their shields, transfer personnel rapidly to damaged areas of a vessel, and even to transfer specialized materials, like hull plating and coolant directly to a crippled ship. Because of their mission, Convoy Tenders are often well protected, with one or more vessels assigned directly to them for protection. Many of a Convoy Tenders specialized systems do make them vulnerable, especially when forced to remain stationary to conduct transfers. None the less, their ability to quickly engineer stop gap measures to restore power or propulsion to crippled ships make them a valuable tool. Many Convoy Tenders are armed and have surprisingly strong shields for vessels their size. They are often slow and somewhat unmaneuverable, though.

02:01:02 ESCORT-CORVETTE

Like standard Escorts, Escort-Corvette's are designed to engage pirate raiders who attack convoys. Escort-Corvettes are significantly smaller than Escorts, and do not have the extensive sensor systems found on other Escort Class vessels. Most operate in large groups, allowing one or more ships to pursue raiders, while others escort-corvettes continue on with a convoy. Escort-Corvettes are often found operating with Escort-Cruisers, which act as unit command ships for Escort-Corvette squadrons. Escort-Corvettes are easier to build and maintain than most other vessels, including Cutters and standard Corvettes. Most Escort-Corvettes have very limited range, built to escort standard convoy routes. Most Escort-Corvettes replace science systems with emergency transporters and holding cells. Most Escort-Corvettes engage Orion and Ferengi pirate forces, found through-out the Federation. Escort-Corvettes never operate alone and are rarely used in combat situations.

02:01:03 ESCORT-CRUISER

Escort-Cruisers are larger escort vessels, which act as command ships for larger convoys. Most Escort-Cruisers are designed to have all the capabilities of a full cruiser with the added benefit an Escorts Active sensor suite. Escort-Cruiser also have a standard compliment of troops, used to secure damaged or disabled vessels. Extensive rescue systems and extra transporters are also installed, along with larger shuttle bays and extra cargo holds, used for specialized cargo in case of emergency. Unlike Command Cruisers, Escort-Cruisers have a large repair section and extra replicators. Escort-Cruisers can also conduct two or more back-to-back cruise, owing to their larger crew compliment and more extensive cargo facilities. Escort-Cruisers also have an extensive civilian law facilities, including court reporter, judge-advocate, and securities & exchange facilities, maintained by both Star Fleet and Federation personnel. This often means that Escort-Cruisers are called upon to act as mediation facilities for minor altercations and disagreements. Despites these unusual capabilities, Escort-Cruisers are very well armed, having more firepower that most Destroyers and Frigates. Escort-Cruisers are so mission specific that only a few designs are currently in use.

02:01:04 ESCORT-FREIGHTER

A uniquely Romulan designation, the Escort Freighter is more an escort vessel than a true freight carrying ship. Escort Freighters are designed for moderate cargo runs with a light but valuable cargo load. Unlike traditional freighters, Escort Freighters are highly maneuverable, even when loaded, and are well shielded to prevent loss of cargo and crew. Escort Freighters are also well armed with large numbers of short to medium range weapons, and often torpedoes or other high firepower systems that help to defend both them selves and others that are in convoy with the Escort Freighters. Escort Freighters are only occasionally used in large convoys, instead being used for transport of high value / high risk cargos to front line units. Most Escort Freighters have extensive transfer systems that allow them to operate with tenders and support vessels while maintaining a powerful combat presence.

Escort Freighters, often destroyer or cruiser sized, do not have the amenities associated with these classes of vessels, using the internal space for cargo and transfer systems. Escort Freighters also have large, often luxurious accommodation for VIP's and other crew members that may be accompanying cargoes. Escort Freighters also have special on-board systems for unique cargoes, including special environmental systems, shielding and radiation suppression systems. These expensive but useful sub-systems allow Escort Freighters to transport hazardous materials when necessary, without the need for large escort groups.

Escort Freighters are built and maintained primarily by larger governments and some very profitable private companies. Although able to transport moderately size cargoes, Escort Freighters require destroyer sized crews to operate effectively, and are ineffective as a profit making tool for private owners and even most large companies. None the less, several independent operators field vessels of this size and classification. The Romulans are also believed to be marketing several vessels of this class.

02:01:04 ESCORT-TUG

A very rare breed of starship, Escort-Tugs are built to tow damaged or disabled vessels within convoys. Escort-Tugs are always stationed at a large Star Base or other planet with a high degree of traffic. Unlike other rescue vessels, Escort-Tugs are more heavily armed, and have a surprising amount of specialized equipment onboard as part of their missions. Most have physical grappling systems, should tractor beams prove useless. Larger cargo bays, mass transporters, and huge landing bays are also features of these unusual vessels. Escort-Tugs also have some of the most powerful engines or the escort class or vessels, owing to their power needs. But all the unique systems come at a great cost. Escort-Tugs are extremely cramped, even more so than light Corvettes. Escort-Tugs have no lab facilities, not troops, no emergency repair capability and few crew amenities. Although powerful, they are often unmaneuverable and easy targets for opposing vessels. Although moderately armed, few have torpedoes and most have lighter shield in comparison to other vessels of the same class, allowing for the larger engineering spaces needed. Escort-Tugs are often mistaken for

Rescue-Tugs, but do not have the inter-ship computer connection, rescue shuttles or large sick bay found on other rescue vessels.

02:01:05 SKIFF

Skiffs are considered part of the overall Escort classification, but are know for their larger size and focused combat capabilities. The term skiff refers to the most simplified and primitive of the combat capable ships. Most skiffs are short range vessels, requiring a support command vessel for extended patrols or combat operations. Skiffs use the most inexpensive systems, often equipped with only the most basic of navigational sub-systems, crew accommodations and computer capability. Skiffs, and their associated sub-class – Battle Skiff, are most associated with the Klingon Empire, who maintain several unique designs in their inventory. Skiff have very limited computer capability, requiring other vessels to link to database networks. Skiffs also rare have extensive repair capability or medical facilities. Skiffs are described most often as “an engine and a gun”, referring to their extremely simplistic nature. Despite their simple design, skiffs require very few crew members and can be built in surprising numbers very quickly. Skiffs are also well know for their extensive weapons capability, often equaling vessels twice their size. Skiffs are usually used to overwhelm a single enemy target or protect military cargos on established cargo runs, where crew and vessels can be rescued if necessary.

02:01:06 SPECIAL SERVICE VESSELS (Q-Ships)

Special Service Vessels, more commonly referred to by their Terran designation of Q-Ships, are used as anti-commerce raider/anti-piracy vessels. The quintessential 'wolves in sheep's clothing', Q-Ships are standard freighters/transports that have been modified to carry medium to heavy weapons and are often re-fitted with more powerful engines to provide for the increased heavier weapons suites. Many are structurally reinforced to enhance their combat survivability, and most examples of this vessel type, weapons are mounted in such a way as to conceal them from casual scans and even physical view. This helps to maintain the appearance of a standard commercial version upon which the ship is based. Special Service Vessel operations are considered hazardous, yet successful. Most pirate and commerce raiding vessels prey upon lone commercial vessels and lightly or undefended convoys. Special Service Vessels poses as a standard trading vessel hoping to lure in such hostiles. Once hostile vessels commit to the attacking, the Q-Ship unveils it's weapons and turns the tables on the attacker.

In many cases, the knowledge that Q-Ships have been deployed in an area experiencing pirate or commerce raider attacks is enough to cause significant reduction in pirate activity. Special Service Vessels still retain some cargo-carrying capacity. They normally can carry approximately 50% of their normal cargo load and are used as armed freighters for small, when not engaged in their primary mission. Q-Ships are normally considered Auxiliaries of the space navies in which they are registered. As such, they are considered military vessels and are operated by qualified military crews. Special Service Vessels are significantly more expensive to build and maintain than other escort vessels. Due to their highly specialized weapon systems and other onboard equipment, refit times for many Q-Ships are extensive.

02:02 TROOP VESSELS

INTRODUCTION TO TROOP VESSELS

Troops, and their use in general combat, has been a long debated central theme for many nations that field space navies. Since the early days of space expansion, many nations have had the need to embark, transport, disembark and assault a fixed position using a variety of specialized equipment and personnel. Many nations, such as the Klingons or Cardassians, mount a mobile army force that can conduct a wide range of military applications, while other nations field a more specialized ground force, designed to conduct long term combat operations with varied support.

Unlike Frigates and other Marine carrying transports, Troop Vessels conduct most of their operation again purely ground targets, including cities and towns, fortresses, group outposts and other normal city operations. Most troop operations in the modern combat theatre are conducted against defended and shielded ground targets, many of which are too well defended to be attacked from space. Troop Vessel operations are often on a much large scale than Marine operations, and require a wide range of vessels for the transport of both men and material. Troop ships are designed to specifically support Army forces and their ground vehicles/sub-systems. Most Troop vessels are used only during war, and against a specific target. Assault vessels are short range platforms, capable of moving from 500 to in some cases over 3,000 troops from a garrison or base, to front line action. Troop vessels can then disembark those troops and their equipment, and conduct support functions from space.

Although used primarily in times of war, Troop vessels can also be used to transport massive numbers of refugees, and can even be converted quickly to cargo transport when necessary. Most Troop vessels have light crews, despite the large number of troops they can carry. Many are inexpensive to build, but extremely expensive to fully load and maintain during combat. Most troop ships are armed, due to their dangerous mission profile, but their large compliment and heavy cargo loads often reduce maneuverability, and internal space, often at a premium, is reserved for support facilities, rather than weapons.

02:02:01 ASSAULT COMMAND VESSEL

Assault Command Vessels operate as a command post for extended ground operations, coordinating medical, support and assault functions for an entire Expeditionary force. Assault Command Vessels can also coordinate air support, and even close-in space defense around a ground assault force. ACV's are most likened to other command vessels, often internally laid out in a similar fashion. Many ACV's are indeed converted Command Cruisers with systems specialized for ground units rather than space units.

02:02:02 ASSAULT SHIP

Assault Ships are the most specific troop movement vessels assigned to most space navies. Assault Ships are designed to quickly load men and marterial for moderately extended operations, transport said troops to a planet and support landing and operations planet side for months at a time. Most Assault Ships are moderately armed, able to aggressively defend them selves and support defending escorts from hostile space born combat platforms. Most Assault Ships are able to support over 1000 troops in ground operations. Many Assault Ships have moderate medical facilities, cargo replication ability, some research capability and minor command and control ability. Assault Ships have a wide range of specialized defense system to keep troops safe during transport and in the initial stages of an assault. Many Assault Ships also support fighter wings to help protect the vessel and conduct ground attacks. Assault Ships are usually faster than Troop Transports, and are often seen in large convoys with other Troops vessels.

02:02:03 ASSAULT SUPPORT VESSEL

While a lofty sounding name, many are aware that Assault Support Vessels are primarily armed cargo/supply transports, used by Army forces to move ground force vehicles and support systems to and from the battlefield. Most Assault Support Vessels are specifically designed to defend them selves and other troop vessels while maintaining orbit and transporting Ground Vehicles, Shield Systems and other troop support systems under fire. Assault Support vessels are used in conjunction with Ground Support Vessels to maintain troop equipment, help move non-replicatable material, and conduct other non-engineering support functions, including medical, logistic and transport needs that would otherwise strain an Assault ships capabilities. Most Assault Support Vessels are better armed than other Troop Vessels, owing to their use during most initial combat operations. Assault Support Vessels can also use a wide range of specialized combat ordinances to support ground assaults. Although the Crew of an Assault Support Vessel is large than other Troop Vessels, there is still a large group of transient officers and men during combat operations.

02:02:04 GROUND SUPPORT VESSEL

Unlike an Assault Support Vessel, a Ground Support Vessels is referred to as an "Engineering" ship. The primary use for most Ground Support Vessels is to help construct permanent and semi-permanent support facilities for ground troops. GSV's also help to build housing, recreational facilities, shield systems, and even planetary defense weapons to support army units on hostile worlds. GSV's are fitted with a large number of replicators and other material construction systems that allow the vessel to operate as a base for engineering teams and units. GSV's also transport unique equipment, not normally called for by ground forces. Ground Support Vessels also coordinate transfer of material to various troops units from other vessels, such as freighters and transports. With in the Romualn and Federation fleets, GSV's also function as a mining vessel, capable of extracting and processing raw material at a limited capacity. This further extends the ability of a fielded Army unit to remain independent of other support ships during times of war. Because of the wide range of onboard systems, GSR's are surprisingly expensive, often equal to Heavy Cruisers and Battleships. They are also difficult to build and maintain due to their specialized nature.

02:02:05 LANDING SHIP

Considered one of the most vulnerable and specialized vessels, Landing Ships provide field commanders with the ability to load troops, equipment, support systems and secondary systems in space, then physically land these resources on planets where transporters or other transport mechanisms are ineffective. Landing Ships are known for their massive repulsor lifts, often able to lift two to three times their standard weight. Many are specially equipped with systems that allow landing, take offs and transfer of men and material while under fire. Most landing ships are able to load and transfer hundreds of men at a time, including all light craft, air support vehicles, construction vehicles, and ground instillation construction systems in one fell swoop.

But the Landing Ships' unique abilities come at a cost. Landing ships do not have the support facilities associated with other troop ships, and can not maintain troops onboard for extended periods. Most can only support troops for short duration flights, often less than a week. Landing Ships also do not have long range space weapon systems, opting for large numbers of short range weapons that can be employed accurately while in-atmosphere.

Landing ships are also extremely slow when compared to even the largest of starships. Although able to operate within an atmosphere even after several of it's repulsor systems are damaged, most Landing Ships are sluggish at the best of times. Even at top speed, achieving orbit when fully loaded can take vulnerable minutes, during which

Landing Ships must rely on fighters, escorts and orbiting starships for protection.

Despite their restrictions, when properly employed, landing ships can allow armies to garrison and occupy a planet in hours, rather than the traditional time period of days. Landing Ships are surprisingly difficult and costly to build, and frighteningly expensive to maintain. Each single ship often costs the equivalent of a squadron of destroyers, owing primarily to the unique equipment needed to fulfill their primary mission profile.

02:02:06 MARINE LANDER

Unlike the lumbering and vulnerable Landing Ship, the Marine Lander is considered a high speed, heavy assault ground support vessel designed to drop large numbers of troops and their equipment into hostile territory, and cover their deployment while under fire. Marine Landers can often transport about 1/3 the total number of troops as a Landing Ship, but can maintain their shield cover and support firepower, even against orbiting starships. Most Marine Lander expense is dedicated to the shield systems, which require numerous back-ups, redundant crossovers and other specialized equipment to allow the troops to disembark in relative safety. Marine Landers can project their shields to help support other landing craft while engineers set up ground based shield systems and other buildings during combat. Marine Landers maintain enough shuttles and escape pods for every crew member and soldier, as well as combat and emergency transporters for each person. The entire complement of troops and equipment can be transporter in less than 2 minutes, allowing the Marine Lander to rededicate it's power to shields and weapons. Marine Landers must maintain extremely precise short range sensors, as well as large power reserve systems. (Most Federation Marine Landers can operate for in excess of 20 minutes from batter power alone, with full shields, transporters and other combat systems.) Life other specialized landing vessels, Marine Landers are not built to maintain troops on long journeys, and must rely on troop transports and assault ships to move troops over great distances. One on location, though, most Marine Landers can move entire platoons from orbit to ground positions in less than 10 minutes.

02:02:07 TROOP TRANSPORT

Troop Transports are primarily used to move very large groups of troops too and from the battlefield, relying on other vessels to transport ground systems and vehicles. Troops Transports are specifically used to move men, rather than material, and can often move thousands of men quickly and safely. Troop Transports primarily use transporters to move troops to other vessels or to safe ground positions before operations commence. Unlike an Assault Ship, a Troop Transport has little room for transporting ground vehicles, building material and other planetary resources. Among some naval power (specifically the Klingon Empire) Troop Transports have support facilities for only the onboard crew, relying on other vessels to support disembarked troops. Troop Transports are almost always used in conjunction with Assault Support Vessels, who provide the required support systems. Troop Transports are expensive to maintain, but simple and easy to build.

02:03 SCOUTS

INTRODUCTION TO SCOUTS

Scouts, like Cruisers, are one of the oldest designation in Federation nomenclature. Scouts are designed to conduct a number or information gathering missions, including exploration, first contact, research, and intelligence gathering. Scouts are usually smaller and lighter than other front line exploration vessels. Most are also less heavily armed, using the space for labs and research equipment. Scouts have extremely comfortable, although somewhat cramped, crew spaces, due to their extended patrols. Most scouts are used along the expanding boarder to explore and catalogue planets, stars and other space phenomenon. No other single category of vessel can claim as many discoveries as Scouts.

Scouts are also designed to be easily repaired, and many have extensive self-repair capabilities, needing only time and raw materials to repair nearly any onboard system. Scouts have both passive and active sensor systems, often rivaling those of Heavy Cruisers. Scouts have a number of computer redundancies, used to store and transmit newly acquired information. But the focused nature of Scouts does put them at a disadvantage when compared to cruisers. Most scouts have only moderate medical facilities, reducing their effectiveness in medical situations. Scouts also lack the large crew associated with other exploration classes. None the less, their speed and excellent detection equipment make them the ideal choice for expanding the boarders of the Federation.

02:03:01 BATTLE SCOUT

Battle Scouts, a Klingon term, describe vessels more commonly known as Raiders and occasionally confused with Blockade Runners. Battle Scouts, the most famous of which is the Bird of Prey design, has only a limited science capability, usually having only one or two actual labs aboard. Many Battle Scouts are equipped with extensive ECM devices which allow them to operate closer to most enemy facilities. Battle Scouts are known for their light beam weapons and usually are equipped with a single, heavy firepower torpedo weapon. Although unable to successfully engage large capital ships, Battle Scouts are able to use their stealth and attack Destroyers, Escorts, and on rare occasions, Cruisers. Battle Scouts ability to gather data stealth fully make them an interracial part of most combat plans.

02:03:02 FAST SCOUT

Fast Scouts are usually known for their inability to conduct research missions, rather than their high speed. Considered some of the fastest vessels within most navies, Fast Scouts use much of their internal space to accommodate oversized engines and impulse drives, sacrificing much of their science base capability. Most Fast Scouts do retain extremely sensitive scanning equipment, and can gather data nearly as detailed as a Survey vessel. None the less, most have half the number of labs associated with a typical scout vessel. This give most Fast Scouts a more military mission profile. Due to their small size and usually light weapons, Fast Scouts are not know for their battle capabilities.

02:03:03 HEAVY SCOUT

Heavy scouts are used to conduct extended reconnaissance ahead and to the flanks of fleets and to supplement other surveillance craft patrolling in sensitive areas. They are also used in place of standard scouts in areas where hostile action is anticipated. These vessels mount powerful sensor suites, often mounted externally, which extends their sensor range dramatically compared to other vessels. Built for good speed and moderate maneuverability, these vessels provide vital reconnaissance for the fleet, ranging well ahead and to the flanks of the fleet. Their superior sensor suites scan for danger which the scout transmits back to the fleet. When faced with superior forces, they utilize their high speed to return to the protection of the fleet. In fleet combat, these vessels act as picket ships supporting the fleet's capital vessels. Heavy scouts mount weapons comparable to standard destroyers to help in their survivability while scouting away from the fleet and to provide good supporting fire when acting as pickets. Often referred to as the 'eyes and ears of the fleet', these vessels play a vital role in fleet operations. When deployed to scout independently, the heavy scout is able to sense potential trouble at a longer range than a standard scout. The heavy scout can then utilize it's speed to evade danger or rely on it's firepower to engage a hostile which cannot be outrun.

02:03:04 INTELLIGENCE SCOUT

One of the most secretive vessel classes, the Intelligence Scout is designed to gather and quickly interpret enemy/unknown transmissions along a broad range of carrier signals, including Sub-space, Radio and even Laser communication systems. Intelligence Scouts use extremely modified drive systems to almost completely mask their warp signatures and location from even their own command vessels. Most Intelligence Scouts have the ability to remain on station for extended periods of time, running silent for up to a year or more. Most Intelligence Scouts have a myriad of onboard self-destruct systems that allow any of the crew to quickly and completely destroy all data gathered from their targets. Intelligence scouts are also able to gather communications data from great distances using (often externally mounted) large sensor grids or antenna that extend the range of an Intelligence Scout beyond that of even a heavy cruiser. Intelligence scouts have poor long and medium range sensor systems, being equipped with more passive systems. Most Intelligence Scouts are known for their small crews, usually less than 10 persons, with several designs being one man craft. Intelligence Scouts are not know for their weapons or shields, often using very light shielding to reduce energy signatures detectable by enemy forces. Duty on-board Intelligence Scouts is less hazardous than commonly believed, but significantly less exciting than hoped for. Most crews aboard Intelligence Scouts, even among races like the Romulans, burn out very rapidly and few persons request a second tour.

02:03:05 LIGHT SCOUT

Light Scouts are the smallest scout vessels in use by the Federation. Unlike standard Scouts, which have an extensive multi-target research base, Light Scouts, like Research Cruisers, are designed to concentrate several different science system on the study of a single phenomenon. Light scouts are often no larger than a cutter or large gunboat, but have extensive recreation and meeting spaces available. Light Scouts also have a larger than average passenger compliment, with many on board crew actually civilians. Light Scouts often have only rudimentary defenses, and are never sent beyond the boundaries of Federation Space.

02:03:06 RECON SCOUT

Recon Scout is a designation found in the Klingon Imperial Navy. This ship type was developed by the Klingons to help make up for their general lack of science-dedicated vessels while adding a reasonably combat-capable vessel to the inventory. A cross between a Battle Scout and a Science Scout, the primary mission of the Recon Scout is to range out from the fleet and/or bases to investigate and assess threats that require a more scientific approach when brute strength will not suffice. The crews of Recon Scouts tend to older, shrewder warriors which recognize the value of outwitting a foe with knowledge (even when the enemy is a natural phenomenon). While not as capable as other specie's science scouts, the Klingon Recon Scout serves well as a scientific investigation vessel and are vital to the Klingons in determining the threat level or material value of newly-encountered phenomena. Recon Scouts are built to have good speed to carry them to trouble spots and to aid in their escape and swift return of critical data. Recon Scouts generally have firepower comparable to Battle Scouts but will have at least twice to three times the amount of lab space and more sensative and broader-ranged

sensor suites. Recon Scouts are often used in first contact situations where their more extensive lab facilities can prove advantageous in discovering whether a new species might have resources worth exploiting. Recon Scouts are also capable of performing extensive surveys of planetary systems in the search for valuable material resources.

02:03:07 SCIENCE SCOUT

The most sought after scout assignment, the Science Scout is perhaps the most common image of scouting vessels among most navies. Science Scouts trade weapons for labs, often having more actual on-board laboratories than vessels twice their size. Science Scouts have extremely precise sensors to make extensive studies of both space-born and ground phenomenon. Science Scouts bring to bear all the science and research capabilities of a Heavy Cruiser in a platform often one quarter of the size. Science Scouts can conduct experiments and research on up to 10 or more projects simultaneously, and are credited with more discoveries than any other single class of vessel.

Science Scouts are none the less vulnerable. Because of their reduced internal volume, many are only lightly armed and moderately shielded. Most Science Scouts are assigned to relatively “safe” areas of study, having a military escort when operating near dangerous areas. Science Scouts are usually quite easy to detect, despite their small size. Their active sensor systems make them easy to spot great distances away. Truly non-military vessels, Science Scouts have large Passenger Facilities and recreation capability. Although armed, most Science Scouts would quickly run when faced with an adversary. Although not deigned for it, most Science Scouts can conduct first contact missions when necessary. Many in Star Fleet seek at least a single tour aboard a Science Scout, as do many Romulans.

03:01 PATROL CRAFT

INTRODUCTION TO PATROL CRAFT

Patrol Craft designations cover a large assortment of light, short to mid-range vessels, use by both military and civilian personnel. Patrol Craft include Corvettes, Cutters, Gunboats, Clippers, Sloops, Corsairs and Monitors. Although all are group as Patrol Craft, each is unique in their design and abilities

03:01:01 CLIPPER

Used for mostly civilian vessels, a Clipper is an extremely fast vessel, capable of tremendous speed, moderate maneuverability and often built with comfort in mind. Many civilian Clippers are armed with light weapons, often employed by corporate concerns as courier and pleasure craft. Star Fleet does maintain a small fleet of Clippers, used as high speed transport vessels and high speed escort. Although capable of deep space operations, most Clippers are designed to cruise from one port to another, often taking in any sights along the way. Star Fleet Clippers do have a large internal bay used to load special sensors or other science equipment for short periods of time, as well as moderate weapons that allow them to act as Escort vessels for high speed convoys. Civilian Clippers often have a small but highly specialized cargo bay used to transport unique and rare cargos from through space. Although similar in size to Blockade Runners, Clippers are rarely used in illegal activities, due to their often unique hull design.

03:01:02 CORSAIR

Corsairs are small, extremely fast luxury ships, used by dignitaries, military leaders and corporate heads as personal transports. Significantly smaller than other luxury vessels, Corsairs are used mostly near the interior of secure space. Corsairs are primarily used by Star Fleet as large personnel transport vessels, bringing crew and dignitary personnel to and from front line vessels and bases. Most Corsairs are well know for their speed, and are lightly armed, often having little more than the most basic defensive weapons.

03:01:03 CORVETTES

Modern corvettes are designed to conduct patrols in and near established Star Bases and Outposts. They are built for extreme maneuverability, often sacrificing speed for maneuverability. Most Corvettes are armed for short to mid-range battle, with either a small number of heavy firepower weapons, or a larger number of light weapons. Corvettes are designed primarily to work in teams or three or more vessels, patrolling in and around the immediate air space of a space station or outpost. Corvettes are not designed for deep space patrols, having very limited supplies. They are equipped with sensitive sensor equipment, equal to most cruisers and escorts. They are also equipped with excellent crew amenities, due to the tedium of their missions. Corvettes are very inexpensive to build and maintain.

03:01:04 CUTTER

Cutters, like Gunboats, are designed to operate in squadrons of 3 to 5 vessels, in and around an established outpost or base. They act as customs vessels, inspecting incoming transports, freighters and other ships. They have only moderate sensor systems, but often have a small boarding party or Marine or Ground Forces personnel. Most Cutters are built for only short range, remaining on patrol for no more than a month. Cutters are also used in-system to scan local planets, re-supply in-system listening posts and research facilities, conduct sensor sweeps of asteroid fields and escort vulnerable incoming vessels. When faced with a large cruiser or small squadron, Cutters swarm a target, attempting to overwhelm it's attack capability. Cutters almost exclusively employ short range weapons, opting for multiple hits rather than range. Although dangerous against large warships, this doctoring allows cutters to easily overwhelm most pirate vessels. Cutters are not built for speed, opting for maneuverability. Cutters are very common in most populated Federation systems.

03:01:05 FLEET MONITOR

Fleet Monitors

03:01:06 GUNBOAT

Gunboats are designed to patrol in large numbers near established shipping and transport lanes, attacking enemy forces and pirate raiders. Gunboats, similar to Cutters, are built for speed rather than maneuverability, and are armed with longer range weapons, balancing ease of construction with combat ability. Most do not have as sensitive a sensor system as Corvettes or Cutters, but have stronger shield and higher speed. Most Gunboats also have larger cargo facilities, allowing longer patrols. Like Corvettes, Gunboats are designed to swarm a single target, overwhelming it targeting ability and delivering multiple hits on all sides.

03:01:07 HEAVY CORVETTE

Sometimes referred to as Pseudo-fighters, heavy corvettes are designed as patrol craft for use in known hostile areas and as attack craft within fleets. Like the standard corvette, these vessels have high maneuverability but have moderate to good speed. They are generally built with small numbers of heavy weapons and their superstructures are reinforced to increase their combat survivability. As patrol craft, they are deployed either as leaders for standard corvettes or in groups consisting solely of heavy corvettes. Their better combat survivability over standard corvettes are a plus in areas where hostile action is the norm and heavier vessel types are unavailable for patrol duty. Primarily used by the Imperial Klingon Navy in fleet actions, groups of 3 or 6 of these vessels take advantage of their superior maneuverability to exploit weaknesses in the enemy defenses. The larger vessels in the fleet seek to pin down and engage the enemy's large vessels while the heavy corvettes jockey for position to deliver their weapons load through a lightly or unshielded side or swoop in to deliver more fire through downed shields. When traveling with a fleet or task force, this vessel type is dependent upon tenders that are specifically designed to re-supply and repair them due to their limited shipboard resources. The Klingons also utilize these vessels as raiders. Like the battle scout, these vessels serve this dual roll well

03:01:08 LIGHT CORVETTE

Light Corvettes are essentially a larger version or a Long Range Shuttle or Courier. Most operate in larger squadrons than standard Corvettes, and often use similar tactics to fighters and armed shuttles. Light Corvettes do have extremely sensitive sensor equipment in keeping with their mission parameters. Most remain on patrol no longer than a few weeks, even during times of conflict. Because of their small crew compliment and ease of construction, Light Corvettes can be mass produced on a huge scale, with nearly every Star base in the Federation having one or more squadrons of Light Corvettes.

03:01:09 MONITOR

Monitors are considered one of the most basic of all in-system patrol craft in use today. Monitors primary function is to patrol a given star system, monitoring all in-bound and out-bound space traffic, continually update navigational records, scan and monitor planets and asteroids and provide in-system defense from pirate or other hostile activity. Monitors are considered by many to be sub-light "police" vessels, and indeed many monitors do not have Warp drives. Monitors are usually larger than Cutters and Gunboats, and are also more heavily armed, relying on large numbers of short range weapons to overwhelm and disable enemy targets. Monitors have extremely extensive sensors, often rivaling most cruisers in the area. Monitors

are also outfitted with a wide range of communication systems, allowing them to act as control ships for robotic freighters and comm. station while in-system. Most Monitors are also employed by Merchant Marine commands to board cargo vessels for inspection, conduct salvage missions, re-supply out-lying stations and conduct checks on buoys and other in-system equipment.

Although not a popular command, Monitors and their crews have more interaction with other life forms and other ships than nearly every other command combined. Monitors are designed to allow interaction between various systems and crews without endangering equipment or men. Most Monitors also maintain a moderate boarding party of marines or other armed forces personnel to help with inspections and trouble shoot during combat operations.

During combat, Monitors are used to assist Cutters, Corvettes and Gunboats with larger enemy vessels, and can often be the difference between success and failure. Most Monitors are extremely fast and agile, despite their lack of Warp drive. Monitors work closely with Star Base personnel, various police officials and other government agencies to maintain lawful transit and operations within a given star system. Because most lack warp drives, Monitors are surprisingly inexpensive to construct, and very easy to maintain in-system. Most are nearly luxurious in their accommodations, and

03:01:10 SLOOP

Nearly identical to a Cutter, a Sloop is a civilian version of the useful frontline cutter craft. Most Sloops are larger than a standard Cutter and are employed by large corporations and smaller governments as a patrol craft near sensitive instillations. Many sloops are surprisingly comfortable, with extensive recreation and communication equipment. Sloops are even more popular as luxury craft than clippers, being both larger and roomier. Sloops are used by Star Fleet as dignitary transports and moderate speed Couriers. Sloops are also used by Star Fleet to transport small specialized cargo's between deep space stations and patrol ships.

04:01 SUPPORT VESSELS

INTRODUCTION TO SUPPORT VESSELS

Although the term "support vessel" engenders visions of repair ships and re-supply vessels, technically, support vessels include transport and cargo movement platforms. Many "support" vessels are in actuality civilian ships designed to conduct extremely specific missions, rarely military in nature. Support Vessels include cargo ships, passenger ships, repair vessels and other assorted short to long range ships of all types. Most support vessels can be bought or traded on the open market, and come in an extremely wide range of sizes and costs. Nomenclature of a particular support vessel rarely gives an accurate description of the ships actual size, crew or defensive capabilities. Most Support Vessels can (and are) modified to some degree depending on the location of the specified cargo/operation area. Many support vessels operating in hostile areas will ban together, often escorted by military authorities, on common cargo or transport runs. Some Support Vessels are assigned specific patrol areas, while other wait at a star base or orbital platform until needed. Even robotic ships are common.

04:01:01 ARSENAL SHIP

Unlike other supply vessels, Arsenal Ships are specifically designed to re-supply torpedo casings, warheads, high energy plasma, phaser and disruptor coolants and other consumable military goods. Arsenal Ships are specifically designed to transfer these components quickly and accurately using both physical connections and transporter systems. Arsenal Ships are also able to supply probes, mines and other special warfare and science sub-systems to front line vessels. Arsenal Ships are often faster than standard tender vessels, and are also known for being well armed for short range combat. Arsenal ships are also capable of supplying components for ground troops and Star bases when necessary. Like other support ships, Arsenal Ships are only moderately equipped for other mission operations, with limited sensor and science capability. Because of the dangerous nature of much of their supply operation, Arsenal Ship duty is considered highly strenuous

04:01:02 BUOY TENDER

Buoy Tenders are often referred to as the Unsung Heroes of the space lanes. Nearly every race fields some form of navigational satellites to aid in navigation, course correction, data transfer and other mundane activities. Buoy tenders are charged with the placement, maintenance and upkeep of these buoys. Buoys come in a vast field of purpose oriented systems, from navigation drones to in-system defense satellites. Buoy tenders have extensive repair and refueling systems designed to upgrade nearly any type of buoy encountered. Buoy tenders also have large cargo facilities and launch bays that can service entire fleets of small craft used for repair and upgrade to buoys. Buoy Tenders can operate both in-system and in deep space, with excellent recreational facilities to help alleviate lengthy mission times. Buoy Tenders can also create a large array of buoy from in-house stores and can even build satellites from scratch using extensive replicator systems. Because they must often operate near hostile boarders, many buoy tenders are armed, although more often than not, they are escorted.

04:01:03 COMBAT SUPPORT TENDER

And unusual and dangerous mission profile, the Combat Support Tender is designed to quickly close with crippled vessels, secure them, and toe them from a field of battle, even while under fire from enemy vessels. CST's can transport wounded crews, provide basic power and life-support and even aggressively defend crippled ships in the face overwhelming numbers. Most CST's are heavily armored, with redundant shield generators to help maintain defense while under attack. CST's are also heavily armed with short range weapons en-mass, capable of crippling even heavy cruisers at close range. Both energy and physical grapples are available to help secure and transport crippled starships.

The CST's pays heavily for it survivability. Most are extremely cramped, even by Romulan standards. There are no crew recreation facilities, extremely crowded quarters, no research or exploratory abilities, and almost no secondary support ability. Few CST's can operate far from an outpost or base, and many must rely on other vessels for support while traversing greater distances. Like Dreadnoughts, CST's are most often kept in-system except in times of conflict. The short range weapons on most CST's are also a liability when faced with longer range attacks. Once a vessels has been toed from the battlefield, most CST's can physically dock with the crippled vessel, using special docking systems that allow crews to transfer to and from a crippled vessel when transporters and normal access is not available. In this role, the few open spaces aboard CST's are used as staging areas with other support vessels, such as repair tenders or medical frigates. CST's never operate alone, and are always escorted by the secondary combat units in most fleets, such as command ships, escorts and fleet monitors. When a rescue is necessary, the entire unit will engage the enemy, often providing too many targets to successfully defend against. The CST's will quickly secure the crippled vessel and retreat before damage becomes too severe. CST's are very expensive to build, and have such a specific mission profile, that few are fielded. CST's have also earned the nickname "morgue ships", as they are often used to store deceased crew members, saving vital space aboard medical vessels.

04:01:04 COURIER

Couriers are use extensively in most navies to transport light cargos, special personnel and even high ranking officers to and from important locations. Most Couriers are lightly armed and shields, using speed to avoid combat. Couriers are also equipped with extensive security systems, both in the main computer and through out the crew compartments. Couriers are also extensively used by corporate CEO and owners as private yacht vessels with increased speed and security. Couriers are sometimes used as light cargo craft. Most Couriers require only a light crew, often a pilot and engineer, although specially outfitted couriers may have larger crews. Most Couriers are extremely comfortable and luxurious when compared to other vessels. Couriers are often unarmed or have only the most basic defensive weapons, although some do have powerful shield for a vessel of their size. Couriers are know for their expense due to their number of specialized onboard systems and luxury accommodations.

04:01:05 DIPLOMATIC COURIER

Unlike a standard Courier, Diplomatic Couriers are designed to allow diplomats from other races to easily interact with Ambassadors and corporate heads. Special communication equipment, luxury meeting rooms, specialized non-class M quarters and detailed library systems are all standard aboard Diplomatic Couriers. Most Diplomatic Couriers have a smaller internal cargo hold, but significantly more luxurious staterooms. Diplomatic Couriers also have a securable transmitter system that allows for subspace financial transactions among other variable worlds. Diplomatic Couriers are rarely armed and are most often accompanied by armed escorts near hostile areas. Diplomatic Couriers are a favorite target of pirates, who are often able to transfer moderate sums from various banking establishments before the couriers capture is detected.

04:01:06 FUEL CARRIER

Fuel Carriers are one of the most dangerous occupational vessels to sign on with. Fuel Carriers transport both solid and non-solid fuel to help replenish front line starships, bases, outposts and

even ground stations with depleteable fuels, such as nutronicol, liquid deuterium and even koranium. The most highly sought after spoil of war is the Deuterium Tanker Fuel Carrier. With nearly every space faring race using liquid Deuterium to mix with anti-deuterium, Deuterium Tankers are extremely valuable. A single tanker can re-fuel nearly a dozen vessels for a standard 5 year mission. These ship are usually carry both deuterium and anit-duterium, making them extremely dangerous cargo vessels. Most raiders will avoid firing on Deuterium Tankers, choosing in stead to attempt to drive off any escorting vessels. Other fuel tankers are just as volatile, and are one of the least destroyed vessels in known space.

04:01:07 MRF/MRS

Mobile Repair Ships and Mobile Repair Facilities are considered by many to be one of the most important design elements within a space faring navy. MRF provide deep space repair and construction capability to both military and civilian concerns throughout established and transient boarders and deep space. MRF's provide all living space support structure for an established crew, allowing both short and long term repair capability to an advancing force. Most MRF provide moderate fabrication capability, and light re-supply capability to fielded starships. MRF's are most often found as part of a moving military force, and are seen with freighters that supply raw material, shuttle carriers that support work shuttles and crew quarters, Office ships for logistics and other tender vessels. Unlike Tenders, MRF's provide established framework and support networks, including tractor beams, large scale transporters and independent power sources to provide construction capability on a long term basis. MRF's can construct entire starships from the keel up, although not as quickly as established dry-docks. MRF's lack the large component construction systems found at most Dry-dock facilities, although these can be supplied by other vessels. Several MRF's are know to operate in the civil sector, used as repair station for damaged freighters and liners that would require a lengthy (and costly) tow back to a dry dock. MRF's are rarely armed, due to their slow speed and maneuverability.

04:01:08 POLICE VESSEL

Police Vessels are a special sub-type of vessel used to intercept, scan and take action concerning in system and government policy through out most empires. Police Vessels are specially designed to intercept approaching freighters, civilian craft and other non-government or non-military vessels. Police Vessels come in a wide range of designs and sizes, most being older military and fleet vessels purchased before being scrapped. Some Police Vessels are specifically designed for their intended missions, while others are modified heavily to accomplish their interdiction roll. Police Vessels serve as cutters, cruisers, scouts and rescue ships. Although equipped with a number of mission specific systems, Police Vessels are often less expensive than similarly sized military vessels. Police Vessels are very short range, often having only enough supplies for in system operations. Police Vessels are most often armed with greater numbers of short range weapons, intended to drive off pirate and illegal combat vessels. Many Police Vessels are owned by planetary governments, rather than the respective star fleet.

04:01:08 REPAIR TENDER

Repair Tenders are designed for a more combat repair oriented mission. Most Repair Tenders have the ability to link up with a target vessel and repair or replace sufficient onboard systems to allow for a continued combat posture. Repair Tenders do not carry armament re-supply, but do have the ability to focus repair on hull breaches and engine damage rather than general computer repair and re-supply. Repair Tenders often work in conjunction with MRF's, Standard Tenders and Supply Ships to repair and rearm front line vessels without the need for return to a star base or other dry-dock facility. Although repair can take up to 20% longer than a specialized MRF and 50% longer than an established dry dock, most Repair Tenders can arrive on scene before other units to help stabilize and conduct basic repairs on front line vessels.

04:01:09 SUPPLY SHIP

Unlike a Tender, Supply Ships are designed to specifically re-supply the consumables aboard nearly any type of starship. Supply Ships have pre-processed food stuffs used with replicators, stored solid food stuffs, medical supplies and various fuels used for shuttles, impulse drives and probes/torpedoes. Supply Ships also have large cargo holds that provide a wide variety of storage, as well as a full production system that allows for the creation of specialized cargo. Often, Supply Ships are expensive, due to the large number of specialized production systems. Supply Ships, like other support vessels, are often found in tandem with small support fleets. Supply Ships are most often associated with the Klingons and Gorns who have a penchant for live and fresh food stuffs.

04:01:10 SUPPLY TENDER

A specialized cross breed of ship, the Supply Tender allows full re-supply of several vessels with both consumables and on-board systems prone to repair needs. Supply Tenders are highly generalized, allowing repair and upgrade to both vessels and bases through out a sphere of influence. With their special umbilical attachments and transfer equipment, Supply Tenders can complete re-supply of vessels quickly, as well as provide a support base for repair crews. Supply Tenders are most often associated with the Romulan Empire, who maintain fewer specialized vessels and a greater proportion of generalized space craft.

04:01:11 TENDER

Tenders are designed to provide medium to fast response to deep space vessels that require judicious repair and re-supply. Tenders are most often associated with non-combat operations, and are used primarily to provide moderate repairs to on-board systems. Tenders often carry complete replacement parts for the most commonly damaged or overloaded ship systems, including computer systems, power transfers and other electronic components. Tenders are also known for large "consumables" storage, including coolant gasses and other inert transferable materials. Tenders do not supply full loads of food stuffs and water, although luxury goods are often carried for trade. Tenders also have casings for torpedoes, although must specifically have Armed torpedoes loaded during combat operations. Also unique to Tenders are their specialized shop spaces designed for "tear down and replacement" operations associated with high use and ware systems found on all starships. Tenders allow work crews to efficiently rework, resurface and improve a number of systems, including fuel injectors, plasma transfer conduits and even plating found within dilithium chambers. Tenders allow deep space patrol vessels to remain on station longer and are able to move with the intended target vessel while on patrol. Although a somewhat tedious routine, many within Star Fleet Engineering request Tender duty for the vast expanse of variation associated with Tender Operations.

04:01:12 WARP TENDER

Unlike pure repair vessels, Warp Tenders are used to transport large starship, vessel components, and even star bases to locations, using warp power. Warp Tenders are extremely versatile, and are often designed to move a single target or type of vessel. Most Warp Tenders have specialized onboard quarters for support crews who must accompany the base or ship that is being moved. Warp Tenders usually are able to provide life support and structural integrity to their intended transport subject, as well as some power supply. Warp Tenders are often used to "jump start" fusion or matter/anti-matter reactors once they have arrived on station. Currently, only the Federation and Tholians use Warp Tenders in any numbers. Several companies also support Warp Tenders to help move their office stations and other large, non-mobile equipment. Warp Tenders are able to move their targets by extending and manipulating their warp field around the base or outpost. Once on station, the support crew transfers any consumables and begins setting up to station. Once activated, the Warp Tender remains on station until other support

vessels and full time crew arrives. Despite their high expense, Warp Tenders are ill suited for other operations, with no appreciable science capability, limited sensor systems and light to non-existent weapon systems. Warp Tender duty is also considered tedious, as most missions will last 6 months to a year in just arriving on station. Extensive crew comfort is designed into the mission parameters. Despite these faults, Warp Tenders are often the only way to move a star base from location to location.

04:02 TRANSPORT VESSELS

INTRODUCTION TO TRANSPORTS

Transports are a class of vessel used to describe nearly every type of private and civilian vessel used to transport goods, materials and personnel to and from the many worlds of each government. Many Transport vessels are designed to provide primarily cargo transport, with several type used just for sentient beings, while others are used for varying combinations of both. Some support vessels can also be found in the Transport category.

Transports come in a massively wide range of sizes, categories, capabilities and levels of luxury, far outweighing the variation found in military vessels. Transports are the most numerous of vessels among nearly every known space faring race, with transport production out-weighing military production by as much as a factor of 20. Hundreds of thousands of private transport vessels can be found throughout know and unknown trade routs. Many are custom built, while others are part of a production run, while still others are modified surplus vessels. Many transport vessels, especially those owned by independent captains or small companies, are highly modified from their original design, with varying degrees of upgrade and repair.

Commercial transport vessels rare have the highly sophisticated equipment found on research and military vessels. Most have only enough to get from one port to the next, with improvements and upgrade initiated when profits are high or the cargo runs are rich. Corporate owned transports are often in better condition, but conduct operations in much the same manner. From small 1 man scouts to the massive Bulk Cargo Carriers, Transport Vessels remain the mainstay of most races, with no two transports exactly the same.

04:02:01 AUTOMATED TRANSPORTS

Totally computerized cargo transports, AT's are most often used as cargo ore haulers for many governments. Automated Transports can be controlled from a Command Cruisers, Star Base or other designated vessel, and are often used within well established boarders. Most Automated Transports have both primary and secondary back up computer systems, as well as automated distress and emergency procedures for a wide range of difficulties. None the less, Automated Transports are only used with non-perishable and often non-valuable cargos. AT's are much slower than standard Transports, and are rarely used for time sensitive transport. None the less, their automated nature does make them timely for many shipping companies.

04:02:02 BULK CARGO CARRIER

Massive cargo vessels, BCC's are well known for their slow speed and excessive size, often being able to transport whole starships within their hulls. Despite being unloaded, most Bulk Cargo Carriers can manage little more than warp 5 and are not used when excessive speed is required. Most Bulk Cargo Carriers can transport entire sections of a star base or outpost, as well as entire production facilities to far flung regions of space. Many Bulk Cargo Carriers are seen operating near newly established colony worlds where massive terriforming equipment might be needed. Star ship hulls and engineers produced at one location can be loaded en-mass and transported to assembly yards by Bulk Cargo Carriers. On two known occasions, Bulk Cargo Carriers were used as Colony transports, having several Colony Containers and other systems placed inside. Although a slow trip, twice the number of colonists were transported.

04:02:03 COLONIAL TRANSPORT

The largest civilian personnel transports, the Colonial Transport is designed to transport thousands of civilians and their gear to new frontier planets and outposts for colonization. Colonial Transports have an extensive transporter and shuttle systems, massive cargo capacity and sophisticated medical and terraforming equipment to help settle new worlds. Most Colonial Transports are slow, compared to liners and other cargo vessels, but are capable of moving both human and non-human cargos for lengthy periods of time. Many Colonial Transports do have some pre-fabrication systems and grain/live stock storage ability, as well as light craft transport ability. During times of conflict, Colonial Transports are most often used to help transport non-front line field personnel and evacuate of endangered colonies. In their Evacuation role, Colonial Transports can move hundreds of thousands of people short distances, where they can be transferred to other transports. Most Colonial Transports have the ability to rearrange internal systems to incorporate new technologies or extend their current abilities, such as adding extra transporters or storage facilities. When unloaded, Colonial Transports can move surprisingly fast for their bulky size, but are significantly hampered when fully loaded with colonists or evacuees.

04:02:04 COMMERCIAL TRANSPORTS

Unlike standard transports, Commercial Transports are owned and run by large corporations to continually transport personnel and cargos on special runs. Commercial Transports are often much more luxurious than standard Transports and are know for having very specialized cargo holds that can transport even dangerous substances when necessary. Most Commercial Transports operate extensive passenger facilities, rivaling those of many Passenger Liners. Commercial Transports are also moderately armed, used as corporate defense vessels in systems with no military presence. Commercial Transports employ a higher caliber of crew, and are often used as training vessels for crew who will later run freight for the company as an independent hauler. Most Commercial Transports do not have as large a cargo capacity as other similarly sized transport vessels, and are often referred to as "yachts with holds". None the less, most corporations use Corporate Transports for needed mission

04:02:05 CRUISE / LUXURY LINER

Considered the plushest and more decadent starship known to sentient life, Cruiser and Luxury liners are designed to provide short to long range "get-a-ways" for individuals from a number of worlds. Cruiser Liners are often used as vacation vessels, offering dozens of on-board recreation facilities and entertainments from diverse cultures. Luxury Liners are well known for traversing space phenomenon, such as binary star systems and nebulas. Many Cruiser Liners are associated with specific recreation destinations, and make scheduled runs, often at sub-warp speed to and from these ports of call. Only during the rarest of emergencies will Luxury Liners be called upon for military or rescue missions. Luxury Liners are often twice as large as the largest warship or freighter and are the only know vessel to out-cost a battleship. Due to their sheer size, the number of crew/passengers, and the difficulty in controlling such a large group, pirates often avoid Luxury Liners, opting to attack the transports to and from such vessels, or sneaking on board to steal cargo. Most Luxury Liners resemble small to medium star bases, rather than actual starships.

04:02:06 FREIGHTERS

Similar to Transports, Freighters are designed to carry pre-loaded cargo containers. Freighters are not as versatile as Transports, but are nearly as common. Freighters are used more often for raw materials, including ship building materials, grain and other large bulk cargos. Freighters do have some cargo hold differentialization, but most often ship only one of two types of cargo per run. Freighters are usually larger than Transports and considerably less maneuverable. During times of conflict, Freighters are most often used to transport

raw materials for ship construction, ground fortification construction and other non-environmentally sensitive cargo.

04:02:07 LINER

Liners are specifically designed to transport large numbers of passengers on specific established transport routes. Lines come in a large variety of sizes and capabilities, from 50 passenger light transport liners to massive 5,000 passenger colonial liners. Although a number of sub-classifications exist, most Liners are known for their pleasant but basic passenger accommodations. More reputable liner companies are able to ensure safety through a number of onboard crew/passenger protection features, including passenger tracking systems, inter-bulkhead shield systems and numerous individual life saving features. Liners are cheaper to build and maintain than the Luxury and Cruise Liners.

04:02:08 MINING SHIP

Mining Ships are designed to prospect and process rare ores and minerals from a variety of hostile locations. Most mining ships have excellent short range sensors for locating ore and minerals, as well as extensive shipboard mining and processing equipment. Mining Ships are often very large, containing entire smelting plants aboard. Mining Ships also have surprisingly comfortable and extensive recreation and crew facilities, with the ability to support both shipboard and ground crews for extended periods of time. Mining Ships are well known for having unusual equipment, including laser miners, solar sails, particle transfer systems and specialized transporters.

04:02:09 OFFICE SHIP

An unusual classification, first coined by the Tellarites, Office Ships have become an integral part of many civilian operations, providing lavish bureaucratic capability to front line operations. Office Ships have extensive legal systems, money exchange systems and record keeping ability, often equal to Star bases and group outposts. Office Ships provide large corporations the ability to move their operations with little change in operating procedures. Very few Office Ships are found operating alone, with most part of a larger corporate fleet. Office ships are know to be operating in Star Fleet as well as the Romulan Star Navy, where they are used as mobile Star Base facilities. Office Ships are know for their above average luxury as well as their excellent communication systems. Although initially expensive, Office Ships are often less expensive than establishing ground outposts or purchasing space aboard star bases and space stations.

04:02:10 ORE CARRIER

Ore carriers are specifically designed to transport massive quantities of raw material and unprocessed ore to and from processing ships or plants. Most are sub-light vessels, transporting materials from dangerous asteroid fields or hostile planetary surfaces to other location for smelting and processing. Ore Carriers are very slow and un-maneuverable, highly automated and have few crew amenities.

04:02:11 PASSENGER LINER

Passenger liners describe vessels that make very regular cruiser runs between planets and colonies. Passenger liners are designed to provide both short and long term comfort for passengers of all races. Many passenger liners are unarmed, and will only ply well established space lanes. Passenger Liners do have some cargo carrying capability, although this is limited when compared to Transports. None the less, Passenger Liners are cheaper for passengers who do not have appreciable cargo to transport. During times of conflict, passenger lines may be used (for appreciable compensation) as troop transports or hospital ships. Passenger liners do not conduct pleasure cruises, although they will stop for special areas of interest along their established routes.

04:02:12 SHIPWRECK SALVAGE VESSEL

Shipwreck Salvage vessels are nearly an exclusive civilian classification of vessel used to locate and secure derelict and badly damaged ships in deep space. Most Shipwreck Salvage vessels are equipped with specialized systems that allow details close scans and securing of salvageable hulks. Shipwreck Salvage vessels often have large hangar and hold decks that allow for the removal and cataloguing of onboard systems, including personal belongings and onboard equipment. Shipwreck Salvage vessels are able to completely remove every component from a wrecked starship, including hull plating, computer equipment, control panels, consumable gasses and even lighting fixtures. Shipwreck Salvage operations are no easy operation unto them selves. Most derelict ships are so badly damaged that little or intrinsic value is left. Only a full time Salvage company is able to gain any form of profit from such operations, with many governments and large corporations realizing that repair to a badly damaged vessel can be more expensive and labor intensive than the construction or purchase of a new vessel.

04:02:13 TRANSPORT

The term Transport is a generic listing of any passenger and/or cargo vessel that carries it's cargo internally under specified environmental conditions. With 90% of all cargo's requiring some form of environmental control, Transports are the most common freight carrying vessels in known space. Transports are often equipped with some passenger facilities for those who wish to escort their cargo. In most space Navies, Transports are moderately armed, but their un-maneuverable makes them a tremendous liability in combat. Transports come in a extensive range of sizes, from one man shuttle sized craft to 100 man crewed cargo transports. Most transports do have the ability to change their hold environment for different cargos, with many having several cargo holds to allow for a large range of cargo types in a single cargo run. Light Transports are designed for speed, while heavier transports are built for longer hauls. Most transports have pre-set cargo runs, allowing for a continued operating schedule. During times of conflict, Transports are most often used to transport equipment and special supplies that require special care or maintenance, including live stock, military vehicles, sensor instillations and other specialized equipment.

04:02:14 TRANSPORT TUG

These specially designed tugs are designed to transport cargo containers. Capable of transferring power to cargo containers via attachment plates, Transport Tugs can manipulate their warp fields to incorporate a long train of cargo containers. Most Transport Tugs can maintain a viable speed when hauling one to two cargo containers, but very quickly loose their speed and maneuverability when hauling more than two. Transport Tugs, like Transports, do have the ability to transport passengers, with military transport tugs having the ability to conduct combat operations and exploration procedures under certain conditions. But their primary mission is moving cargo containers to and from various ports, housing special Work Bee's and Cargo Shuttles.

04:02:15 YACHT

The term Yacht is used in a broad spectrum of civilian and personal star craft, designed as both living establishment, transport, pleasure cruiser and courier. Yachts come in a wide range of sizes, although most encountered are small to medium craft, often having a crew of 5 or less. Yachts are considered the most luxurious of the civilian craft, with individual state rooms often rivaling the great Luxury Lines. Yachts are also one of the hardest classifications to generalize, due to their stupendous variation. Yachts are the most modified of all know ships, with many yards specializing in personal luxuries and specialty on-board systems at exorbitant costs. Yachts are most well known for their speed, with most choosing to out run danger, rather than fight. None the less, many Yacht class vessels are armed,

especially those of the more militant governments. Yachts often double as transports and light cargo vessels, as well as sigh-seeing ships for corporate heads, government officials and even military leaders.

05:01 SUPPORT FACILITY

STATIONS

Nearly every space faring government supports a large variety of space born and orbital platforms used to support both planetary and space operations throughout their respective space. Stations include a wide variety of support facilities tied directly to deep space exploration, transport and defense, including administration, recreation, repair and military defense. Stations and outposts can range from small 2 man listening outposts, through large scale automated science platforms to the massive space docks and fleet support bases. Most stations have the ability to act as a space born city, with medical facilities, communication facilities and storage centers. Stations often act as political power bases along most frontiers. Single stations can monitor and direct operation across dozens of parsecs. Most military stations have and extensive sensor net that allows a single orbital platform to monitor several enemy strongpoints, while acting as a strongpoint themselves. Other stations have the ability to re-supply entire fleets, or act as a medical station, taking on hundreds of refugees and wounded. Most larger station are extremely well armed and well defended. Military outposts can often drive off several opposing battleships, and with support from other starships, can extend their strength well beyond their local area.

Even the smallest station has a surprising advantage over mobile starships. Unlike a starship, who must mount massive warp coils and power systems to allow FTL speeds, stations and outposts mount only a power generating system that can be fed directly into the station sub-systems. Practically speaking, this allows for much stronger shield systems, weapons, sensors and other onboard systems that must share power with a starships warp drive. Stations can link to satellite and probe systems throughout space, allowing for communication with distant units and other sections of a government. Most stations act as amplification systems for communications passing near their location, and are also the hub for extensive commerce and trade. Most larger stations are considered as valuable as a ground base or city, often able to perform the same functions. This has given the support facility as a whole, a unique, much loved and practical position in popular culture.

05:01:01 ADMINISTRATION STATION

These unique stations are designed to provide both military and civilian authorities with detailed administrative support facilities, including communication, record keeping, monetary record, library facilities, massive data storage and transfer, as well as other information storage and retrieval capabilities. Most Administration Stations have the ability to dock with capital ships and freighters, but more commonly use shuttles and light transport craft for personnel transportation. Most stations are extremely comfortable, with meeting rooms and research bays that allow for lengthy duty shifts. Most Admin Stations are used to co-ordinate shipping operations, mining operations, construction dry docks and banking transactions. Admin Stations are not equipped for re-supply missions or extensive combat operations, but do have surprisingly effective security facilities. Admin Stations are owned by both government and private corporations. On-board spaces are often rented to local businesses aboard larger Admin Stations. Most Admin Stations are found in orbit, near ship yards or production facilities, or located with other station facilities in deep space along established trade routes.

05:01:02 COMMUNICATION ARRAY

Unlike a Communication Satellite, Communication Arrays are larger and have extensive computer systems that can store and amplify transmissions throughout space. Communication Arrays are used to boost signals and messages from a wide variety of sources. Communication Arrays are often manned with short term crews that monitor the activity through the area, as well as conduct repairs. Communication Arrays are not luxurious, and crews are rarely assigned for more that a few months. Regular stops and check-ins with patrolling ships help break the monotony of Array Duty. Many arrays have large scale antennas that allow them to pick up and amplify signals that are often too faint even for starships. Communication Arrays are an exclusively deep space facility, and are much less expensive than full Communication Stations.

05:01:03 COMMUNICATION STATION

Communication Stations are designed to provide an analysis of communication from both known and unknown sources. Communication Stations can monitor dozens of satellites and other specialized systems to provide both intelligence and first contact data concerning local and even distant subjects. Most Communication Stations double as probe manufacturing facilities as well as repair station for damaged communication equipment. Communication Stations also provide a hub location for communication networks. Communication Stations are manned by both civilians and government workers, including intelligence personnel from various organizations.

05:01:04 DEEP SPACE OBSERVATION STATION

Often referred to as Spy Stations, DSOS's are used to gather and analyze data on enemy ship movements and activity beyond the traditional capabilities of Communication Stations. Most DSOS's work in conjunction with other Intelligence gathering facilities to provide up to date material. DSOS's also provide decryption facilities, military operation facilities and some fleet command capabilities, making them highly valuable resources. Despite their military nature, many DSOS's have only a limited military escort capability, relying on stealth to function. None the less, the hazardous nature of Intelligence operations warrants surprising armament aboard these stations.

05:01:05 DEFENSE OUTPOST

Defense Outposts are smaller, lighter versions of Defense Stations, designer as the "links" in a chain between larger Military Outposts and Defense Stations. Defense Outposts often have sufficient firepower to engage a single large squadron or small fleet, and can quickly call in support in less than an hour should the need arise. With a cost nearly 1/10th that of a Military Outpost or Defense Station, Defense Outposts have the ability to give aid and conduct basic repair and construction to damaged starships. Defense Outposts also act as listening posts with a more active posture, using active sensors to scan their local surroundings. Most Defense Outposts have either assigned Military Squadrons or cutter and gunboat patrols. Both Deep Space and In-System station are know to operate along hostile boarders and in defendable systems requiring moderate firepower. Defense Outposts have the unique advantage of being small enough to be moved, often by a single vessel.

05:01:06 DEFENSE STATIONS

Defense Stations are designed to be anchors for sectors and boarders that require heavy firepower to support other operations in their sector. Defense Stations are considered the most powerful single military station, and are often incorrectly referred to as Star Bases. Defense Stations are able to fend off entire fleets with little support, and are used as secondary command posts for entire fleets. Defense Stations are very busy locations, with assigned cutters and gunboats, as well as local Dreadnought patrols all passing near Defense Stations. Most Defense Stations are part of a larger network of stations designed to fend off enemy attacks and protect vulnerable locations, including star bases, production facilities and home worlds. Defense Stations also serve as repair yards, intelligence operation centers, recreation facilities, medical bases and a plethora of other

capabilities. In most fleet, Defense Station commanders can make wide swept decision for ships operating near their location, with most Defense Stations considered fall back points for Star Bases that may fall due to military operations. Attacking Defense Stations is considered nearly as foolhardy as attacking a Star Base it self. None the less, Defense Stations are often forced to defend them selves, with their static nature making them vulnerable.

05:01:07 DRY-DOCK

Unlike a standard station, a Dry-dock is used to secure starships, construction equipment and construction materials in a single location to facilitate the creation of space facilities and starships. Most Dry-docks can moor a single large hull or several small hulls and allow for movement of both personnel and material around the construction area. Most Dry-docks are found in larger groups near established production facilities. Each dock is equipped with a rudimentary computer systems and basic orbital control system as well as extensive tractor beam emplacements. Dry-docks provide tool storage, lighting, personnel monitoring and in some cases, minor production capability. Most have no crew compartments, keeping the docking facility simple and effective. Large naval yards often have dozens of Dry-docks controlled from one or more central office or administration facilities. Some Dry-docks do have on-board facilities, with design meeting rooms and other on-board facilities for crew comfort. Several Romulan designs are known to have entire crew quarters on-board, allowing engineers and other workers to live and work right at the ship construction location. Most Dry-docks can moor several other facilities to their main hull structure, including factory facilities, administration modules, crew support modules and even defensive systems when necessary. Most Dry-docks are dedicated to the construction of a single hull during the year, with fitting out and other internal systems completed during shake down cruises.

05:01:08 LISTENING POST

Another of the Intelligence stations, Listening Posts are used to gather data on opposing ship activity, military communication and other activities that would be deemed “covert”. Within the Federation, Listening Posts are also used to record activity on planets that will soon be candidates for first contact. For most other governments, Listening Posts constitute an intelligence gathering position that gathers covert data from distant ships and probes. Most Listening Posts have extremely sophisticated sensor and communication equipment that allow them to gather data that is not normally sent directly to the post due to security concerns. Listening Posts are able to conduct initial analysis of incoming transmissions and activities, with the post commander having the discretionary authority to reveal the posts location should it be deemed necessary. Unlike other intelligence stations, Listening Posts do not have the extensive ability for long term data analysis and correlations. Most Listening Posts gather the data, evaluate it’s military significance and secret it off to other locations. Listening posts can be found in system, usually built on a small planetoid or in an asteroid belt. Listening Posts are re-supplied very rarely, often by covert means. Post duty is often monotonous, as the listening posts can not actively transmit communications to other vessels or star bases. None the less, Listening Post duty is a sought after posting across known space.

05:01:09 MEDICAL FACILITY

Although traditional Star Base facilities do provide for extensive medical care and even research, specially designed Medical Stations can often be found through space, providing a unique capability to most space faring races. Medical Facilities are designed for both long and short term care, with an array or both standard and exotic surgery suites, rehab facilities and other medical capabilities that often dwarf even the largest star base. Medical Facilities also function as research station for unique and on-going medical studies, with isolation wards, research labs and specialized research equipment that is not normally found aboard other stations. And finally, Medical Station function as production facilities for zero-g medicines and other exotic treatments needed through out space. Many Medical Facilities have very large stores of rare medicines that require specialized storage or can only be produced in small quantities under normal conditions. Most Medical Facilities are associated with other Star Bases or established home worlds where defense is rarely an issue. Medical Facilities are never armed, but can support an extensive array of shuttles, including military fighters if necessary. Most Medical Facilities also serve as teaching hospitals for their respective worlds, with medical teams often brought in from local ground medical facilities during times of extreme need or military conflict. Although most Medical Facilities are designed to service a limited number of wounded personnel, many and quickly expand their capability by a factor of as much as 10 or more when necessary. Like Outposts and other specialized facilities, most Medical Facilities rely on other facilities to keep stocks of supplies as current as possible. Because of their unique capabilities, most Medical Facilities are often more expensive than bases twice their size, but their capabilities can often not be duplicated under other conditions.

05:01:10 MILITARY OPERATION COMMAND POST

As with Defense Stations, Military Command Posts are large Star Base sized stations used as both Defense Outpost and Administration station for dozens of squadrons and ships. Most MOCP’s are commanded by an Admiral, with wide sweeping Military decision-making ability. Most MOCP’s are more powerful that standard Defense Outposts, with dozens of subsystems dedicated to military operations, including starship production, medical and intelligence operations as well as re-supply and recreation activities. MOCP’s are most often used along Neutral Zones and politically active boarders where standard Star Bases and Outposts would be considered vulnerable. As with most station, MOCP’s also serve as communication posts and many do allow civilian traffic near their area of operation.

05:01:11 OBSERVATORY

Observatories are specially designed deep space station used to gather and interpret data concerning stars, nebulas, black holes and other space phenomenon. Both manned and unmanned Observatories are in use by many governments. Observatories are most often used while investigating unusual phenomenon, recording data from a lengthy list of specialized sensors and installable special equipment bays. Observatories are almost never armed, and are rarely targets for any type of military target. Observatories are surprisingly expensive for their size due to the high number of specialized equipment found on board.

05:01:12 OUTPOST

Unlike traditional space stations, Outposts are often located on small planets or asteroids, or near space phenomenon that might require observation. Most Outposts are small, with transient crews and regular check-ins with patrolling starships. Most Outposts are established to monitor enemy activity, conduct specific research or as a base of operation for colony development. Outposts are known for their barren appearance, with few luxury afforded to crew and visitors. Most Outposts do have all the necessary facilities to support Starships and other in-system activities, but must rely on supply runs and visits from other vessels to keep the outpost fully functioning. Outposts are often less expensive than other facilities to build and maintain.

05:01:13 PENAL INSTILLATION

These specialized stations are used to house criminals and other prisoners. Most Penal Installations are well armed for short range battle, with patrol cutters and armed shuttles used for protections. Penal Facilities also house treatment facilities for psychological conditions. Conditions vary widely through-out the various governments concerning Penal Installations. Penal Installations have the ability for both long and short term incarcerations, and are also used to house prisoners of military

conflicts. Penal Installations are expensive to build and maintain due to the high number of specialized security features found on board. Escapes are extremely rare, and those that do occur are almost always costly for the group of government involved in helping the escapee.

05:01:14 PRODUCTION STATION

Production Stations are used by several large corporations and governments near planets or other sources of raw material that would jeopardize or cause difficulty in processing. Production stations are also used near fragile ecosystems that would be damaged by the physical presence of the industry. Production stations vary widely in their functions and capabilities, including ore processing, food stuff processing and even toy manufacture. Production Stations have facilities to support a small administration department, full production crew and some engineering staff. Stations that produce rare or military items are know to be defended, but most Production Stations have little combat capability. Production station are common near mining planets and starship production facilities where they are used to produce both hull material and components needed for starship construction.

05:01:15 RECREATIONAL FACILITY

Recreational Facilities are most often found in the Federation and Romulan sphere of influence, providing extensive entertainment and rest facilities that are not normally found in other areas of space. Unlike other large bases, Recreational Facilities orient them selves towards pure entertainment, providing gaming establishments, entertainment venues and other unique recreational activities. Most recreational facilities mix private and government controlled activities, from shopping to tour of local attractions. Recreational Facilities provide exorbitant luxury and relaxation and are often the destination of cruise ships and luxury liners. Within the Federation, several recreational facilities are dedicated exclusively to starship on patrol near military boarders.

05:01:16 RESEARCH PLATFORM

Research Platforms are used for long term scientific research and study of phenomenon. Research Platforms have extensive library systems, research labs and other facilities that allow for the examination of one or more subjects or research objectives. Most Research Platforms are owned by private companies or individuals conducting research on lengthy projects. Research Platforms are often visited by patrolling vessels, who exchange sensor data, luxury goods and repair items that may be needed. Like most stations, Research Platforms come in a variety of sizes and capabilities.

05:01:17 SPACE OFFICE COMPLEX

Unlike Administration Stations, Space Office Complexes are used exclusively by contracted companies and private offices. Almost always a part of a space born complex, SOC's are used by shipbuilders, transport companies and mining operations as the primary location of record keeping and transfer. SOC's have a lesser ability to issue orders and transfer materials, and have fewer meeting rooms and onboard crew quarters. SOC's have a much larger record keeping and analysis ability that even star bases twice their size. SOC's are also less expensive to build and maintain that Administration Stations.

05:01:18 SPACEDOCK FACILITY

Spacedock is a Federation term used for the largest space station currently used by Star Fleet. Spacedock is used as both a full independent star base, trading station, communication station and fitting center used after the completion of starship construction. Spacedock provides full construction capability as well as research and medical capabilities. Spacedock facilities are now being constructed at all major starship construction centers and in orbit around many star bases. Spacedocks also have a large civilian area used for trade, entertainment and other public operations.

05:01:19 STAR BASE

The technical term Star Base refers to the collection of stations and ground facilities that facilitate the operation of starships and space activity. Star Bases are very large, often employing over 10,000 fleet personnel and three times as many civilian dependants and merchants. Star Bases are some of the best-defended positions in known space, with orbital defenses, cutter and gunboat patrols, satellite defenses and ground weapons. Star Bases are well known for their research centers and large medical facilities, often capable of having hundreds of patients. Star Bases have dozens of independent labs as well as full production facilities and processing centers capable of creating foodstuffs for deep space ships and other facilities. Star Bases often have several stations in orbit, including defense outposts, research stations and starship repair yards. Star Base Commanders are part of a unique group of personnel with broad policy decision-making capability, and are in charge of all assignments for their respective area. Star Bases are the central command position for Fleet Operations and are tasked with upholding the various political charters. Star Base Command Personnel are also tasked with everything from assignment changes to military action. Within the Federation, Star Base Command personnel handle everything concerning local activity concerning research missions, exploration mission, military activity, civilian activity and patrol requirements. In more militant governments, such as the Klingon and Romulan Empires, Star Base Commanders are often in charge of any covert operations undertaken by their governments, as well as full planning and detailing of invasion and defense plans. Star Bases are well known for their comfort as well, with most ground bases analogous to small cities and towns. Star Bases are the furthest most extension of direct command for the various star fleets, with most answerable directly to their respective governments. Star Bases continue to be built at strategic locations as well as locations convent to exploration and outbound operations.

05:01:20 TRADING STATION

Trading stations provide a large environment for the exchange and storage of transient goods throughout a sector. Most Trading Stations provide a modicum of administration ability, recreation facilities, medical capability and repair as well as storage and security of cargo's. Most Trading Stations are co-owned by private and government agencies, and are known to many freight captains as safe havens. Trading Stations keep open door policies, sometime in conflict with local laws, that allow anyone to conduct business.

06:01 CONTAINERS

INTROCDUCTION TO CONTAINER

Container refers to a large (often cylindrical) specially built non-propulsive transport containers that come in a variety of uses. Many containers are little more than hollow cargo holds that can be connected together like ancient railway “box cars”. Each container is completely self contained for its mission, having internal gravity generation, lighting, atmospheric capability and other specialized equipment as needed. Many transport or freight containers have onboard transporters and special cargo handling equipment. Other personnel carrying containers will have full computer systems, crew quarters, medical facilities or other on-board systems. Specialized freight containers, designed for liquid, bulk or even vacuum cargos, can be left at a single location, loaded, and prepared for transport. Containers are transported to and from their location by specially equipped Cargo Transport Tugs, designed to push or pull several containers linked together. Containers are the most common form of shipment, with military, government and private containers used by various companies.

Some containers are purchased by small freight companies and are designed to allow a vast number of smaller cargoes to be transported on set cargo runs. Indistinguishable from standard containers, these specialized units are sometimes purchased by several different companies, with internal space divided up per company.

07:01 LIGHT CRAFT

INTRODUCTION TO LIGHT CRAFT

One of the earliest and most basic forms of space vessel, shuttles and other light craft are designed to provide a wide range of capabilities to starship crews who must land on a planet, asteroid or conduct other space operations that require a small transport. Shuttles are known for their survival ability during abandon ship situations, their ability to weather difficult and treacherous atmospheric conditions and their ability to extend the range of a single starship when necessary. Most Shuttles are equipped with a wide range of support systems, including sensors, survival gear, weapons, computer interfaces and in recent years, micro-transporters. Many shuttles are designed for specific functions while generalized shuttles are designed for a wide range of uses. Shuttles provide starships an effective way to transport personnel to and from locations that would otherwise be inaccessible by transporter or other means. Most shuttles can be operated by a single individual. Shuttles are often kept small to allow for docking and landing capability. Although armed, most shuttles can not withstand an attack for a capital ship. Shuttles are extremely inexpensive to build, repair or maintain, and nearly every navy uses shuttles.

WARPSHUTTLE

Warpshuttle is a designation which has evolved over time. Not to be confused with standard shuttlecraft, warpshuttles are actually Class I-III starships. They are designed to have moderate to good speed and maneuverability and generally are lightly armed if armed at all. Their primary function is the transport of command staff, key personnel and other VIPs. Warpshuttles also serve as couriers in all the major power's space fleets. Warpshuttles were originally conceived around the mid-23rd century as warp-capable craft that could be carried in the shuttle hangers of larger vessels. However, the only warpshuttle designs of the time small enough to fit in most ship's hanger bays were small Class I and some minimized Class II warpshuttles. These took up significant space due to their size and additional service requirements compared to standard sub-light shipboard shuttlecraft. While the Romulans regularly deployed warpshuttles aboard their warships, other major powers opted to only assign warpshuttles to their ships when mission parameters required them. Through the end of the 23rd century, the most widely deployed Klingon warpshuttle designs were too large to fit in the hanger bays of their warships. Their warpshuttles served the multiple roles of couriers, light diplomatic craft and as small personal (and personnel) transports for military and government officials. Starbases and other command centers keep a number of warpshuttles on hand to quickly transfer key personnel to new duty stations and other assignments. Over the years, these small starships became known as 'runabouts' within Star Fleet. When small, standard shuttlecraft designs capable of warp speeds began to appear, Star Fleet changed the Warpshuttle designation to Runabout in order to avoid confusion.

FIGHTERS

The operation of fighters for deep space combat and other military applications has been an established yet dangerous part of space combat for over 100 years. Fighter tactics and combat capabilities have changed drastically over the years, but have also had to contend with a vast array of difficulties pertaining to Fighter operations.

Fighter's primary disability is there size. Very few fighters reach the Class II weight classification, with most little heavier than shuttles. Fighters small size predicates extremely light power curves and light armament. In practical combat terms, single fighters are nearly useless when matched against even escorts and scouts. Fighters have no deep space capability and limited supplies. All fighters must rely on a base or support craft to operate. Fighters rarely have heavy weapons and often must land to re-arm during prolonged combat. Fighters have limited sensors, targeting systems and very limited shielding. Most fighter class vessels are unable to withstand a direct hit from energy weapons.

Despite these setbacks, fighters are surprisingly effective. Due to their small size, squadrons of fighters are able to operate in extremely close proximity, overlapping shields and concentrating weapons fire to damage their opponents. Fighters are often 3 to 4 times as maneuverable as starships, able to use complex evasive patterns to provide protection from hostile attack. When launched, a single squadron of fighters can often mass sufficient firepower to down an enemy shield and cause some damage. With subsequent waves attacking the same location, fighters become extremely dangerous. Fighters also force enemy starships to commit to a multi vector defense plan, diverting precious power to 360 degree shields. Most fighter carriers have sufficient fighters to engage 3 destroyer class vessels simultaneously, and with Carrier Battle Groups, are able to engage entire enemy fleets with high degrees of success.

None the less, only large numbers of fighter prove effective against enemy capital ships. Although many ships have a single wing of fighters aboard, they are rarely used due to the extremely high mortality rates associated with fighter operations.

Docking Vessel
Cargoshuttle
Medium Cargo Shuttle
Recon Gun Ship
Assault Shuttle
Heavy Assault Shuttle
Intelligence Jamming Shuttle
Interdiction Bomber
Evacuation Shuttle
Search & Rescue Shuttle
Light Fighter
Superiority Fighter
Hornet
Light Fighter
Heavy Fighter
Planetary Research Shuttle
Research Aqua Shuttle
Stellar Research Shuttle
Survey Shuttle
Heavy Shuttle
Heavy Docking Shuttle
Aqua Shuttle
Light Shuttle
Aquashuttle
Standard Shuttle
Shuttle Pod
Dualbee
Superbee
Workbee
Airtram - Personnel Carrier
Passenger Shuttle
Warpsleed
Travelpod
Shuttle Tug
Yard Tug
Long Range Warp Shuttle

08:01 PIRATE VESSELS

INTRODUCTION TO PIRATE VESSELS

Considered the second most dangerous group of combat craft encountered in space, pirate vessels come in a wide range of shapes and sizes and are used by extremely diverse groups. Although the most famous Pirate groups are the Orion Clans and Families, the Ferengi are also know to support Pirate activities. To understand pirate vessels does require an understanding of Pirate operations.

To successfully operate a pirate vessel or group of pirate ships requires a surprisingly businesslike approach to construction, operation and target selection. Most pirate vessels are geared towards specific mission objectives, and are designed to keep initial costs and upkeep to a minimum. Many pirate vessels must also operate as legitimate haulers and tradesmen to allow for trade of stolen or contraband material. Pirate operations must also take into consideration travel times, escape routes, hiding places and enemy patrol routes even before beginning a planned raid. Although some pirate groups do operate on a purely opportunistic outlook, most successful pirate groups have extensive ship support capability, intelligence networking and political clout to allow them to survive close enough to habitable systems to operate successfully. (For more details on pirate operations, see “The Orions” supplement from FASA).

Pirate vessels are designed to be easily constructed, easily repaired and difficult to detect. Most are built for speed, rather than combat capability. Many pirate vessels are under-shielded when compared with other vessels of a similar size. This allows for increased firepower and extra cargo room for captured cargo. Pirate vessels are also built simply, to allow easy repair and a quick learning curve for new crew members. Many Orion pirate vessels are a surprising hodge-podge of various races sub-systems. Ferengi pirate vessels are rarely the same from one ship to the next, with a successful captain upgrading and increasing the vessels abilities with their profitable operations. Other pirate groups often purchase auction vessels or wrecked / abandoned ships and spend considerable effort re-arming and sometimes upgrading such vessels.

No matter the source of the ship, most pirate vessels are designed to attack a target, usually from behind, down the targets shields and incapacitate their drive capabilities. Pirate vessels then dock with the crippled ship if time allows, or use surprisingly sophisticated transporters to capture desired cargo. Some pirate vessels are designed for Hit-and-Run raids, capturing a block of cargo and determining it’s contents later. Other pirate vessels are designed to capture an entire freighter or transport and either tow or pilot the vessel to a hidden base. Pirate frigates are not unheard of, nor are fighter wings and other more legitimate vessels. Many pirate vessels are simply modified standard vessels, such as Sloops, Tenders, Salvage vessels and even Yachts. Because of the wide diversity of pirate vessels, most classifications are mission based, rather than class based. Although many missions to lend them selves to a specific vessel class, most pirate vessels are different, even from class to class.

08:01:01 BLOCKADE RUNNER

The most basic of all Pirate Vessels, Blockade Runners are designed to be fast, nimble, lightly armed pursuit craft. Blockade Runners usually operate alone or in small groups, dictating unique tactics. Blockade Runners primary mission is to attack light craft, disabling them and either using transporters or boarding actions to steal cargo. Nearly all Blockade Runners are designed to capture only a small portion of a targets cargo, usually less than 100 SCU worth of valuables. This gives Blockade Runners a tight margin of operation. When faced with larger prey, Blockade Runners are used in a harassment role to force target vessels to force a global defense pattern.

Blockade Runners light construction and small size give these unique ships a tactical advantage during operations. Most prove very difficult to detect, and can often hide in areas where larger or heavier warships would be detected. Blockade Runners are also more maneuverable than vessels of a similar class, relying on speed over brawn to protect the crew. Although able to attack and disable freighters, Blockade Runners are no match for escorts or destroyer, and will almost always run from cruisers or other heavy combat vessels. Blockade Runners are by far the cheapest combat vessel to construct. Blockade Runners are short range vessels and can only operate several weeks out from a support facility or home base. Because Blockade Runners also conduct legitimate trade operations, many are able to openly operate near Orion Colonies and within the Triangle. Currently, Blockade Runners are almost exclusively seen operated by Orion Pirate cartels, although recent information concerning Ferengi family operation may change this in the near future.

08:01:02 COMMERCE RAIDER

Unlike a standard Raider, Commerce Raiders are designed to attack larger convoys and groups of vessels, including military convoys. Most Commerce Raiders are equipped with heavier weapons, heavier shields and powerful warp drives that allow them to close quickly with intended targets, disable multiple targets and quickly escape, even while under attack from escorting ships. Commerce Raiders are extremely difficult to maintain, even with a full pirate base available. To successfully achieve their goals, Commerce Raiders must employ multiple independent sensor systems, multiple independent transporter systems as well as other unique systems designed to help transfer cargo from varying points.

Commerce Raiders are often considered more dangerous than most other pirate vessels. Most standard pirate vessels will disable their intended target. Once disabled, crew men aboard a disabled vessel will often not risk injury or loss of life, allowing the pirate vessel to take what they will and leave. This unspoken gentleman’s agreement has been effective for both parties, but is quickly dismissed when Commerce Raiders are used. Because of the relatively short ranges associated with transporters, Commerce Raiders will use overwhelming firepower on their victims to disable their targets in one small group. Internal damage is often heavy, with loss of life considerable, even at the best of times. This has lead to heavy resources dedicated by most governments to tracking down and destroying most Commerce Raiders and their support systems.

Although Commerce Raiders can capture significantly more material than other pirate vessels, their construction, modifications and upkeep often make their operation outside the profit range of most known pirate families. Most specialized capture equipment is simple modifications of existing technologies, rather than any true advance of technology. Many ships simply add in extra transporters, power cells, computers and other equipment. This can quickly drive up the cost of most Commerce Raiders. Expense associated with the purchase of heavier weapons also significantly increases the cost of Commerce Raiders. Many also suffer heavy damage in their operations, further reducing overall profits. Because of these restrictions, true Commerce Raiders are somewhat rare, especially near well patrolled space lanes. None the less, the dangers associated with Commerce Raiders requires between 60 and 75% of all anti-pirate forces to concentrate their efforts on locating and eliminating Commerce Raiders and their support.

08:01:03 INFILTRATOR

The Infiltrator class of pirate vessel is though to be used as a scout type vessel by larger pirate cartels. Infiltrators, often no larger than a Prowler or Blockade Runner, are one of the most expensive investment undertaken by a pirate group, and signal a massive commitment by a group to a particular area. Infiltrators bristle with sophisticated sensor and detection equipment, as well as extensive communication and intelligence gathering sub-systems, often rivaling the major Governments. Infiltrators will rarely participate in combat or

raiding operations directly, observing operations from a-far. Although able to act as a Command vessel, Infiltrators are rarely used in this capacity and in fact rarely communicate with other vessels, using highly localized and specialized communication protocols to keep hidden. Like other pirate vessels, Infiltrators are designed for short range operations, only able to remain in the field for 6 months or less. Infiltrator command, while prestigious, is somewhat dull for the average Pirate captain. Infiltrators are used almost exclusively by the Ferengi, although several versions are know to be fielded by the Orion cartels.

08:01:04 MAN-O-WAR

By far the largest and most dangerous of all Pirate vessels, the Man-O-War is likened to a heavy cruiser or even a battleship, and is one of the most targeted pirate vessels encountered. Only a few classes of Man-O-War are fielded by the Orion Pirate Cartels, and construction of these massive vessels can bankrupt a family who does not know how to use such a resource. Most Man-O-War vessels are designed not for cargo raiding, but for operations against Government warships, ground instillations and even combat squadrons. The Man-O-War is usually heavily armed, and is an equal match to most Cruisers. Man-O-Wars are extremely difficult to field, as their construction can not easily be hidden. Once a ships is know to be operating as a Man-O-War, they become the target of large scale operations by anti-pirate forces. On the few occasions that the Man-O-War is employed for raiding operations, it is usually used to board multiple vessels in a convoy, capture them and then escort them, even under fire, to a staging area or Pirate base. Unlike other pirate vessels, Man-O-War will stand and fight against enemy vessels, forcing a heavy toll for the re-capture of taken freighters. Man-O-War vessels are almost always mission specific, unable to operate longer than a month away from support facilities. Man-O-War vessels are also much less stealthy, making operations even more difficult. Freighter crews who are unable to escape from a Man-O-War are advised to abandon their vessels as Man-O-War captains will often maroon or kill a ships crew after capturing the vessel.

08:01:05 MARAUDER

Marauders, primarily a Ferengi operated class of vessel, are cruiser sized long range pirate and commerce vessels. Like Blockade Runners, Marauders conduct both legitimate and pirate operations. Unlike most other pirate vessels, Marauders are designed for deep space operation well away from home ports and bases. Although an expensive initial investment, once fielded, Marauders quickly pay for them selves in both legitimate operations and secretive operations. Marauders are easily able to overpower single freighters and defend against larger escorts and combat vessels. Unfortunately, Marauders can rarely pay for their operations by capturing a single freighter. Constant raids or legitimate trade are required to keep the Marauder viable. Like the Blockade Runner, Marauders are more subtle in their combat operations, drawing less attention to them selves by allowing ships and crews to go on their way after surrendering their cargos. Unlike Blockade Runner, Marauders can quickly bring heavy firepower to bear when necessary.

Marauders are equal in firepower to most medium cruisers and even some heavy cruisers. Unlike other pirate vessels, Marauders are very luxurious, often the pride of both crew and captain. Marauders have large cargo facilities and surprising communication systems that allow for a multitude of operations. Ferengi versions of Marauders are know to be the backbone of the Ferengi fleet, serving as both cargo vessels and military combat vessels.

08:01:06 PIRATE FRIGATE

Although a seemingly standard class of pirate vessel, Pirate Frigates are not a popular choice for most pirate operations, and yet can be used to yield tremendous gains. Pirate Frigates are designed to overtake a target, transport troops aboard and capture the vessel in tact. Captured vessels are later sold or converted to pirate use, and even scrapped for spare parts to help support pirate activities. Such operations are surprisingly complex and difficult to maintain. Targets must almost always be pre-chosen and researched to insure success. Often and “inside man” or men must also be used, further reducing profits and increasing danger. While the loss of some cargo to pirates will often be accepted by most captains as a hazard of the job, the loss of a full cargo and the ship itself often brings a dangerous response from captains and crews who are targeted. Armed response is common, as is a fanatical defense against the pirate incursion. Pirate Frigates must be able to down an enemy shields without damaging the ship or drive, and must also be able to maintain pursuit of the intended target even at warp speeds. Troops must quickly be transported to several key locations with enough support to capture the areas without damaging the vital equipment. Although cargo is rarely transported from the target vessel, Pirate Frigates must maintain expensive specialized transporter system to support their troops. Large troop compliments further reduce profits, and force the targeting of larger freighters and even passenger liners, many of which are escorted. Although most Pirate Captains will refrain from killing target crew for fear of creating a suicide mentality among freighter crews, some will go to extremely violent measures to insure compliance, further increasing tensions. To insure some modicum of compliance, Pirate Frigates must often allow escape pods and even shuttles to escape un-molested, many of which can easily call for help.

Despite the setbacks, Pirate Frigates can often capture significantly more valuable ships and cargoes than most pirate vessels. Although several attempts must often be abandoned, a single successful capture can net handsome profits. Pirate Frigates are often re-armed military craft purchased from various sources. Many must undergo extensive modifications to fulfill their mission profile. When newly built, Pirate Frigates are easier to build, but no less expensive. With recent advances in transport technology, and the use of special interference systems on some freighters, Pirate Frigates are becoming more popular, allowing troops to use transporter enhancing buffers and other systems to insure capture of the best cargoes. Special booby-traps and system damage are also used to insure that responding escorts and rescue vessels must render aid before perusing the pirate vessels, allowing escape.

08:01:07 PRIVATEER

Roughly destroyer sized, the Privateer is the second most common pirate vessel. More heavily armed than the Blockade Runner, the Privateer is also designed for raiding of single cargo vessels and small, unprotected fleets. Privateers are more often converted vessels from other major governments, designed to quickly overpower a fleeing cargo vessel, board or use transporters to capture cargo, then flee quickly before reinforcements arrive. Unlike Blockade Runners, Privateers have much larger cargo capacity and can easily capture an entire cargo hold of valuables.

When used in other roles, the Privateer conducts operations similar to Escorts and Destroyers, defending larger vessels, captured prizes and bases during combat operations. Unlike Blockade Runners, Privateers are less subtle in their attacks, and will often significantly damage a target vessel to quickly gain its cargo. Privateers, like Marauders, are longer ranged than other Pirate vessels, and can operate independently for months and even years. Despite being purchased from other governments, Privateers are often extremely expensive to re-arm and upgrade, but can be fielded much faster than keel built Blockade Runners.

08:01:08 RAIDER

Raiders are the third most common class of Pirate vessel encountered. Most Raiders are the size of a Corvette or Gunboat, and are similarly armed. Raiders are almost always used in concert with other Raiders and larger vessels against both Military targets and large convoys. Squadrons of Raiders can quickly cripple a target vessel, then move off to provide harassment support against other targets. Raiders are extremely inexpensive to construct and maintain, and have gained popularity in recent years. Most Raiders can conduct atmospheric operations, making them a popular alternative to the space-bound Blockade Runner. Raiders can also conduct operations from a command vessel or small base located in deep space or in-system. This gives raiders a unique flexibility not seen in other Pirate vessels.

Raiders are extremely maneuverable, often able to conduct operations with fighters and combat shuttles when required. Raiders do have cargo transporters, with some able to capture up to 10 SCU worth of cargo, although they are rarely used in this capacity. Raider captains are often even more swaggering than their Blockade Runner counterparts, and are known for taking dangerous risks during missions. Raiders can often be difficult to detect and persue even under ideal conditions.

Raiders main advantage is in a heavy forward strike capability. Nearly all weapons associated with a Raider are designed for extremely precise attacks, capable of downing a shield and disabling a single system quickly and efficiently. Most raiders use large numbers of short range weapons, rather than moderate numbers of medium range weapons. At close quarters, raiders are very dangerous, but are much less effective at greater distances. Raiders are extremely short ranged, requiring a base or command vessel to operate for extended periods of time. This requires an extensive outlay from Pirate clans, but often allows a greater number of targets to be considered by planners.