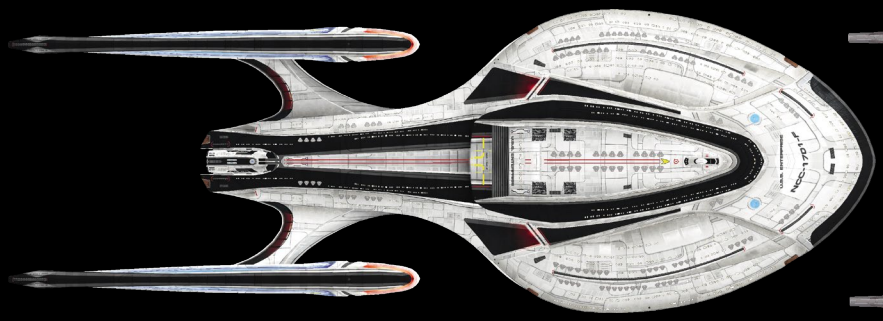
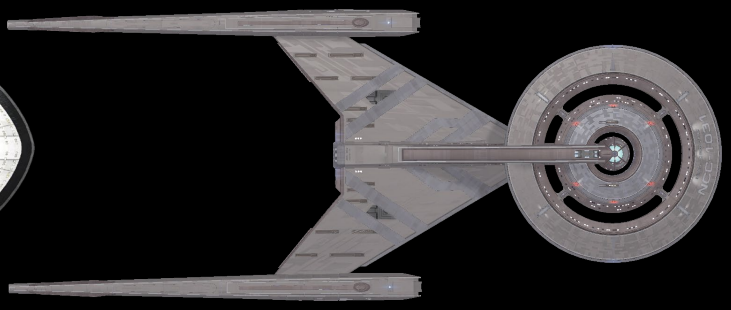
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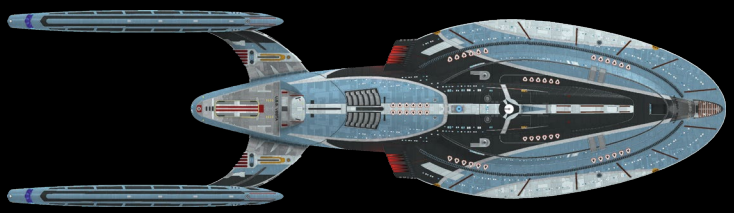
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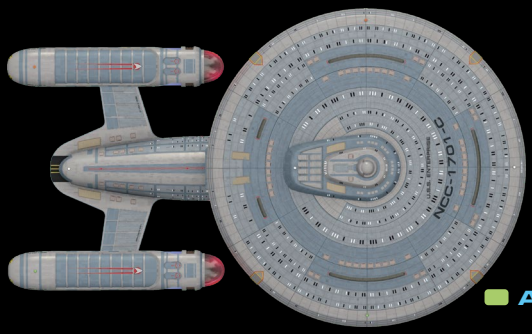
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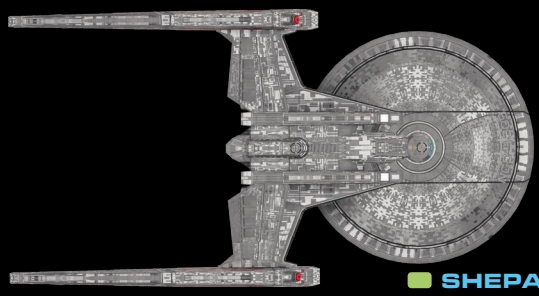
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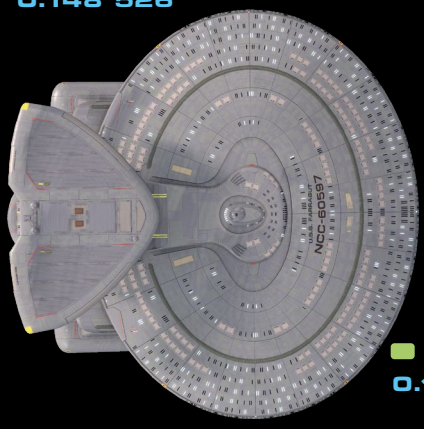
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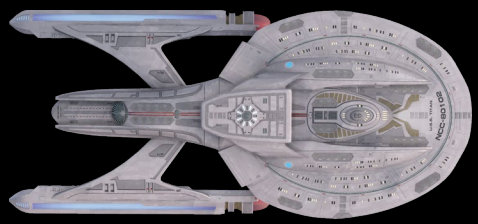
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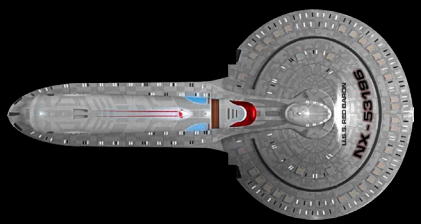
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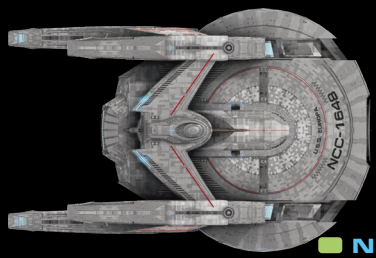
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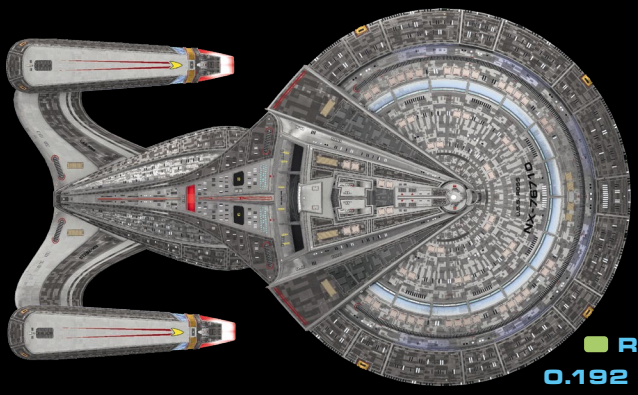
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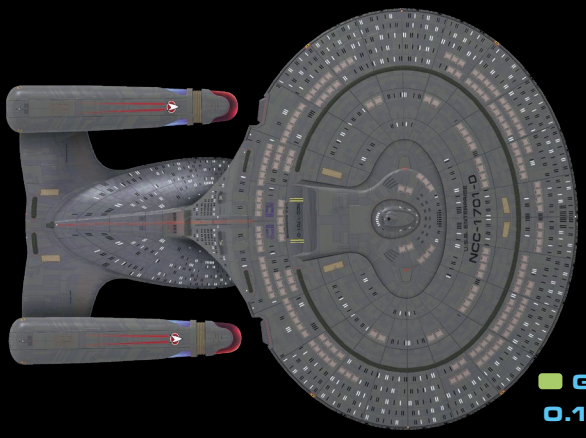
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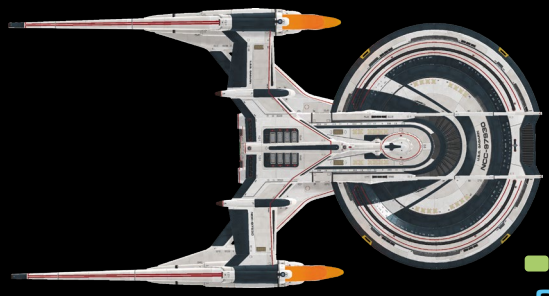
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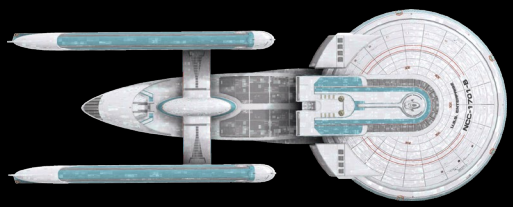
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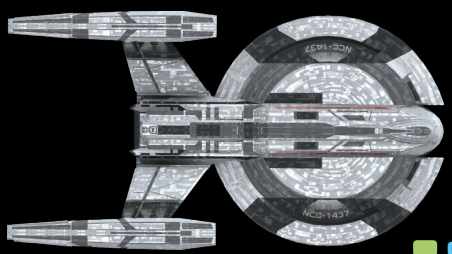
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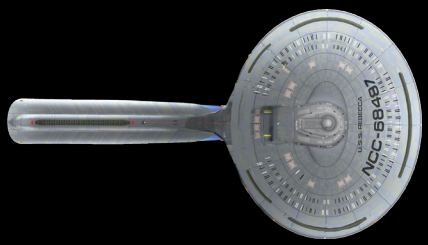
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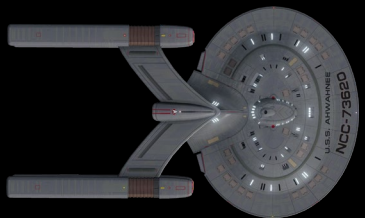
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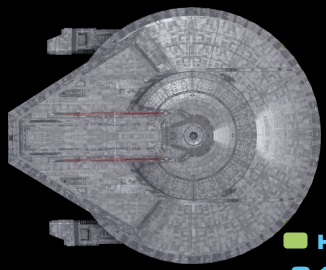
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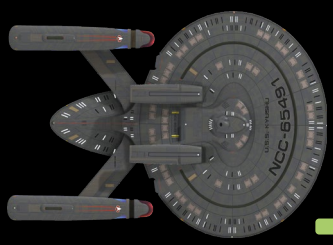
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IN MEMORY OF

GREG JEIN, DAVID WARNER, AND NICHELLE NICHOLS

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MODIPHIUS ENTERTAINMENT

SE: MUH0142203
ISBN 978-1-80281-032-5

TOS CE: MUH0142204
ISBN: 978-1-80281-033-2

TNG CE: MUH0142219
ISBN: 978-1-80281-051-6

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FOREWORD

THOMAS MARRONE, ASSOCIATE ART DIRECTOR, STAR TREK ONLINE

There's an infamous scene in *Star Trek: The Motion Picture* where Admiral Kirk takes a shuttle to board the *U.S.S. Enterprise* before she sorties to intercept the looming V'Ger menace. The scene is languidly paced and almost five minutes long – five minutes of swelling orchestral music and slow pans across an exquisitely detailed miniature of the redesigned *Starship Enterprise*. The sequence is emblematic of the film's reputation: it is meandering and self-indulgent, light on plot or dialogue, and relies solely on spectacle to carry itself forward.

About halfway through the trip, the shuttle pivots to face the front of the ship and Kirk gets his first good look at the refitted *Enterprise*. Next to him, Scotty beams with pride, and as we zoom in to Kirk's face, we see a reflection of the ship in the window. Kirk stares, enraptured. William Shatner plays Kirk as someone who is seeing their beloved for the first time in a long time, and he is falling in love all over again.

It is one of my favorite scenes in all of cinema.

If you're like me, you can relate to Admiral Kirk in that scene. You fell in love with the *Enterprise* the same moment he did. And then later you would fall in love with the next *Enterprise* and the next, and then the *Defiant*, and then *Voyager*, and *Discovery*, and *Stargazer*, and, and, and...

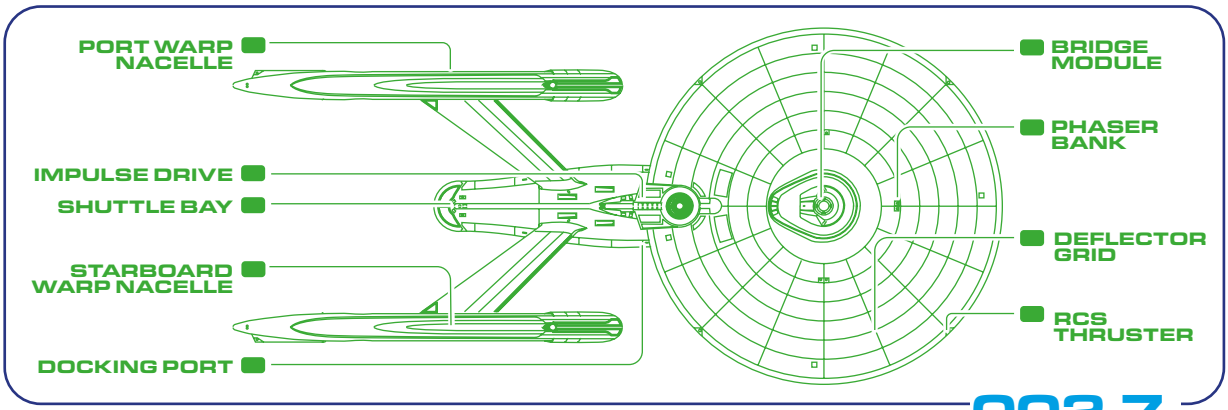
As Associate Art Director for the massively multiplayer game ***Star Trek Online***, I have been blessed to be able to channel my passion for starships into my work. I've personally managed the creation of nearly two hundred ships inspired by the breadth of the *Star Trek* universe. With this ***Utopia Planitia Starfleet Sourcebook***, I am honored to have now contributed starships originally created for ***Star Trek Online***, including those featured in season 2 of *Star Trek: Picard*, to an official ***Star Trek Adventures*** release for the very first time.

In many ways, ***Star Trek Online*** and ***Star Trek Adventures*** are kindred spirits. In both games, players act out their own *Star Trek* series, starring themselves and featuring a starship that they create. In both games, choosing your starship is a key part of character creation, and your ship's story is tightly interwoven with the story of your crew. In both games, players can pick from a wide variety of ships and then customize their appearance and abilities to match their own specific *Star Trek* fantasy.

If you're reading this book, you probably have something in common with the starship-obsessed ***Star Trek Online*** players that clamor for every new ship we build. I can say that these pages are a gold mine for ship nerds like me. They include easily digestible statistics for the casual ***Star Trek Adventures*** player as well as new special rules for the miracle workers among you. You'll also find reams of lore and world-building information for your favorite Starfleet ships, which will appeal to anyone who likes to shoot the ship, even if they aren't quite ready for the center chair themselves.

I hope that as you flip through these pages, you'll have your own *Enterprise* moment, where you find the ship you were destined to command and invite it to be another starring character in your own *Star Trek* adventure. I wish you clear skies as you boldly go where only your imagination can take you.

See you out there, *thataway*.



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INTRODUCTION

TO BOLDLY GO

"Risk... Risk is our business. That's what this starship is all about. That's why we're aboard her."

– CAPTAIN JAMES T. KIRK

THE EVER-EXPANDING STAR TREK CANON

This sourcebook was developed and released while several *Star Trek* series were in active production. As a result, the details contained within this guide may be contradicted or amended based on future episodes and seasons of the various television series.

While *Star Trek* canon consists only of what appears on screen, your group's game canon is whatever you choose to make it. Feel free to use as much or as little of this sourcebook as you see fit, whether it remains adherent to official *Star Trek* canon or not.



A HOME AMONG THE STARS

By the early 25th century, thousands of species across our Galaxy and beyond have achieved warp speed capabilities and roam established space lanes and uncharted expanses alike in a bewildering array of vessels, including elegant solar sailors, sleek optimized starships, bulky utilitarian cargo haulers, and a myriad of other vessels that beggar description.

Among the more mature organizations constructing, commissioning, and improving their spaceframes and vessels is **Starfleet**, the exploratory and defensive organization of the United Federation of Planets. Bold crews of Starfleet officers, enlisted personnel, and civilians hailing from hundreds of worlds staff vessels designed to survey, research, defend, and provide aid wherever and whenever they are needed.

Even with all the technological advances available to the Federation and other polities, the Galaxy of the early 25th century is still largely uncharted and unexplored. The major governments of the Alpha and Beta Quadrants may be at relative peace, but there are always pockets of discord and unrest all around. Even with an ever-expanding collection of active and potential threats, exploration and discovery remain key components of Starfleet's primary mission. The crews of Federation vessels reach out toward the uncharted regions of space and investigate them to push the boundaries of knowledge, one sector at a time.

Within this sourcebook, you'll discover a wealth of information regarding Starfleet, Starfleet operations, and Federation starships, space stations, and small craft, building on what's already available in the game's core rulebooks and supplemental materials. The information in this sourcebook should help you plan and tell evocative *Star Trek* stories with your game group.



STRETCHING THE KNOWN BOUNDARIES

Welcome to the ***Star Trek Adventures Utopia Planitia Starfleet Sourcebook***, a guide to Starfleet focused squarely on Earth and Federation/Starfleet vessels and space stations from the late 20th century to the early 25th century. This sourcebook builds on the existing ***Star Trek Adventures* sandbox setting** and populates that sandbox with additional spaceframes, stations, and small craft that you and your fellow players can use to enhance your missions and campaigns, no matter what era of play you choose to use. In addition, this sourcebook provides you with a complete toolkit to construct your own spaceframes, whether they are a beloved vessel from one of the many secondary sources available, or something entirely new from your imagination.

Star Trek as an expansive intellectual property, spanning over 55 years of content, can support virtually any genre of story, and the vessels contained in this sourcebook enable you to carry on that tradition to your game experience. No matter what genre of story you want to collaboratively tell with your players – whether it is mystery, horror, exploration, romance, intrigue, or some other – they can all fit within the expanded *Star Trek* universe.

YESTERDAY'S ENTERPRISE

When ***Star Trek Adventures*** launched in 2017, the default year for the game was 2371 (stardates 48000–48999), though other eras of play were available for play as well. Since then, additional products expanded the timeline into the 2370s and 2380s. With the release of *Star Trek: Picard* and the inclusion of ***Star Trek Online*** content in this sourcebook, the 2390s and the early 2400s are now available as playable eras as well.

You may choose to set your game at the dawn of Earth's tentative steps to exploring space in the 2100s; during the "Five Year Mission" period in the 2200s when illustrious captains such as Georgiou, Pike, and Kirk commanded starships and pushed the boundaries of known space; during the 2300s where the Federation and the Klingon Empire forged peace and navigated the challenges of their alliance; or even in the time period following the events of *Star Trek: Nemesis*, *Star Trek: Lower Decks*, and *Star Trek: Picard*. Whatever era you choose to play in, Federation and Starfleet vessels explore the Galaxy throughout the expansive *Star Trek* timeline, from the early 2100s to 2410 and beyond.

Gamemasters wishing to run missions during various *Star Trek* time periods will have no trouble using the materials presented in this sourcebook. If a spaceframe, technological advance, or thread from the *Star Trek* tapestry should be unavailable in a certain era, there will be a note within the text or in a sidebar such as this one.

SUPPLEMENT STRUCTURE

This sourcebook provides all the information you'll need to customize existing spaceframes for use in your missions and campaigns. It also provides you with a full toolkit for creating custom spaceframes, so that you and your players can create any type of Federation or Starfleet vessel, whether it's something seen on screen; in a *Star Trek* product such as a novel, comic book, game, or other authorized resource; or from the heights of your imagination.

***Chapter 1*: Starfleet's Legacy** discusses the history of Starfleet from the 2100s to the early 2400s, from its beginning as an Earth-centric organization to its becoming the dedicated exploratory and defensive organization of the United Federation of Planets.

***Chapter 2*: Starfleet Operations** provides details on various aspects of life within Starfleet and a variety of operations any Starfleet officer would be aware of, all tailored to be relevant to a character at the game table. The chapter covers day-to-day life aboard a Starfleet vessel or station, a description of key locations and how they may be used in missions and scenes, and a brief discussion on some key technologies present in all Starfleet postings. This chapter also includes information on mining operations and salvage and retrieval operations, details on how these are relevant to Starfleet operations, and how you might use them in your missions and campaigns.

***Chapter 3*: Design Bureau** discusses the importance of a starship or space station in the game and what you and your fellow players should consider when constructing your characters' home among the stars. This chapter also provides step-by-step guidance on how to create a "hero" starship or space station, as well as advice on creating your own original spaceframes. Further, this chapter includes comprehensive lists of starship and space station mission profiles, talents, weapons, and other special rules you may use to fully realize your vessel.

Chapter 4*: Spacecraft and Space Stations** contains the most comprehensive collection of Federation and Starfleet vessels and space stations to date for use in the ***Star Trek Adventures roleplaying game. This chapter provides revised game statistics, spaceframe templates, and representative vessels for over 70 Federation spaceframes, space stations, and small craft.

***Chapter 5*: Gamemastering** provides a collection of optional rules related to starships and starship operations, ready to drop into your missions and campaigns as you and your players see fit. This chapter also includes 10 one-page mission briefs for use as outlines for creating missions revolving around starships exploring the Galaxy.

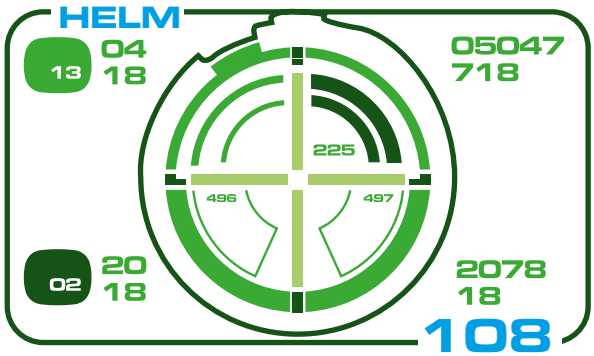
USING THIS SOURCEBOOK

You are encouraged to use as much or as little of this sourcebook as you desire for the needs of your group and campaign. Most of the spaceframes, stations, and small craft contained in this book could appear in nearly any era of play (especially when you consider how prevalent time travel is in the *Star Trek* universe). The lore regarding Starfleet's legacy and operations is usable in all eras of play as well.

Every character role presented in the core rulebooks and the optional roles presented in the ***Player's Guide*** can find things to do aboard even the most humble of spacecraft. Commanding officers manage and lead their crews to fulfill their missions and goals, and utilize diplomatic skills and defensive tactics as needed. Engineers and scientists discover and study wondrous ancient technologies and keep the ship in good functioning order. Security personnel defend their fellow crewmembers and investigate crimes, and are ever vigilant for hidden dangers. Conn officers navigate established space lanes and uncharted space, piloting their vessels though the vastness of space with steady hands and clear eyes. Medical personnel and counselors, meanwhile, keep their crewmates healthy and sane through all the challenges presented by space exploration and interaction with alien species. And civilian personnel, from ambassadors to experts to bureaucrats and merchants, provide valuable services and critical skills to tackle any unknown situation or challenging task. No matter the composition of your crew of player characters, everyone will have the opportunity to contribute to a meaningful life aboard a starship or space station.

You and your crew are members of a fellowship of highly talented and curious beings, dedicated to working together to expand their knowledge for the betterment of all, to seek out new life, new civilizations, and to have a little fun along the way.

And now, pipe your crew aboard, grab some dice and snacks, and assume your stations. Let's see what's out there. Engage!



ESSENTIAL VIEWING

Nearly every *Star Trek* episode or feature film, no matter the series, includes a starship or space station. Few focus on the ships themselves, though many feature the use or abuse of the starship or station's capabilities, weapons, engines, or other factors.

The following list presents a variety of filmed *Star Trek* stories that prominently feature a starship or space station, and include at least some focus on the vessel's capabilities and storytelling value. Whether you are a casual fan or a hardcore self-professed *Star Trek* expert, there should be something here for you to watch and enjoy.

STAR TREK

- "Balance of Terror"
- "The Ultimate Computer"
- "The *Enterprise* Incident"

STAR TREK: THE ANIMATED SERIES

- "The Time Trap"
- "The Counter-Clock Incident"

STAR TREK: THE NEXT GENERATION

- "The Battle"
- "11001001"
- "Booby Trap"
- "Disaster"
- "Starship Mine"

STAR TREK: DEEP SPACE NINE

- "The Search"
- "Starship Down"
- "Sacrifice of Angels"
- "One Little Ship"
- "*Valiant*"

STAR TREK: VOYAGER

- "Caretaker"
- "Threshold"
- "Equinox"
- "Drive"
- "Endgame"

STAR TREK: ENTERPRISE

- "Broken Bow"
- "Shuttlepod One"
- "Dead Stop"
- "Daedalus"

STAR TREK: DISCOVERY

- "Context Is for Kings"
- "Brother"
- "An Obol for Charon"
- "Such Sweet Sorrow"

STAR TREK: SHORT TREKS

- "Calypso"

STAR TREK: PICARD

- "Et in Arcadia Ego"
- "The Star Gazer"

STAR TREK: LOWER DECKS

- "Second Contact"
- "First First Contact"

STAR TREK MOVIES

- *Star Trek: The Motion Picture*
- *Star Trek II: The Wrath of Khan*
- *Star Trek III: The Search for Spock*
- *Star Trek: First Contact*

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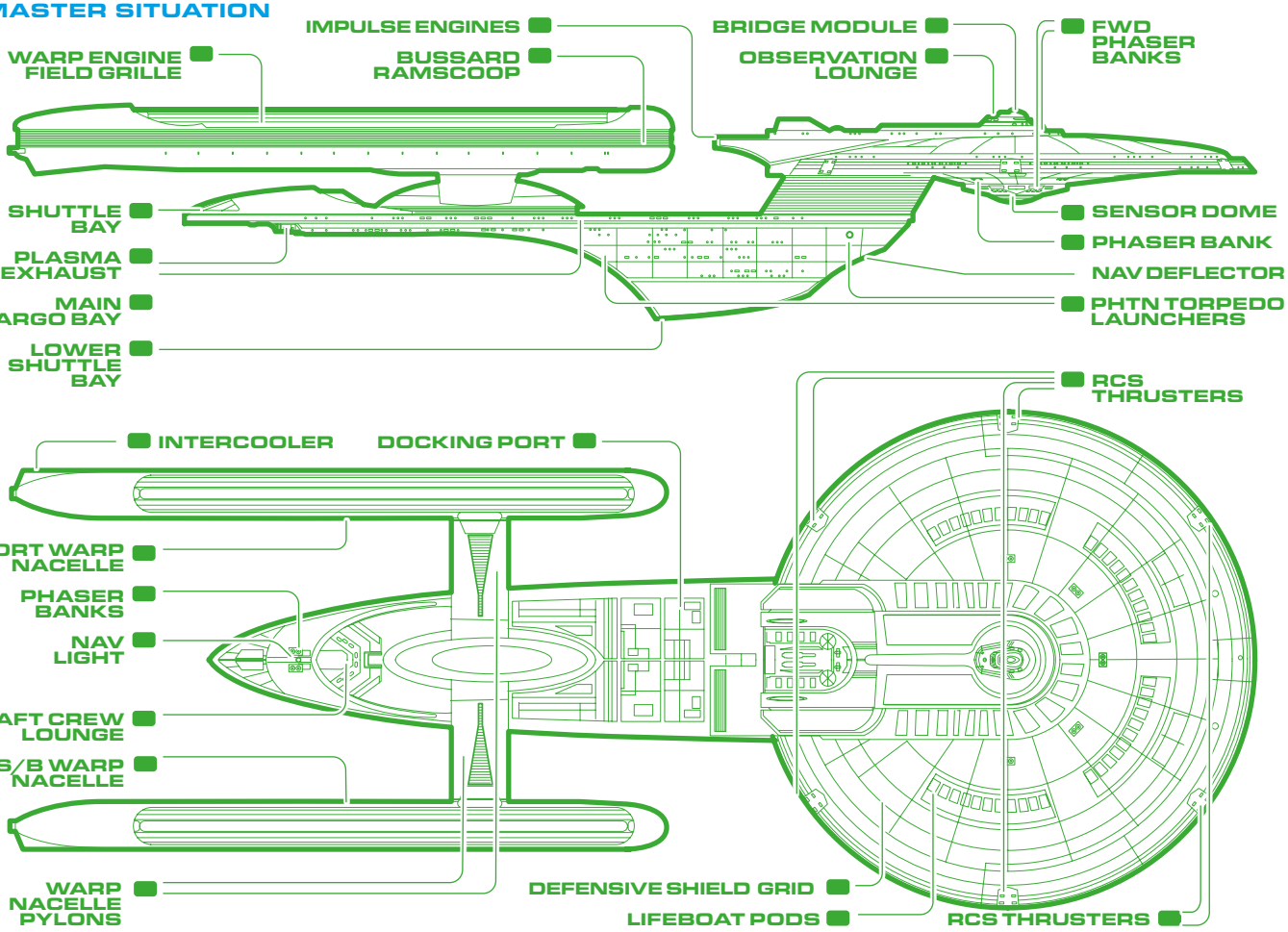


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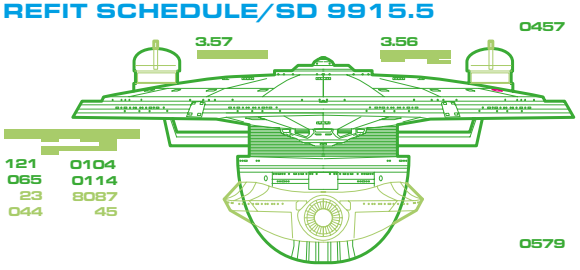
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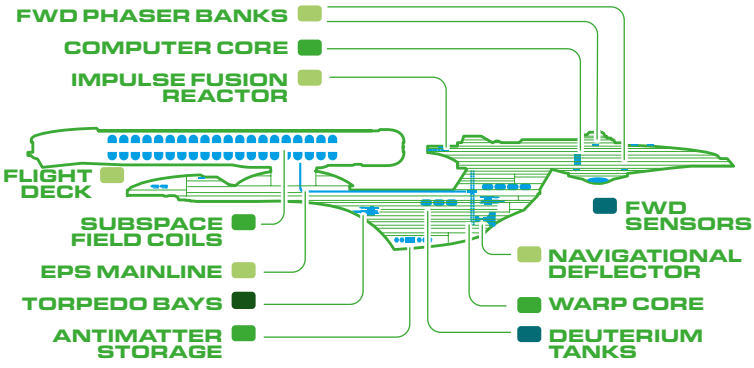
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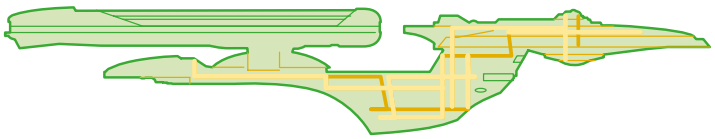
PRIMARY SYSTEMS STATUS



DUTY STATUS REPORT

CMD OFF	SHIFT 01	SHIFT 02	SHIFT 03	CMD OFF	SHIFT 01	SHIFT 02	SHIFT 03
DONNE, J				EMILY, C			
UNIT 9 MEDICAL OFF.	●	●	●	UNIT 13 RESEARCH	●	●	●
UNIT 10 CHIEF SEC	●	●	●	UNIT 14 COMMS. OFF.	●	●	●
UNIT 11 SCIENCE OFF.	●	●	●	UNIT 15 CPT. YEOMAN	●	●	●
UNIT 12 CHIEF ENG	●	●	●	UNIT 16 CARGO SPVSR.	●	●	●

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STARFLEET'S LEGACY

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01.10 Starfleet's Origins 10

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STARFLEET'S ORIGINS

"By exploring other worlds, we safeguard this one. By itself, I think this fact more than justifies the money our species has spent in sending ships to other worlds. It is our fate to live during one of the most perilous and, at the same time, one of the most hopeful chapters in Human history."

– CARL SAGAN

STATE OF THE FEDERATION IN 2410

Good morning. My name is Professor Arnitol Salaya and I will be introducing you to the history of the Federation. If you are reading this, you are either from a species which is currently a member of the Federation or one that has expressed interest in joining. The Federation is a historic organization that functions as the diplomatic body which unites hundreds of species together peacefully so that we may better ourselves and the lives of others. Starfleet, the peacekeeping and exploratory corps of the Federation, has helped shape the Alpha and Beta Quadrants and kept them safe from foreign invasions, participated in planetary evacuations due to environmental disasters, and secured the borders of its members for centuries.

While a full exploration of the Federation and Starfleet's contributions on the galactic stage would take multiple volumes and several class courses to complete, this primer is to help explain how Starfleet functions both today and since its inception. It will go over its origins on Earth, the original founders of the Federation, and the state of the Federation as it exists today.

HUMBLE BEGINNINGS

Starfleet didn't spring forth from the head of an ancient Earth deity, fully formed and ready for action and exploration. Starfleet's roots are found in the space forces of the founding members of the Federation, with traditions and institutional knowledge that stretch back millennia. The Earth-Romulan War, and, later, the founding of the Federation, meshed these fleets together in such a way as to allow the best aspects from each to rise to the top. The shared experience of the Earth-Romulan War and the shared investment in the success of the new Starfleet helped cement together the nascent United Federation of Planets. From there the Federation would grow into a unifying force spread across hundreds of systems, and through mutual cooperation and trade between its members the Federation stands as one of the most powerful polities in the history of the Galaxy.

UNITED EARTH SPACE PROBE AGENCY (UESPA)

The last half of the 20th century on Earth saw enormous strides in technological achievements, many stemming from the space race between the United States and the Soviet Union. After the Apollo moon landings and the combined Apollo/Soyuz landing at what would later become New Berlin, the race into space became a cooperative affair between both nations. Later, the European Space Agency would join the two nations along with the National Space Development Agency of Japan and the National Astronautics Bureau of China in the development of a permanent settlement on the Moon at New Berlin.

Plans for this permanent base almost fell apart during the Eugenic Wars (1992–1996) as nations tore themselves apart while they fought against the corrupting influence of the Augments that had hidden inside the highest levels of government. While the nations fought, the US and USSR continued to disarm old nuclear submarines, converting them into the DY-100 class of interplanetary transports. By the time the Eugenics Wars ended, a fleet of fission-powered spacecraft was ready to spread humanity out into the solar system. For 20 years, the forward-looking portions of many of the world's governments planned on a bright future, while the population of the Earth began to suffer from decades of ecological damage, food scarcity, and other resource shortages.

The breaking point came when several nations revealed they had continued the work of the Augments by manipulating the Human genome to allow a reduced need for food and an increase in strength, but also more docility to make for a cheap and uncomplaining labor force. World War III began almost overnight as nations savaged others with nuclear, biological, and chemical weapons. The space programs of the various nations worked together to continue to try and maintain the facilities at New Berlin and the communications satellites. They banded together as the International Space Agency in 2032 to launch the Ares IV mission to Mars. The final NASA mission, Charybdis, was launched in 2037. By the time World War III ended in 2053, only New Berlin still had active personnel. Many diaries from the time report hearing the transmissions from New Berlin, the ISA urging the people of Earth to stop fighting, that the future was amongst the stars.

Humanity had always been tempted to explore the stars, and by the mid-20th century, several of its nations had invested heavily in space exploration. By the 21st century, a sophisticated network of satellites circled the globe and plans to construct bases on the moon and Mars were in the works when, in 2026, World War III broke out, devastating the planet. Hardly any nations were left untouched by the severity of the fighting and the use of weapons of mass destruction such as nuclear warheads and biological weapons killed hundreds of millions. The war also saw the use of soldiers controlled through narcotics and genetically-augmented soldiers, whose legacy would have repercussions well into the 22nd century.

In 2063, merely 10 years after the end of the conflict, Zefram Cochrane would see the launch of his dream and would radically change humanity's destiny forever. Dr. Cochrane had been experimenting with the first viable warp engine. Working in an old ICBM complex in Montana, Dr. Cochrane created the first warp ship, the *Phoenix*, and though his first voyage into space was short, it attracted the attention of a Vulcan science vessel traveling through the system. The crew's curiosity led to them visiting Earth and prompting first contact between Humans and a species from outside their solar system.

After the end of World War III and Zefram Cochrane's historic flight, what remained of Earth's space infrastructure came under the control of the forming United Earth government. The new United Earth Space Probe Agency (UESPA) had a priority to reestablish contact with any crewed flights that went missing during the war, and to build the first of a new fleet of warp-capable merchants, exploratory vessels, and probes. Although early expeditions were mindful to equip their ships with as advanced military technology was possible, the early UESPA ships relied upon crude plasma weaponry, antimatter projectiles, and conventional nuclear devices.

After heeding some of the advice of Vulcan advisors, Earth reprioritized its goals and set about developing its own fleet of ships to not only protect Earth but to provide it with the chance to explore the star systems nearby. As Earth united under one government, the old UESPA was reformed with a more noble purpose, and Earth's Starfleet was born.

STAR TRAVEL BEFORE THE FEDERATION

Stellar travel in the Alpha and Beta Quadrants before the creation of the Federation was not as wide-spanning as it would become by the 24th century. While there were several large starfaring civilizations such as the First Federation and the early Vulcans, most species laid claim to star systems close to their worlds of origin. Travel between these systems was perilous. War was common and dangerous; for example, the conflict between the Menthars and the Promellians led to the demise of both civilizations.

While ships from this era were not as advanced as their later counterparts, the level of technical skill required for interstellar travel meant that they shared several design philosophies. Warp travel was the most common form of interstellar travel, though records also exist of ships utilizing sublight engines or solar sails. Civilizations slowly developed gravity generators, impulse engines, and atomic reactors to power their vessels, while more advanced

HIGH IN THE SKY

TRANSMISSION FROM DOCTOR JULIETTE NOVAK, NEW BERLIN BASE, 2037

I saw the flash while looking down towards my old home in South Carolina this morning. Doctor Michaels was monitoring the launch of *Charybdis* from the Cape. He says they launched just in time. Someone with a tac-nuke decided that Cape Kennedy should be radioactive slag. Those of you along the Gulf Coast in Mississippi and Alabama: there's a cloud of fallout heading your way. It should be overhead in a few hours. Stay inside, as if you need me to tell you.

Maybe you do need someone to tell you everything. There just aren't a lot of us left up here to keep talking to you. Cancer from radiation, malnutrition, suicide…we'll be gone soon. And then what's left? Nothing. Most of the big cities have burned or are burning. That entire glorious infrastructure that led us to be an industrial and technological global civilization? Some of it is going to be raining down on what's left of Biloxi by dinner.

If you want peace, make it happen! Stop fighting! Look up here! This is where peace and cooperation let humanity fly! Even *Charybdis*. She's going to leave the solar system entirely! Humans did that! Humans can do it again!

GUIDED ADVANCEMENT

Humanity had been nearly driven to extinction by the events of World War III. Numerous major cities were destroyed and hundreds of millions were killed after conflict spilled across the planet. After throwing down despots and genetically engineered tyrants, the people of Earth struggled to find their footing. It was only after Zefram Cochrane's warp experiment attracted the attention of the Vulcans that humanity started to see significant advances.

Some critics believe that the Vulcans were attempting to guide humanity along a similar path that they themselves had walked upon with the pursuit of logic. Others believe that the Vulcans saw the potential of humanity and hoped to prevent a potentially violent rival from emerging so close to their territory. What is true is that without the assistance of the Vulcans, humanity may not have managed to advance itself to the point where it would become a significant actor on the galactic stage.

technologies such as shields, transporters, and replicators were rare and often only found within the most advanced civilizations. The early Orion Empire would facilitate trade between several of their trading partners, but most species preferred to keep their engineering secrets to themselves for fear that they would be used against them.

It was not uncommon during this period for a more advanced civilization to conquer their neighbors. In most cases these civilizations would go extinct, although some ended up becoming servitors to the more advanced ones, such as in the case of the Iconian Empire. In rare cases a species would successfully defeat their invaders and give rise to new empires such as the Klingons defeating the Hur'q and gaining access to the scientific technology needed for them to expand their empire. While alliances occurred between several species, these were not as long-lasting as the later Federation, and several civilizations such as the Vulcans and the Andorians existed in a state of cold war.

EARLY STARFLEET

Earth advanced rapidly thanks to the tutelage of the Vulcans and humanity's own desire to prove itself to the quadrant's denizens. Cochrane's prototype could barely manage warp 1, but within the span of a century, Earth developed cruisers capable of traveling up to warp 5. Soon freighters traveled between Earth and Vulcan and research vessels began to explore those systems closest to Sol. Starfleet grew slowly as it continued redesigning its ships to incorporate new scientific discoveries and developing ships to handle different missions. Vessels such as *Enterprise* and *Columbia* were instrumental in taking humanity out into the Galaxy, and soon these vessels renewed contact with colonies established during the UESPA era and initiated diplomatic relations with dozens of species.

Starfleet of the 22nd century faced several difficulties as it grew. Early on it faced rivals in the form of the Andorian and Klingon empires. Starfleet only possessed a few warp 5 vessels in its fleet and Earth was primarily protected by a series of outdated warp 1 and 2 ships. The realities of



space travel during this period meant that Starfleet would have to rapidly deploy prototype weapons and other technologies aboard its vessels which made it difficult to train crews who could service all of them. Thankfully *Enterprise* was able to discover pivotal technologies such as photon torpedoes and improved universal translators that helped give Starfleet the chance to survive on the hostile frontier.

Under the command of Captain Jonathan Archer, *Enterprise* brought Earth into contact with numerous species, which would lay the groundwork for the early Federation. Vulcans remained distant allies who offered assistance to Earth but preferred to stay out of most conflicts while the Andorians and the Tellarites were initially distrusting of Humans but slowly developed trade agreements with them. The Babel Crisis saw Earth become the center of the Coalition of Planets, an organization centered around mutual defense pacts and encouraging the free trade of ideas and goods within its members' borders. It was through this Coalition of Planets that Earth managed to triumph during the Earth-Romulan War and bring together several species into one Federation.

CONFEDERACY OF VULCAN

The Vulcans were once an aggressive and warlike species whose near destruction during a series of conflicts on their homeworld led to them abandoning their aggressive ways. The pursuit of logic became the dominant philosophy of their society. The Vulcans once possessed several powerful weapons such as the psionic resonator which was capable of devastating their enemies; after realizing they were doomed to destruction unless they could get their intense emotions under control, they abandoned these technologies and worked toward advancing their scientific and engineering skills in a clear and precise fashion that benefitted Vulcan society as a whole.

Under the purview of the Vulcan Science Academy, their vessels were equipped with powerful sensors that allowed them to begin exploring the quadrant. Vulcan ships possessed several technologies that their neighbors lacked, such as graviton beams (known later in the Federation as "tractor beams") and formidable phasers and defensive shields. Vulcan vessels were so advanced that even the Klingons grew to respect them in battle and stayed away from open conflict with them where possible. Vulcan High Command preferred to expand their borders slowly and only when colonizing a star system was logical for the continued growth of their species. To help protect them from their rivals, Vulcan High Command developed long-range listening outposts that they would hide on the edge of their territory in order to monitor the Andorians and the Tellarites. These species considered this to be a violation of their rights and annexed or destroyed these listening posts where possible.

After the discovery of Earth and Zefram Cochrane's successful warp test, the Vulcans decided to take humanity into their confidence and worked to help Humans develop their technologies. Although humanity's strong independent streak and inability to control their emotions worked against the interests of the Vulcans from time to time, the efforts of Starfleet and *Enterprise* helped the Vulcans to avoid a bloody conflict with the Andorians on several occasions and later prevented the Vulcans from engaging in another civil war that was secretly encouraged by the Romulans and the Tal Shiar. Although Vulcan High Command was initially wary of joining into an alliance with their former rivals, they were one of the original signatories of the Coalition of Planets and the Federation. Vulcan technologies helped uplift several species and allowed for the early Federation to develop vessels capable of protecting members that chose to join.

ANDORIAN EMPIRE

The Andorian Empire emerged on a world known for its frigid temperatures and close proximity to the Vulcans. As such, the Andorians prioritized military strength over exploration and their early vessels were often heavily armed. Having fought several engagements with the Vulcan High Command, Andorian vessels were often under the command of the Andorian Imperial Guard. Command of these vessels was usually given to military commanders who had proven themselves in conflict. It was not uncommon for subordinates to the ship's commander to challenge their commanding officer's decisions and in some cases engage in honor duels to either claim the right to command the vessel or to avenge a perceived slight.



The Imperial Guard was highly suspicious of the Vulcans and those who were considered their allies; by contrast, due to their aggressive nature during negotiations with other species, the Andorians often found it was hard to find allies sympathetic to their cause. As the Andorians expanded their territory to counter the expansion of the Vulcans, they came into conflict with other civilizations such as the Tellarites. The Andorians saw this expansion as linked to their survival as a galactic power and felt that if they did not establish bases on strategically important worlds, their rivals would. When the Romulan Star Empire began its covert campaign of espionage and manipulating several powers against each other, they found it did not take much to provoke the Andorians to action.

GROWING PAINS

PRIVATE LOG OF COLONEL MERISSHA, FORMER COMMANDER IN THE ANDORIAN IMPERIAL GUARD AND FIRST WEAPON'S OFFICER OF *U.S.S. LAFAYETTE*

My loving husband, remind me how this best serves our Empire?

I have been aboard this vessel for a week and I have to say I have never encountered such chaos. Our captain, a skinny pink skin by the name of Ericsdottir, is doing her best to keep the crew from tearing itself apart. Her XO is a Tellarite whose attitude is as foul as his odor and our helmsman is an obstinate Vulcan named T'Sel. All are combat veterans who served in the war, so they all know what they are doing, but you know what threatens to tear us apart more than old rivalries? The ship!

Lafayette is equipped with Vulcan shield emitters, Andorian disruptors, Tellarite environmental systems, and built to Human standards. The power relays keep blowing out and I swear the smell coming from the kitchen is the only thing that unites us all together in our mutual hatred of the former MACO cook who is attempting to come up with something we can all find palatable.

Still, it has been over a week and we have not killed each other. I myself have only had to engage in the *Ushaan* once with one of my subordinates. Can you believe Starfleet wants to ban us from protecting our honor?

I miss you and the children, and hopefully this experiment will end soon so we can return home. But I have to admit, something about being on this ship with this crew gives me hope. Already I have instilled some proper Andorian discipline in my crewmates, and I find Earth music is not without its charm. Maybe something will emerge from this Federation that will be useful to Andoria in the long run.

Andorian vessels of the period leading up to the Federation were considered heavily armed and equipped with defensive shields that were almost as powerful as the Vulcans. Due to their aggressive stance, they built a sizable fleet but struggled against the Vulcans' technological superiority. After seizing the surveillance outpost on P'Jem, several conflicts arose between the Vulcans and the Andorians, such as their influence on the Coridan Civil War, the Andorian invasion of Weytahn (which the Vulcans called Paan Mokar), and the near destruction of the Andorian fleet in the failed Vulcan invasion of Andoria. It seemed unlikely that the Andorians and the Vulcans would ever ally with each other. It was only the intervention of *Enterprise* and her crew, and the discovered manipulation of the Romulans, that helped convince the Andorian Empire to join the Coalition of Planets and, later, the Federation.



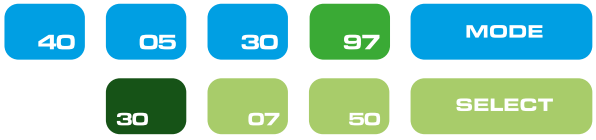
UNITED PLANETS OF TELLAR

The Tellarites were a fiercely independent power leading up to the Federation. Known across the quadrant for their argumentative nature and tendency to insult even those they were friendly with, the Tellarites were used as pawns in the Andorian-Vulcan Cold War. The Tellarites were a mercantile species who prided themselves on their large fleet of freighters, even their warships were equipped with massive holds capable of transporting large volumes of precious cargo at speeds nearing warp 5.

The Tellarites often found themselves being either invaded by their neighbors or finding their claims dismissed outright. Their fiercest competitors were the Andorians who used their more advanced ships to annex Tellarite colonies and expand the borders of their empire well into Tellarite space. Though the Tellarites were able to successfully defend themselves against Andorian invasions, they were unable to find allies among the Vulcans who found their intense emotions to be vulgar and who also established covert watch posts along Tellarite space. Although they were known to be argumentative, the Tellarites were considered to be trustworthy by most of their trading partners and they would often go out of their way to provide assistance or transportation for those in need.

What the Tellarites lacked in offensive and defensive technologies they made up for in other fields. Tellarite captains would often equip their vessels with the latest technology that could be traded for; it was not uncommon to find forcefield emitters and other refinements on their vessels. Tellarite fleets of the period were a mixture of early mercantile vessels belonging to the Tellar Space Administration and smaller, privately owned ships. As Tellarites were known to engage in the practice of bounty hunting it was not unheard of for a smaller vessel to be equipped with several advancements not shared with the rest of the Tellarite navy.

The Tellarites tried to avoid conflict where possible but were known to be goaded into engaging other species when they felt threatened. During the Babel Crisis of the 22nd century, the Tellarites were nearly brought into a conflict between the Vulcans and the Andorians. When the Romulans' duplicity was discovered, the Tellarites joined the Coalition of Planets despite their concerns that it would interfere with their autonomy. After the Earth-Romulan War, the Tellarites became one of the founding members of the Federation and soon Tellarites were found serving as commanders aboard Starfleet vessels.



THE COALITION OF PLANETS AND THE EARTH-ROMULAN WAR

Formed out of a necessity to protect themselves from the Romulans and the Klingons, the Coalition of Planets was an organization that directly led to the development of the Federation. The Coalition was instrumental in developing the foundation of unity and cooperation that was essential in attempting to bring together species from such different backgrounds as a cohesive society. Prior to the Earth-Romulan War, several of the Federation's founders were on the brink of war with each other outside of the manipulations of the Romulans. The Andorians and the Vulcans were constantly feuding over disputed territories and other species were distrustful of their neighbors. It was only the cosmic irony that resulted from the Romulans attempting to drive the wedge of division deeper between these species that created the Coalition and, later, the Federation.

The Romulan Star Empire had been developing a new prototype technology that allowed them to control ships telepathically thanks to their manipulation of the Aenar, a sub-species of the Andorians. These prototype drone ships were outfitted with powerful holographic emitters and variable emission weaponry which allowed them to masquerade as ships from other species. Soon the species of the Galaxy were accusing their rivals of engaging in unprovoked acts of warfare against each other, and examination of the debris of destroyed ships seemed to confirm this theory. It was only through the intervention of Earth that the warring factions set aside their animosity and discovered the truth behind the Romulan plot.

A NOTE ON THE WAR

TAKEN FROM "EARTH-ROMULAN WAR: A RETROSPECTIVE" BY M'REEN GLENN, TRILL HISTORIAN 2371

It is a common misconception that the Earth-Romulan conflict was fought with weapons and ships possessing limited, even crude technologies by modern standards. While it is true that the conflict was fought using nuclear warheads and early ship design made boarding actions impractical and dangerous, Coalition and Romulan technology of the time was advanced enough that it enabled their crews to function with ease in combat situations.

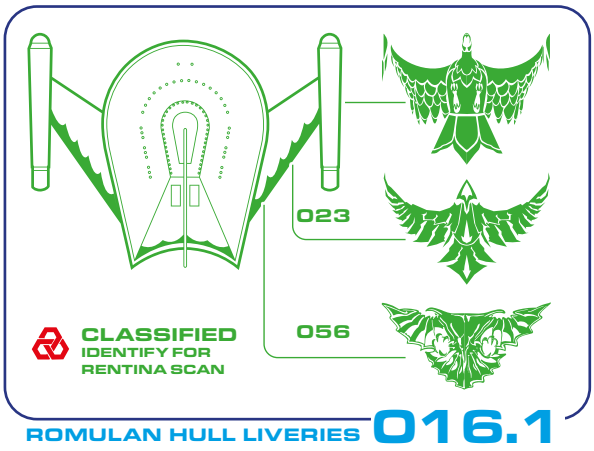
What is peculiar was the Romulan dedication to secrecy. Refusing to reveal themselves for fear that the Vulcans would recognize them, the Romulans employed mercenary soldiers such as the Nausicaans and other species for engagements requiring the commitment of ground forces. The Romulans would only engage in talks with Coalition forces through the use of subspace radio and took great care to mask their true identities. Although the Romulans would be revealed in the 23rd century, their ruses during the war were so successful that Romulan agents were able to infiltrate Coalition installations and ships by posing as Vulcans.

The Romulans realized that humanity had begun something truly dangerous. For centuries they had manipulated other species behind the scenes and used their cloaked ships and Tal Shiar agents to sabotage other species before they could grow powerful enough to threaten them. The Coalition of Planets proved that not only could former rivals work together effectively but the combined technical knowledge and fleets of the Andorians, Denobulans, Rigelians, and others posed a formidable threat that could no longer be ignored.

In 2156, Earth and the Romulan Star Empire formally declared war on each other. Earth had discovered evidence of Romulan plots to manipulate developing species against their own interests, and increased raids by Romulan birds-of-prey had forced Earth to confront the powerful empire. The Romulans, having grown tired of seeing their carefully-laid plans foiled by a species who had only recently entered into the galactic community, felt that the most prudent move would be to invade Earth's territories and crush humanity before it could grow into something powerful enough to threaten them. Despite the agreement of the Romulan Fleet and the Senate to mobilize a significant portion of their fleet, Earth managed to recover quickly from the initial Romulan invasions and sought aid from its allies. As more species joined the Coalition of Planets, the Romulan advance into their territories slowly ground to a halt and was later reversed. By the time of the climactic Battle of Cheron, the Coalition of Planets emerged triumphant and the Romulans were forced to withdraw to their previous borders.

This alliance brought with it a sense of power rarely heard of in the history of the Alpha Quadrant. Not content with just defeating their rival militarily, the Coalition of Planets successfully sued for the creation of a Neutral Zone to delineate the borders between Coalition-backed territories and the Romulans. Though this Neutral Zone would see its borders adjust slightly over the coming centuries, it remained in place well after the establishment of the Federation up until the collapse of the Romulan Empire.

It became apparent to the governments of the allied species that the Coalition of Planets brought with it too many advantages to ignore. By coordinating their fleets, the Coalition had brought peace to their frontiers and trade blossomed between its members. Discussions had already been laid in the years building up to the Earth-Romulan War about building a more lasting and inclusive partnership between its members, and the conflict was the catalyst for encouraging its members to act on it. After years of deliberation, it was decided to join the Coalition of Planets into something even greater, and with that, the Federation came into being.





THE AIRING OF GRIEVANCES BEFORE THE KLINGON HIGH COUNCIL

TRANSCRIPT OF AMBASSADOR S'KOR AND MAGISTRATE VERKOTH'S DISPUTE OVER THE DESTRUCTION OF *U.S.S. GRISSOM*

"Magistrate, I am here today to bring formal accusations of the destruction of *U.S.S. Grissom* and acts of piracy that your government has engaged in within Federation borders. If you read my report, you will find – "

"I have read your report. All you Federation diplomats do is bring us reports. Perhaps you can read mine? It simply says, 'Go away'."

"Magistrate! Your ambassador admitted while at the trial of *Enterprise*'s crew that your ship knowingly engaged in the destruction of a Federation vessel engaged in a scientific mission! Are you not taking this seriously?"

"We are taking it seriously. The family of the captain in question has been arrested, their properties and lands stripped from them, and the head of their household has been executed. We dispatched an attaché case containing the offender's head to your homeworld, did we not? Was this not sufficient to satisfy your honor, or are you here to complain about more?"

"We are here to discuss reparations for the destruction of Starfleet property and the deaths of the *Grissom*'s crew! I assure you, killing your own people is not satisfactory enough!"

"I have made my verdict, and I assure you, *Ambassador*, that the Klingon family in question had a legacy going back to the dawn of the Empire. I consider them the equals of ten of the most honorable individuals in the Federation's history. If anything, I consider us as having overpaid you for the destruction of this ship. The verdict is closed, and you will not receive anything more from us other than my desire for you to mind your tone and remove yourself from my presence immediately, or else."

"Or else what, Magistrate?"

"Or else we withdraw the protection our fleets will ensure for your vessel, and as you can tell, it is a very long journey back to Earth from here. I suggest you exit my chambers... quickly.

THE GALAXY OF THE 23RD CENTURY

From the fires of the Earth-Romulan War, the Federation began to grow swiftly beyond the confines of its original founders. Though there were some growing pains involved in trying to combine the traditions and technologies of over a dozen species, within a short amount of time Starfleet was soon able to field powerful ships possessing the latest technological achievements. New members to the Federation were able to benefit from these advancements as they allowed them to focus their research into other areas and bring the technological achievements of the Vulcans and the Rigelians to their own people.

The Federation was content to keep a smaller fleet than its rivals. With member worlds still possessing the option to maintain their own private defense fleets, Starfleet Command decided on a policy of building more advanced ships capable of taking on a wide variety of mission roles. With exploration, scientific research, and diplomatic relations being of the highest concerns to the Federation, Starfleet equipped its vessels with the finest technology so that they could go on extended deep space missions of up to five years or more while only rarely having to return from the Federation's frontier to resupply. Compared to the Klingons, who focused their advancements on developing the best tactical technologies possible, the Federation pursued a much broader mindset when developing their ships.

"YOU'LL NEVER BELIEVE IT..."

PERSONAL LOG, CAPTAIN REYNOLDS OF *U.S.S. CENTAUR*

Hey, mom. You'll never believe it. You remember that mystery Dominion ship I told you about the other day? The one with the strange output readings that just barely managed to slip past us before we had to tangle with a squadron of Jem'Hadar fighters? Well, you'll never guess who the captain of that vessel was? My Best Man!

I ran into Ben Sisko while I was on leave and the first thing he says after shaking my hand is "Better luck catching me next time." It's one amazing story I'll tell you once I get back to the station. We're part of the fleet tasked with securing Deep Space 9 and the wormhole so don't worry, I'll be much safer for the time being. Anyways, I look forward to talking more with you soon. Love you, and stay safe.

In the 23rd century, the Federation faced a number of conflicts, but their most formidable opponents were the Klingon Empire. The Klingons had managed to survive a series of civil wars to become a powerful empire spanning dozens of systems. Though once fractured into warring families, the Klingons managed to set aside their differences and returned to dominance of their portion of the Beta Quadrant. The Klingons saw the Federation not just as a worthy opponent but as the antithesis to what they believed in. Whereas the Klingons of the time believed that rule could only come from use of strength and honor, they saw the Federation as insidious, cowardly, and using contemptible methods to achieve their goals.

Several conflicts broke out between the Klingons and the Federation during this time period. One such conflict, the Federation-Klingon War of 2267, was short but particularly brutal and was brought to a swift conclusion thanks to the efforts of the powerful Organians. A species of beings who were capable of manipulating matter and energy, they swiftly imposed a peace treaty upon both sides that laid out plans for a Neutral Zone between Klingon and Federation space as well as restrictions on the types of technologies the two powers were allowed to outfit their vessels with. The Treaty of Organia would later be superseded by the Khitomer Accords, which more clearly laid out rules for diplomatic relations between the two powers.

This did not mean that it was peaceful for the Federation during this time period. Klingon privateers, operating without the sanction of the Klingon government, harassed Federation supply lines and destroyed Starfleet science vessels as they maneuvered into Federation territory thanks to their cloaking devices. A state of cold war existed between the two states as they utilized every means at their disposal except for outright war to try and vanquish the other. It was only the incident on the Klingon moon Praxis and the Romulan attacks on Klingon territory that would later unite the Federation and Klingon Empire together in a mutually beneficial alliance.

FLEETS OF THE 24TH CENTURY

By the 24th century, the development of matter replication technology not only drastically changed life for citizens of the Galaxy regarding the creation of food, clean water, and housing, but it also changed warfare dramatically. The ability to replicate components quickly meant that construction of larger vessels not only became more economical but could be done much faster than in past centuries. While some components, such as certain warp drive components and elements whose atomic structures



could not be replicated, had to still be produced in specialized labs and factories, the invention of industrial replicator units meant that a significantly advanced starfaring civilization was limited by only two resources: its energy reserves and its source for dilithium crystals, which in the 24th century were still the most efficient means of regulating the matter/antimatter reaction in warp drives.

This meant that unlike in ages past, where the construction of space fleets required a significant amount of time and resources, the major powers of the Alpha and Beta Quadrants were able to create enormous fleets in a quarter of the time required by the minor powers. At first, diplomacy was required to keep the stellar armadas of the Federation, the Klingon Empire, and the Romulan Star Empire in check, as none of them wanted to give the other cause for war. Only the Federation seemed to obey these treaty restrictions, as the Klingons and Romulans would continually build up their forces throughout the 24th century. The aggressive expansion of their fleets would only be held in check by occasional outbreaks of warfare between the Klingons and the Romulans, as well as the devastation unleashed by the Klingon Civil War.

As the capacity to build larger vessels and space stations increased, so too did the needs of each faction. The Federation found its policy of building utilitarian ship designs challenged by the rising powers of the Cardassian Union and the threat of the Klingons and Romulans. Although the Klingons would enter into an alliance with the Federation thanks to the Khitomer Accords, the Federation started to fall behind the fleet build-up of its neighbors. It relied upon small task forces made up of a variety of vessels to accomplish its needs. Although their self-sufficient design philosophy meant that vessels could operate in deep space for extended periods of time, the Federation would suffer two setbacks that forced them to change their design philosophies substantially.

The first was its encounter with the Borg. The Borg, a species of advanced cybernetic organisms hailing from the Delta Quadrant, encountered a Federation vessel in 2365 and dispatched one of their enormous cube-shaped ships to the Alpha Quadrant with the goal of testing the Federation's defenses and assimilating Earth. At the Battle of Wolf 359 in 2367, the Federation struggled to muster a fleet of forty starships to oppose the Borg ship and the fleet was almost completely annihilated. Although the *Enterprise* was able to neutralize the Borg cube in Earth orbit, the sheer devastation it had wrought on both Starfleet and on Earth's defenses taught Starfleet a valuable lesson: they needed to develop dedicated warships capable of dealing with the threat of the Borg and anyone else who sought the Federation's destruction.

Though controversial, the development of dedicated battleships was pursued with the utmost diligence. One of the first prototypes Starfleet managed to create was the *Defiant*-class starship. Possessing the latest in Starfleet weapons technology, including quantum torpedoes and a cloaking device loaned to Starfleet by the Romulans, *U.S.S. Defiant* was a turning point in Federation design. They still preferred to build vessels that could be used for both scientific exploration and research, but as new classes of warships were developed, the Federation slowly replaced its losses from Wolf 359. This was fortunate for the Federation, as one of their greatest conflicts was approaching quickly.

THE BRUTALITY OF THE KLINGON AND DOMINION WARS

The Federation slowly began to pursue new types of starships capable of meeting their ever-expanding needs. From the *Akira* class to the freshly retrofitted *Excelsior*-class vessels, the Federation slowly began to build up its fleets in order to better protect its territories. This could not have come at a better time as the stability of the Alpha Quadrant had started to change. From the Cardassian Union's border wars with the Federation to conflicts with the Talarians and the Sheliak Corporate, the Federation soon found need for its new ships in order to counter the increased aggression of its neighbors. All of this would change with the discovery of the wormhole into the Gamma Quadrant and the discovery of the Dominion.

The Dominion represented a powerful threat to the Federation. From a strategic standpoint, the Dominion not only controlled much of the Gamma Quadrant, but possessed extensive spy networks and formidable fleets crewed by genetically-engineered soldiers who were willing to throw away their lives if it meant victory in battle. Dominion technology was as advanced as the Federation, if not even more so, but what was truly challenging was the fact that the Dominion was willing to do whatever it took to win. Thanks to their Changeling infiltrators and the machinations of their Vorta diplomats, the Dominion undermined the stability of the Alpha Quadrant and turned former allies against each other. Never was this truer than with the breaking of the Federation and Klingon alliance.

The Klingons, who were being manipulated by a Changeling who had taken on the guise of General Martok, played upon the Klingons' need for glory through worthy combat and their Chancellor's intense sense of paranoia. The Klingons used the threat of the Dominion to justify the invasion of the Cardassian Union but from there they slowly expanded their conflict into other territories, including the Federation. The Federation had not fought a war with the Klingons in almost a century and were ill-equipped at first to handle the brutality of Klingon battle tactics.

It was only when the Dominion made an alliance with the Cardassians that the Klingons were driven out of their territory and forced to regroup with the Federation. Once again extending their desire for an alliance between the two powers, the Federation renewed its alliance with the Klingons and prepared for war. While the conflict with the Klingons had been costly, the Federation had slowly built up its military assets and was able to field numerous fleets comprising hundreds of vessels. When conflict with the Dominion broke out, the Federation was as ready as it could be and when the Dominion fleet attacked Deep Space 9 in order to try and stop them from cutting them off from the wormhole, a task force composed of hundreds of Klingon and Federation vessels moved against Dominion defenses.

While there is insufficient space here to go into the depth of the Dominion War, what is important to note is its lasting repercussions on the Federation. Starfleet had fought full-scale conflicts before but never one on this grand a scale. The sheer size of Starfleet's Third Fleet dwarfed the entire number of vessels that fought for the Federation at the beginning, and the war's devastating battles would often see over a hundred vessels lost in a single engagement. The Federation was able to recover from these losses quickly thanks to industrial replicator technology, but, for a brief moment, it looked like the Dominion's advance into Federation territory could not be halted. Thankfully, the brave crews of Starfleet were able to hold the line long enough to turn the tide and bring an end to the bloody conflict.

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THE FIFTH FLEET AS A MODEL

For an example of the fleets wielded by Starfleet in the 24th century, let us look at Starfleet's Fifth Fleet. Composed of hundreds of vessels, it was designed to be used as a large-scale deterrent to the Dominion's aggressive battle strategies by welding together a mixture of different types of classes of Federation vessels. It possessed several things in common with other fleets of the Dominion War which made it a formidable force to be reckoned with.

The Fifth Fleet relied upon a mixture of older design Starfleet vessels combined with attack wings of *Galaxy*-class starships. These older vessels included *Excelsior*-, *Miranda*-, and *Ambassador*-class starships to provide the bulk of their attack ships due to the success seen with this class of ships in previous wars as well as the fact that they could be more easily built quickly and efficiently than the new *Sovereign*-class vessels. While these vessels may not have possessed the latest in Starfleet technologies, they were slowly upgraded over the years and were still formidable ships compared to the massive amounts of Jem'Hadar fighters and *Galor*-class ships the Dominion employed.

When engaging in combat with other fleets, the Federation frequently employed Attack Pattern Omega level tactics as well as other aggressive strategies to meet the Dominion fleets head on. As attack wings of *Miranda*- and *Excelsior*-class ships engaged in the center, heavy attack wings composed of *Galaxy*-class starships would slowly envelop the Dominion from the sides where their heavy phaser and photon torpedo batteries could devastate ships that were too busy focusing on Starfleet's initial thrust. While



the Dominion would attempt to counter these fleets early on in the war by using their Jem'Hadar fighters to take out *Galaxy*-class vessels with ramming actions, the toll this dealt to the Dominion later in the war forced them to abandon these strategies in order to fight a more conservative conflict.

From a strategic standpoint, the Fifth Fleet had other duties as well. Capable of breaking off ships as needed to form task forces, it was able to secure valuable supply lines behind enemy lines and provide escorts to troop transports and refugee caravans attempting to move across enemy territory. The Fifth Fleet undertook heavy losses, especially in the reconquest of Deep Space 9, but thanks to Federation industry it was able to regenerate these losses quickly, so that by the time of the final engagement between Dominion and Federation forces, the Fifth Fleet was nearly at full strength.

As the war dragged on, ships were used for roles for which they were not well suited. The shipyards of Jupiter, Mars, and Vulcan were busy stripping out sensor packages and research labs to make room for capacitors for shield generators and phaser banks on *Excelsior*-class vessels. Older ships that had been sent to await salvage in shipyards but were instead repaired and brought back into service. Some of the more advanced ship designs like the *Nova* class were deployed in the First and Third Fleets in order to protect Earth and other core worlds important to the Federation, while the Tenth Fleet would often be broken into smaller task forces to assist in maintaining the border with Dominion-controlled territory alongside the Klingon and Romulan fleets. There was still room for older vessels in the war effort; more advanced designs often required complex fabrication procedures which slowed down their construction. Tried and true designs like the *Miranda* and *Excelsior* classes could be constructed quickly, and thanks to advancements in phaser and shield technology, often were strong assets when under the command of skilled captains.

VISIONS FOR THE 25TH CENTURY

As we close out our introduction to Federation and Starfleet's history, I want to comment on where we are today. It is too easy to look out the viewports of starships or look at your PADD and see all the wondrous technology the Federation has. It truly is a marvelous age where we are capable of replicating most forms of matter, where crossing the quadrant no longer takes the years it once did in the 22nd century, and where there are theories that we can even crew ships with an all-holographic crew. I'll let you know now that, based on of a conversation I just had with my doctor, who is himself a holographic life-form, that possibility sounds like it is fast approaching!



Starfleet's adaptability, the resourcefulness of Federation engineers, and the needs of the Dominion War have led to the Federation possessing one of the most advanced fleets in the quadrant. Although the pains of war were not wished for by Starfleet, the Battle of Wolf 359, the Cardassian War, and the Dominion War motivated the Federation to greenlight new programs in order to revolutionize its fleets. Where the construction of a ship once took years, we can now do it in a quarter of the time, and each day Federation scientists work harder to crack the threshold of crossing Warp 10 and the transwarp barrier.

I want to comment on a few technologies that may become more commonplace during your tenure in Starfleet. Just as I had to get used to the widespread use of isolinear chips and quantum torpedoes, you will all have to one day adjust to what the next generation of starships will bring. With the unveiling of *Prometheus* and the technologies brought back by *Voyager*, it seems like the future will be arriving sooner than any of us ever anticipated. New control panel redesigns may seem too unrealistic by the time you leave the service, but I will tell you one thing that will never change. That feeling you get when you see the stars each day? It never goes away.

ANY SUFFICIENTLY ADVANCED TECHNOLOGY IS LIKE MAGIC

This section focuses on some of the advanced technology that we start to see introduced into the *Star Trek* universe during the end of *Voyager* through *Star Trek: Picard*. As the universe continues to grow, new technologies will be introduced that may make previously mentioned technology appear primitive. Indeed, as our own world fluctuates and changes certain pieces of technology from past episodes (such as subspace radios used during the Romulan War to the evolution of control console graphics) may quickly appear archaic.

What is important to realize about technology in ***Star Trek Adventures*** is that it should always serve the story, never overwhelm it. If a starship needs a new device that allows it to temporarily move past warp 10 without any side effects, feel free to introduce it. If a tricorder's power source must power a bridge computer for a few moments, then let it be possible to do so after a few difficult tests. The players should feel like they can adapt technology to their needs, and use it to overcome challenges, and never let it replace them in the story.

Now, here are some technologies that the Federation has unveiled to the public as well as a few more that are highly theoretical but may become possible in your lifetime.

DETACHABLE HULLS: This technology, which is the mainstay of the *Galaxy*- and *Prometheus*-class vessels, allows for ships to detach portions of their vessel into fully functional and, in many cases, combat-operational vessels. More complicated than simply launching a shuttlecraft, these hulls allow for a vessel to be able to overwhelm its opponents through weight of numbers and pursue multiple objectives concurrently.

ABLATIVE ARMOR: A high-tech throwback to simply equipping ships with dense pieces of metal for protection, ablative armor is designed to absorb directed energy weapons and to diffuse their energy through their structure at a controlled rate. As the energy weapon impacts the crystalline weaves, the armor slowly disintegrates while causing the energy weapon to reduce its impact. This technology recently received some improvements thanks to the return of *Voyager*, which brought with it enhancements taken from fighting the Borg.

INTEGRATED HOLOGRAPHIC EMITTERS: As the power plants on starships become more robust, it is possible to keep holographic emitters of advanced cognitive capabilities functioning for extended periods of time. To that end, Starfleet has started outfitting its vessels with holographic emitters located not just in sickbay but in key areas of the ship so that the Emergency Medical Hologram is capable of being summoned to essential areas to provide assistance. It is theorized that one day, entire vessels could be run with a holographic crew and one central engineer whose role is to oversee their repairs.

QUANTUM AND TRANSPHASIC TORPEDOES: As technology advances, its use in weaponry also advances, despite the best intentions of the Federation. To that end, Starfleet has developed more powerful technologies based upon its encounters with other life forms. Quantum torpedoes are now becoming the main missile weapon deployed aboard capital ships and more Federation vessels are equipping them as well as those of other species. Transphasic torpedoes are frighteningly powerful weapons, rumored to be able to destroy a Borg cube effortlessly. Their use is still highly restricted by the Federation for fear of this technology falling into the wrong hands.

TRANSWARP DRIVE: The Federation has pursued this technology since at least the late 23rd century. Although we have seen this form of interstellar transportation in use by a variety of species across the Delta Quadrant, the Federation has yet to discover a means of incorporating it into its ships successfully. If the secrets of transwarp drive are ever fully uncovered, it would enable Starfleet to be able to cross the Galaxy much faster than conventional warp drive.

This is just a taste of what the Federation's brightest minds have come up with, in addition to what we will discover in the coming years. But it's not just our technology that will keep the Federation safe. From dealing with Dominion remnants in the Alpha Quadrant, maintaining peace between our allies in the Romulan and Klingon Empires, and continuing our preparations in case the Borg return, the Federation must be prepared for what is to come next. Thanks to the gallant crews of Starfleet, we will be able to safeguard the Federation's borders and assist both the members of the Federation and our allies with any crisis that may occur. We will be able to protect planets from raiders, transport sorely-needed supplies to distant outposts, and transport delegates to crucial diplomatic conferences. I have no doubt that the Federation will endure all challenges it will face in the future, and so long as one Starfleet vessel still flies, the Federation's dream will continue.

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02.00

STARFLEET OPERATIONS

CONTROL 57 78 25 62 59 23 00

OVERRIDE 50 75 67 54 99 56 03 09 COMMIT

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146
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561065	53	98498	98792	34635
23521		25255	87532	12428
12515	43	1251	3252	722
2135	10	414	1241	924

02.10

STARFLEET OPERATIONS

LIFE IN STARFLEET

"Ever since I was a child, I've always known exactly what I wanted to do: be a member of Starfleet."

– CAPTAIN JEAN-LUC PICARD

A DAY IN THE LIFE

It is the expectation of every officer who boards a Starfleet vessel or facility to have at least a basic understanding of each department, ship system, and protocol they will encounter on their tour of duty. Though these duties take up the majority of an officer's time, the ships and stations they serve on provide things to do while officers are off duty as well.

To help round out a character and create a narrative within the context of a ***Star Trek Adventures*** session or mission, players should be familiar with the things their characters may interact with on the ship or station they serve aboard. These offerings, both on and off duty, will provide ample story threads that can be pulled on to engage a character and strengthen their bond with the spaceframe they serve on and with their fellow crewmates.

QUESTIONS TO CONSIDER WHEN CREATING A DAILY SCHEDULE

- Does our ship or station use three eight-hour shifts, four six-hour shifts, or some other structured schedule?
- What is my character's primary job?
- Does my character have any secondary responsibilities when not performing their primary job?
- Is my character taking on more work while trying to advance in rank and responsibility?
- How does my character unwind?
- Does my character have any focuses they'd train when off duty?
- Does my character have any other characters they socialize or train with?
- Is my character part of any activity groups in their off time?
- How much sleep does my character get or need?

DAILY SCHEDULES

When a character is assigned to a ship or a station, they are given a duty roster and schedule. Most Starfleet vessels use a 24-hour day as their standard, while ships that have a crew majority from a specific planet may use that planet's standard day to plan their schedule. Most postings tend to use three work shifts; however, some might utilize four shorter shifts to allow for more training and rest. Ultimately, the commanding officer, in consultation with their executive officer, determines the shift schedule.

The ship operations presented here are meant to inform you as to what sort of jobs your character may be assigned when not working on the bridge or command center, as well as what activities are available to them when they aren't working. Using the information in this chapter, you can determine what shifts and duties a player character is assigned to as they step on board their posting.

DRAFT A DAILY SCHEDULE

A tool to help foster the connection between you, your character, and your ship is to write out your character's daily schedule. This schedule should include time that your character is working in their primary location, as well as any side projects they are working on and what they do during their free time. While writing this schedule, try to consider where the character would be if an emergency happens and what route they'd take to get to where they are needed in a hurry.

When determining what your character's daily schedule may look like, also give consideration to your character's rank and role. Senior officers usually have duties and responsibilities in addition to having a shift on the bridge, whereas characters on the lower decks may have more training sessions in place of additional responsibilities. Civilian expert characters may have a schedule that changes daily based on the availability of labs or sensor pallets. In larger ships and on space stations, civilians such as crew family members can expect an experience similar to being planet-side, having access to schools and jobs to occupy their days.

Regardless of what type of character you are playing, this chapter outlines the day-to-day grind they will experience aboard a starship or station. During Session 0, players can use this information to help embed their character into everyday life aboard their vessel and to give the gamemaster additional plot threads to weave into the ongoing narrative.

INTERESTING AREAS

As one might imagine, being constrained to a few hundred meters of livable space within a starship for a prolonged period could drive anyone to distraction. Such is the case for individuals who opt out of planetary life to serve aboard a starship. Fortunately, ships have various interesting areas for spending one's time while on and off duty. Of course, the size of the ship dictates what may be available for exploration. Take time to familiarize yourself with the different sections of your spacefaring vessel. It is an embryo of protection from the harshness of space, a haven from certain and instantaneous death.

Players should have their characters routinely visit more areas than just the bridge, engineering, their duty station, or their private quarters. Game scenes are more interesting when character interactions take place in a variety of settings. It is common for department heads to tour the ship to visit personnel or conduct routine inspections. Therefore, create scenes in a variety of locations, perhaps tossing in a little technobabble to enhance the scene.

> ***Example:*** *The captain is on the bridge reviewing an after-action report from the first officer's latest away mission. They note that one of the security officers on the away mission was trigger-happy with some hostile alien natives. No one was hurt, but first contact protocol may not have been strictly observed. A quick check of internal sensors indicates that the XO is in the mess hall. To break the monotony, the captain decides to go to the mess hall and discuss the mission with the first officer. They select a table in the corner and keep a low tone as the captain collects more details. Just as their conversation is getting heavy, the security officer in question walks in with a few other officers. The captain decides that they can continue this conversation in another location, suggesting that they and the XO move to a nearby office.*

09 57 CONTROL

35 27 OVERRIDE

THE BRIDGE

If the warp core and the millions of kilometers of EPS conduits are considered the heart and circulatory system of the ship, then the bridge is the brain, the operational nerve center for the hundreds of thousands of processes taking place at any given time. Most senior staff members will most likely be found on the bridge performing their supervisory duties during their shift. Additional officers are usually on hand to provide relief in the event someone leaves their station. These additional officers may commonly be found working on projects at an auxiliary station or sharing a work alcove with another team member.

The bridge is an excellent place for collaboration and access to some of the best minds among the crew. Though not a standard gathering location during downtime, long days and months spent together on the bridge lends to frequent casual conversation between crew members. It is not unusual to hear one officer relating a story from their past to their comrade-in-arms. However, bridge officers know that an interesting conversation can be cut short in an instant by a sudden sensor reading or tactical alert.



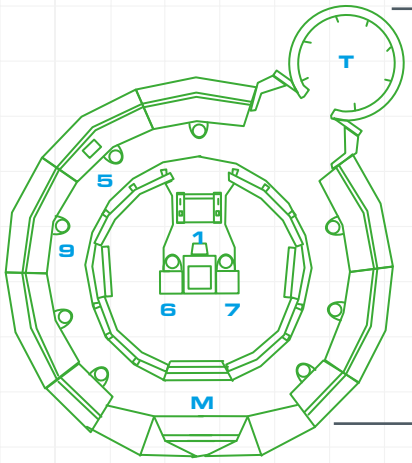
STARFLEET BRIDGE DESIGNS

History and research show that a well-designed command center lends itself to more effective and efficient crew performance during regular performance periods as well as during moments of crisis. Starfleet bridge design philosophies have remained relatively consistent over the past 300+ years; refinements in technology have served to make the designs even more efficient.

Early starship models, such as the NX series, were outfitted with bridges that were fully integrated into the ship's hull, making them very difficult to refit without significant layovers in docking facilities. More modern-generation starships feature modular bridge designs, making it much easier to swap out an earlier-generation bridge module.

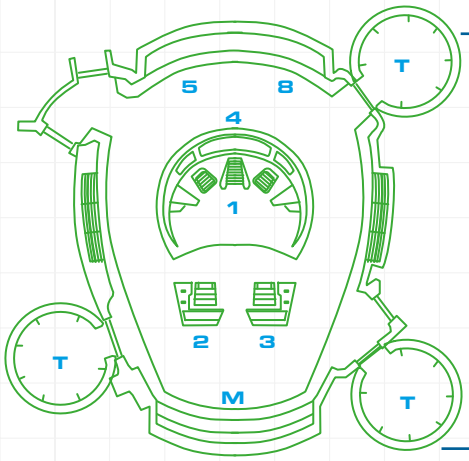
In some cases, captains may task their engineering teams with making specific modifications to their ship's bridge, while some chief engineers and engineering teams may take it upon themselves to create new efficiencies in bridge design. As a result, two ships of the same class may have cosmetic or deeper differences in their bridge layout and functionality. The most effective enhancements are usually forwarded to the engineering teams at Utopia Planitia and other shipyards for review and possible inclusion in future iterations of bridge designs.

Following are several examples of Starfleet bridge designs.





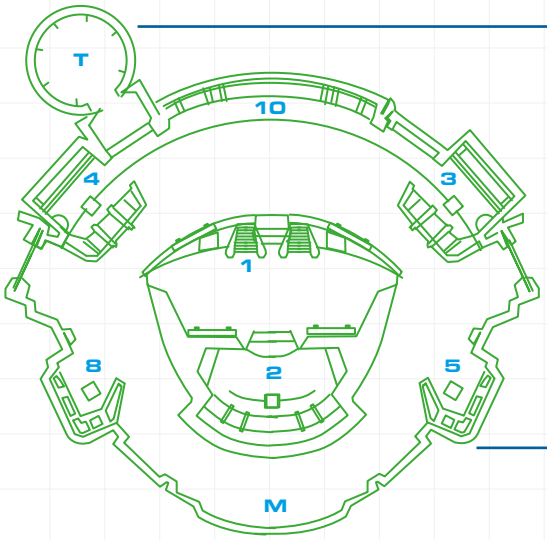
CONSTITUTION CLASS





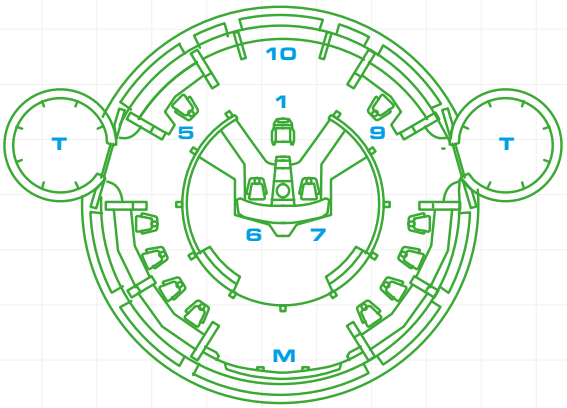
GALAXY CLASS

1 COMMANDING OFFICER	7 NAVIGATION
2 FLIGHT CONTROL	8 ENGINEERING
3 OPERATIONS	9 COMMUNICATIONS
4 TACTICAL	10 MASTER SYSTEMS STATUS
5 SCIENCE	M MAIN VIEWSCREEN
6 HELM	T TURBOLIFT

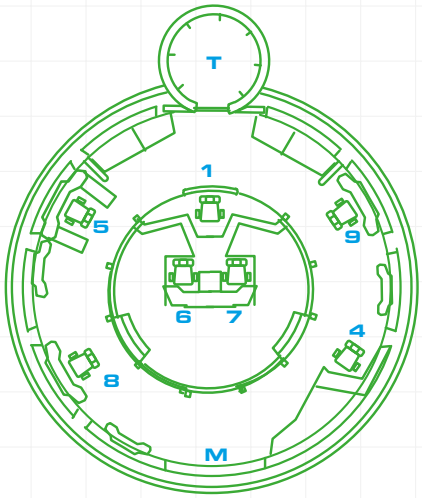




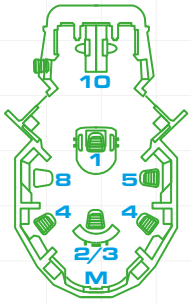
INTREPID CLASS



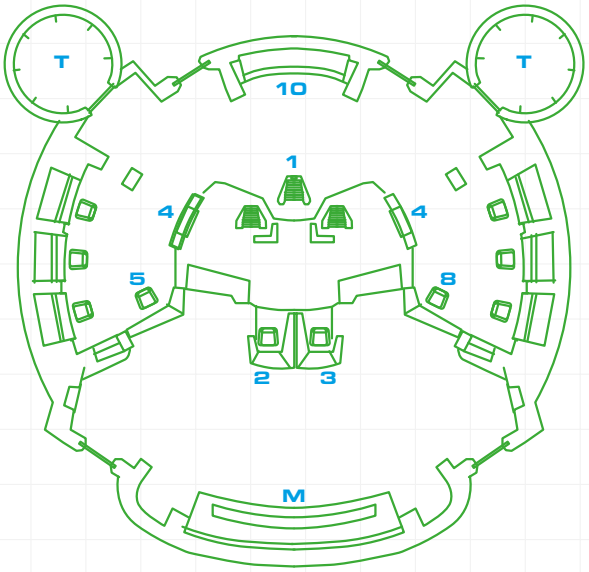
CONSTITUTION CLASS (REFIT)



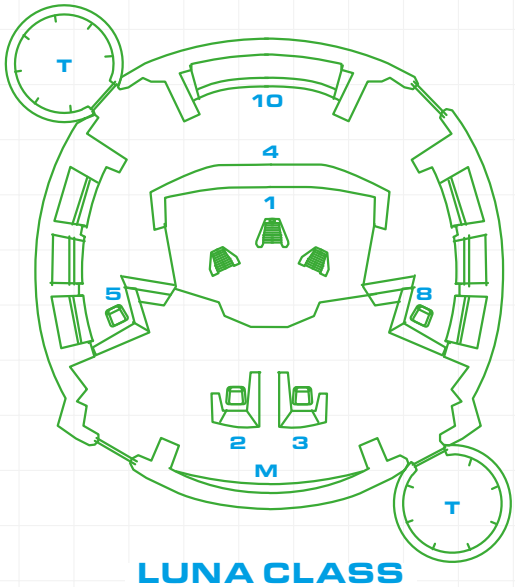
MIRANDA CLASS



DEFIANT CLASS



SOVEREIGN CLASS



LUNA CLASS

BRIDGE MODULE CONFIGURATIONS

SICKBAY

The chief medical officer and other medical staff are commonly found in sickbay. It could be considered the second busiest operational center on the ship, though focused on the health and welfare of the crew. It is common for there to be an open comm line between the bridge and sickbay during crisis situations. Quickly responding to injuries is key to ensuring the crew is ready for action. Due to the intimate nature of the profession, sickbay is a common place for deep conversations. Building trust with the ship's community is key to delivering quality healthcare. Sickbay is frequented before and after away missions, though it is common for some crew members to procrastinate and try to avoid Starfleet-mandated, mission-related physicals.

LOUNGES / BARS / MESS HALLS

A ship may have one or more lounge areas, depending on the ship's size. For example, *Intrepid*-class vessels have an officers' mess, two junior officer mess halls, and an aft lounge to service the needs of its crew of 150, whereas a *Galaxy*-class vessel that services around 1,000 crew members has dozens of lounge areas, bars, dining halls, and recreational locations. Individuals aboard a ship are often looking to be in the presence of others in a non-work environment, though they may not want to personally engage in fraternization. Other officers may want to associate with their crew members in a variety of settings – some social, some intimate.

It is common to see larger lounge areas serve as multipurpose spaces. Uses can range from game nights, sporting events, musical concerts, artistic performances, plays, culinary experiences, hosted delegations, or private parties. The ship's operations manager should be contacted to reserve the area. They will provide room reservation guidelines along with scheduling assistance. These areas can also be altered to conduct judiciary hearings, act as evacuation or triage centers, and handle overflow from sickbay during emergencies.

COMPUTERS

Without computers, humanity would never have been able to achieve even the smallest advances in astronomical explorations. From the first mechanical computer designed in the 19th century to modern artificial intelligence, computers are probably the most important system Starfleet needs to continue its exploratory missions.

A minimal level of technical expertise in the use of computers is a requirement for any officer serving on a starship or starbase. Starfleet Academy ensures that their graduates learn basic programming languages, hardware repair, how to run diagnostic cycles, and the operation of common computers one might encounter in the course of duty.

Skills like using command code authorization to protect systems from hacking, circumventing computer controls, and initiating manual overrides are also part of the basic curriculum. Starships have multiple redundant computer systems, with key functions having their own dedicated processing units. In addition to a main computer core, it is common for starships and stations to have a secondary or tertiary core, along with dedicated processors for navigation, sensors, communications, weapons, command functions, etc.

COMMON COMPUTER PROGRAMMING ACTIONS

Use these common computer programming actions to help your game come alive. Computer-related focuses and talents may enhance the success of many of these actions.

MANUAL OVERRIDE

A manual override is an action where control is taken from an automated system and given to the user. Under normal circumstances, this would be a **Control + Command** task with a Difficulty of 0. Certain traits or complications might increase the Difficulty.

KEY COMPUTER TERMS

WHAT IS AN ALGORITHM?
An algorithm is like a recipe, a specific set of instructions that must occur in a particular sequence to make something happen in a computer program.

WHAT IS A SUBROUTINE?
A subroutine is like a shortcut to avoid writing the same code repeatedly. Think of it like buying a mixture of seasonings to save time while cooking. Subroutines are routinely part of a larger program.

WHAT IS CASCADE FAILURE?
A cascade failure is a breakdown in one or more steps in a process of interconnected parts that can trigger the failure of other parts and systems.

WHAT IS LCARS?
The Library Computer Access and Retrieval System (LCARS) is the main computer system used aboard all Starfleet vessels, starbases, and space stations by the mid-24th century. The interfaces are reconfigurable into maximum intuitive groupings adapted to each individual user's preference.

> ***Example:*** *After encountering a wormhole while traveling at warp, Captain Kirk orders the* Enterprise *to drop out of warp and engage reverse impulse engines. Helm controls prove nonresponsive, and they continue traveling at FTL velocities. Realizing that a small object has been pulled into the wormhole with them and that impact is imminent, Kirk orders a manual override of the helm.*

SECURITY OVERRIDE CODE

The security override code is a voice and/or keyed-in command code used to override security protocols on a starship or starbase. Most codes consist of the name and rank of an officer combined with an alphanumeric series. Ranking officers may also order the computer or security teams to override computerized lockouts. Utilizing an override code is normally **Control + Command or Security**, assisted by the ship's **Computers + Security**, with a Difficulty of 1. Certain traits or complications might increase the Difficulty.

> ***Example:*** *Hearing a scream coming from Counselor Troi's quarters, Lieutenant Worf orders security to override the lock to her quarters.*

INSTALLING A SUBROUTINE

Subroutines are an enhancement to an existing computer program. A plethora of uses exist for this programming shortcut, ranging from Creating an Advantage (see core rulebook, page 85) to disabling another computer program. Installing a subroutine, whether helpful or malicious, is a **Reason + Engineering** task with a Difficulty of 2. Other disciplines may apply. For instance, a medical officer might install a subroutine into an analysis program meant

COMPUTER TECHNOLOGY BY ERA

Over the course of the franchise, computers in real life, and in the *Star Trek* universe, have changed drastically. Below is a list of common computer types and the eras in which they are found.

Semiconductors: These are the style of computers that we use today, featuring microchip processors and solid state memory and storage. The technology we see in *Star Trek: Enterprise* uses semiconductors, and most civilizations in the region of Earth used this technology, or something similar, for centuries. This technology is in use until the mid-23rd century, and while it was highly refined by the 2240s, the technology had been approaching a plateau in capabilities for nearly a century.

Duotronics: Invented by Richard Daystrom of Earth in 2243, duotronics finally brought quantum computing into the realm of the practical. Duotronics required bulky high-tech materials and heavy shielding, making the technology utilizing it look larger and less advanced then earlier, sleeker semiconductor equipment. Duotronics also allowed for the rise of the first truly sentient artificial beings such as Control and the multitronic M-5 computer. Duotronics was so ground-breaking that every polity near the Federation made it a top priority to capture examples and reverse-engineer it. This is the technology seen in the original series and the movie era (2260s–2320s).

Isolinear: This advancement came in 2325 with the development of molecular circuitry, highly miniaturized quantum computing, and optical crystalline data storage utilizing condensed matter. The power of a *Constitution*-class computer core could now be held in the hand of a crewmember seen on *The Next Generation*. These computer systems could also spontaneously generate sentient programs and systems, though safeguards often prevented this from happening. Isolinear systems could also be accelerated to operate even faster through the use of symmetrical subspace fields, improving response time from 5% in small handheld devices, to nearly six thousand times faster in stationary, planetary computer cores that could be heavily shielded.

Bio-Neural: This technology is an extension of the isolinear computer systems of the 24th century. It links isolinear systems together using gel-packs that allow the computer to generate neural-like connections between associated data patterns. This meant that isolinear systems could begin to learn and adapt to changing circumstances. As seen on *Star Trek: Voyager*, this computer system could spawn self-aware programs, and ones capable of growing and developing far beyond their original intents. Moving into the 25th century, some Starfleet vessels utilized upgraded bio-neural gel pack technology integrated into the next-generation isolinear chip, which resulted in faster processing speeds, more intuitive processing parameters, and a more reliable storage system.

Positronic: Similar in many ways to isolinear systems, a positronic network was developed by Dr. Noonien Soong to be used in his androids in the 2330s. The network was a matrix of isolinear subsystems linked through a web of adaptable connective systems similar in a way to later bio-neural systems, allowing a positronic network to grow and develop. Positronic implants were adaptable and complex enough that they could be used to treat damage and disease to humanoid nervous systems. Positronic systems were banned by the Federation after the attack on Mars in 2385.

to identify Romulan genetic traits. It would make sense to substitute Medicine for Engineering in this instance since the medical officer is assumed to be an expert on programs related to their field of expertise. In some cases, the gamemaster may decide that installing a subroutine is an **extended task**. If so, the Magnitude and Resistance of the task should be equal to the opposing party's Security rating.

> ***Example:*** *In preparation for a date with the Vidian doctor Danara Pel, Voyager's Doctor downloads a new dancing subroutine into his holoprogram.*

INVASIVE PROGRAMS

Invasive programs (sometimes in the form of self-replicating computer viruses or worms) act without the user's knowledge or permission. They may cause a variety of intentional and unintentional damage. Programming an invasive program is a **Daring + Engineering** task with a Difficulty equal to the opposing party's Security rating. The opposing party might represent a starship or starbase Security rating. As with installing a subroutine, the gamemaster may decide that programming an invasive program is an extended task with Magnitude and Resistance of the task equal to the opposing party's Security rating.

> ***Example:*** *Lieutenant Commander Michael Eddington planted cascade viruses in Deep Space 9's and* Defiant*'s computers, allowing him to disable the* Defiant *before he openly defected to the Maquis.*

PROGRAMMING AND OPPOSED TASKS

Anything programmed can theoretically be reprogrammed. A subroutine can override another subroutine. A hacked computer can hit a firewall. A security override can be overridden. An invasive program can be blocked or reprogrammed to attack the original programmer. Using the opposed task game mechanic can provide for scenarios where two programmers are working against each other to gain control of a computer network.

> ***Example:*** *In 2372, Lieutenant B'Elanna Torres worked desperately to override a program in a Cardassian automated missile called* Dreadnought*. She had reprogrammed the missile years before during her time with the Maquis.* Dreadnought*'s advanced programming tried to thwart Torres's attempts to reprogram its settings, up to the point of shutting off life support to its interior. Torres used a combination of jury-rigging, technical acumen, and computer logic processing to reactivate the original Cardassian computer system, which allowed her to gain enough control to breach the missile's core.*

DOWNTIME ON A SHIP

Even the best Starfleet officers need a break from working their stations every now and then. When their shift ends, and sometimes before it even begins, a ship provides numerous activities for a crew member to de-stress from the rigors of the job.

THE CREW LOUNGE

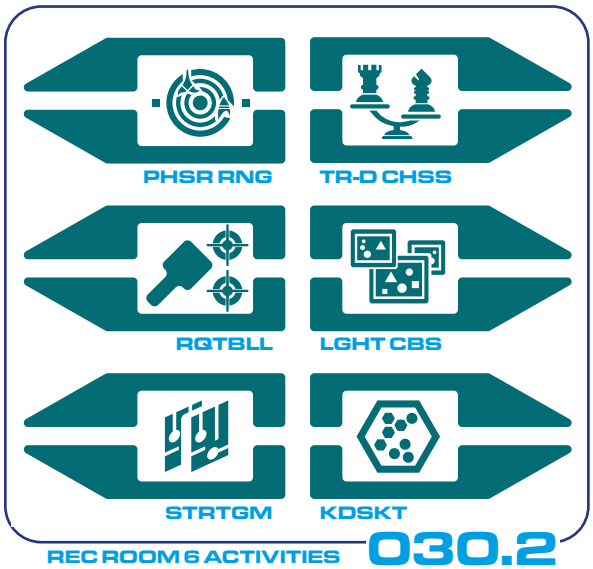
In the early days, the crew lounge and the mess hall were one and the same. However, as the ships got bigger, the two became separate locations. The crew lounge became the location that crew members could go, play a game, and de-stress.

From pickup games of cards to electronic dart tournaments, the crew lounge is almost always a hotbed of fun and social interaction. Most ships even included food synthesizers or replicators in the crew lounge for snacks and beverages.

In the 23rd century, some crew lounges were outfitted with holoemitters that could project a simulation on the walls and around the room. Considered the predecessor of the true holodeck, these devices were still constrained by the walls and objects in the room into which the hologram was being projected.

The crew lounge is the perfect place for a character-to-character conversation, as well as a cold open for an episode. It is also the perfect place for characters who are having a spat to work it out through playing a game or sharing a meal.

If at a loss for what type of games are being played in the crew lounge when a character enters, roll a d20 and consult the first table on the next page:



REC ROOM 6 ACTIVITIES 030.2

RANDOM GAME TABLE

D20 RESULT	GAME
1	Dabo
2	Blackjack
3	Dom-jot
4	Electronic Darts
5	Poker
6	Kadis-kot
7	Kal-toh
8	Shuffleboard
9	Go
10	Strategema
11	Kotra
12	Tongo
13	Terrace
14	Durotta
15	Chula
16	Tri-d Chess
17	Cardassian Pinochle
18	Baccarat
19	Barokie
20	Diplomath

THE GYM

Even during their time off, the crew members are still part of an organization that expects their people to be fit both mentally and physically. Because of these expectations, many ships installed a gym for crew members to use.

While some of the gyms on a ship allow for typical weight lifting and cardiovascular strengthening, others can be more specialized. Some of the gyms on Starfleet ships have had full-on courts for different games from different planets, though these rooms became less common over time as holodecks were added to more ships.

Another type of gym is the sparring room. These rooms often housed weapons from dozens of different species as well as protective gear and sparring dummies. Some sparring rooms even have a ring to practice close combat and martial arts with an opponent.

The gym is a great place to show a character processing emotions or thoughts. It is here an individual can be shown pushing themselves and thinking about decisions they have made or that other people have made. The gym is often used as a place to show a character releasing anger on a sparring dummy or on an unsuspecting crewmate.

If at a loss for what type of martial arts are being practiced when a character enters a sparring room, roll a d20 and consult the table below:

RANDOM MARTIAL ARTS TABLE

D20 RESULT	MARTIAL ART
1	Ryadam
2	Boxing
3	Fencing
4	Judo
5	Sumo
6	Mok'bara
7	Tai Chi Chuan
8	Tsunkatse
9	Suus Mahna
10	Aikido
11	Wrestling
12	Hapkido
13	Jiu-Jitsu
14	Karate
15	Kung Fu
16	Kalaripayattu
17	Chaka Hramdal
18	Vershaan
19	Ch'Vashrek
20	Anbo-jyutsu

OBSERVATION LOUNGES

Often located on the top deck of the ship, observation lounges have primarily been used to observe the majesty of celestial events first-hand. Almost all observation lounges have walls that are clear from floor to ceiling for optimal viewing.

A great place to share an emotional or introspective moment, the observation lounge has been used by many crews as a place to process their personal feelings or feelings for others. Often ships included furniture for relaxing and several are even known to encourage meditation in the lounge as well.

Several ships were known to use observation lounges as places for social gatherings, parties, and even diplomatic gatherings. Other ships, like the *Enterprise*-D, used an observation lounge as a place where senior officers met for roundtable discussions, planning, and sharing of information.

MESS HALLS

Especially in the early years of exploration, the mess hall was a place of gathering, the sharing of stories, and kinship. From the days of Starfleet's nautical origins, crew members spent their spare time together playing games and seeking nourishment with their friends. This was encouraged as a way to build the special bond that make crews stronger.

In the past, most mess halls had a galley attached with a small crew of cooks who worked around the clock and were responsible for making sure the crew got the calories and vitamins they needed to meet the demands of the job. As protein resequencers became a more popular technology, the need for a full team of cooks dwindled, but most ships still had one or two crew members who were responsible for making meals if the technology failed.

The mess hall is a great place for a scene that focuses on the interaction of multiple crew members. Often these scenes have little to do with the characters or the overall plot, though when they do, the scene can play an important role in the story. Allowing multiple characters to express their opinions with each other can provide a new frame of reference for issues that may be plaguing them or the ship.

HOLODECKS

Since their first exposure to holodeck technology in the 22nd century, Starfleet recognized that the technology could be useful for many things, including training, respite, and entertainment.

In the early years, holotechnology allowed for projection, but being restrained by room sizes limited their use. It was the implementation of holodeck matter and spatial orientation systems that made holodecks an important tool aboard most Starfleet ships.

The initial use for the holodeck was for close combat and ship-to-ship training. This allowed individuals and teams to gain the experience of stressful situations with relatively little risk to themselves. It was possible, however, to turn off some safety features of the holodeck to make the combat situations feel more realistic. Some security officers and flight coordinators would often assign training sessions to their teams on multiple days per week.

As mental health became more of a focus on Starfleet vessels, another value of the holodeck became apparent. Crew members signed up for time to use the holodeck for personal programs such as sports games or even representations of their homes. These activities often lowered stress levels among the crew and helped them to feel more at home on the ship. Ship's counselors would sometimes assign these programs to their patients to help them work through emotions.

The holodeck also had programs such as interactive novels, which played out as four-dimensional movies that the characters could interact with. In addition, crew members could interact with programs that had famous scientists, philosophers, and artists throughout history. On ships that included schools, these programs were often used for field trips to meet these famous people, or to see famous locations in the solar system.

Eventually, security teams found a further use of the holodeck, using it to recreate a crime scene to investigate further. This allowed the investigator to get a better feel for

RANDOM HOLODECK STORY STARTER

D20 RESULT	HOLODECK STORY STARTER
1–2	The transporters have been beaming crew members back as holoprogram characters.
3–4	Multiple characters have become stuck in a holoprogram and the safeties have been deactivated.
5–6	A famous person from a holoprogram is slowly turning into flesh and blood.
7–8	A monster from a holoprogram breaks out and terrorizes the crew.
9–10	Crew members are becoming addicted to a newly uploaded holoprogram.
11–12	Strange photonic characters begin showing up in random programs claiming their universe is leaking into this one.
13–14	The emergency holograms begin taking on aspects of a character from a holoprogram.
15–16	A crew member falls sick, and the doctor must investigate a holoprogram of the inside of their body to find out what is wrong.
17–18	The replicator technology within the holodeck is causing explosions when used.
19–20	The team training in the holodeck is transported into a universe where they perceive everything as two-dimensional.

the location and see aspects that may have gone unseen in the original investigation. Many mysteries were solved using this revolutionary method of investigation.

As holotechnology advances, some starships and stations have smaller holosuites installed, which require less space than the earlier holodecks and are generally intended for use by smaller numbers of people. In some cases, temporary holobooths can also be set up for use, primarily as single-person training simulators.

If you are looking for a way to start a mission revolving around a holodeck, roll a d20 and consult the chart on the previous page.

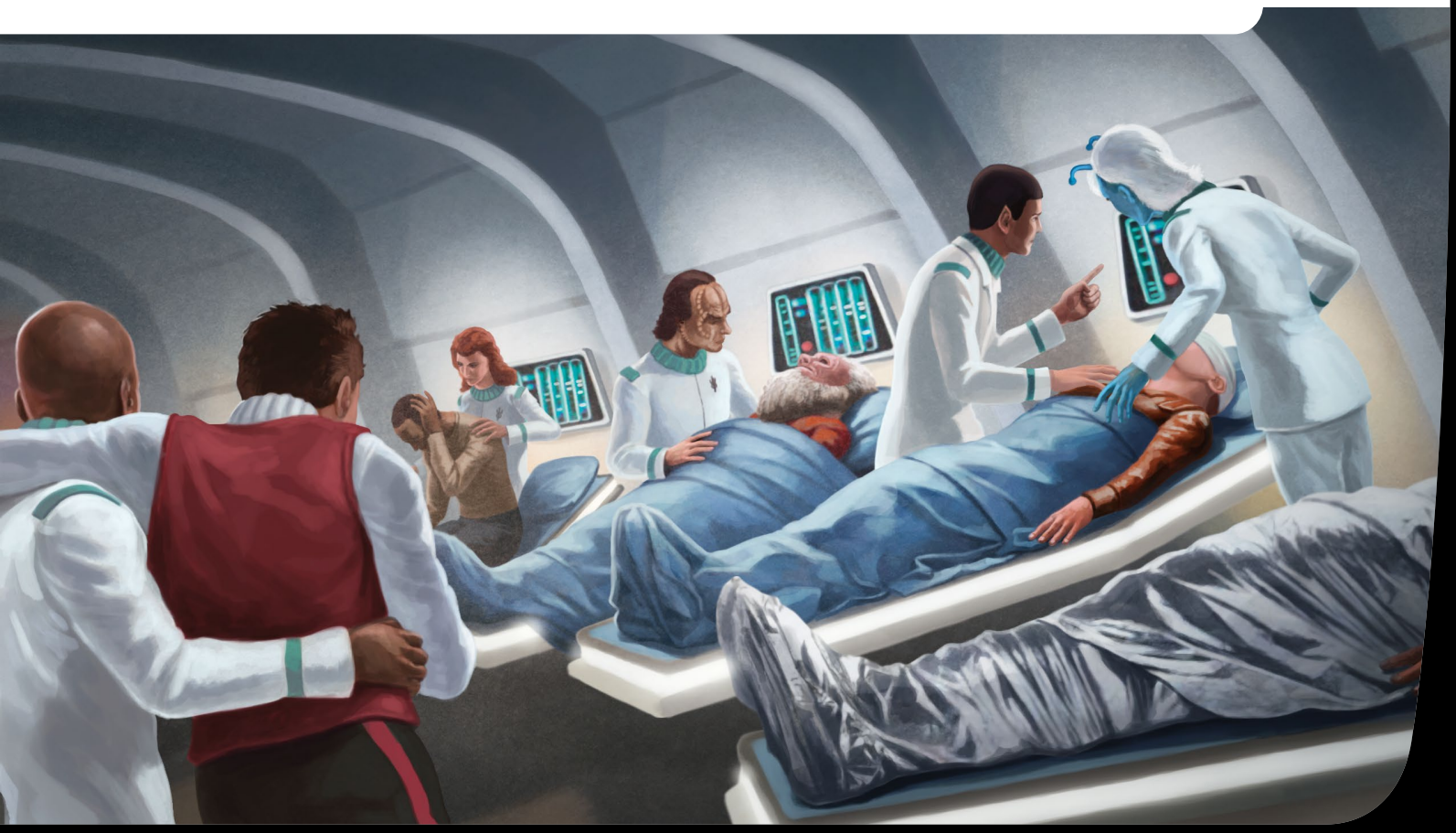
EVACUATION PROCEDURES

All Starfleet ships are equipped with numerous systems to ensure the safety of their occupants in extreme cases such as loss of antimatter containment, life support failure, or a major hull breach. All crew members, support staff, and civilians participate in multiple drills for each type of evacuation every few months to ensure a calm and coordinated evacuation. When the command “All hands, abandon ship!” is given, the evacuation alert activates, informing people what type of evacuation is taking place.

The easiest evacuation procedure is simply transporting to another nearby ship or planet. This requires the other ship or planet to be in Close range and can only be executed if available power isn’t an issue. Most ships have multiple transporter rooms that people on board are assigned to in case this type of evacuation is called for.

In the case that another ship is nearby to assist and the ship that needs to be evacuated has no power for transporting, or if an autodestruct is necessary, an alert can call for a corridor evacuation. During a corridor evacuation, the ship in danger physically connects to another ship with bridges surrounded by force fields filled with atmosphere. Every few decks, on either side of the ship, bridges are folded up and stored within the hull. After being fully extended, the force fields activate and then atmosphere is pumped into the tunnel. This provides a rapid evacuation route for everyone aboard.

If time is a concern, an escape pod evacuation alert may be given. In these cases, everyone on board must make their way to the nearest pod. These lifeboats are located all around the ship and are built to hold a limited number of crew members. The pods can carry more people during dire circumstances, but this cuts the amount of life support available. Some escape pods are programmed to find others and connect with them, while others are given the coordinates to the nearest planet to land on. All escape pods are equipped with distress signals and locator beacons for the rescue ships to lock on to when trying to find them.



HEADING

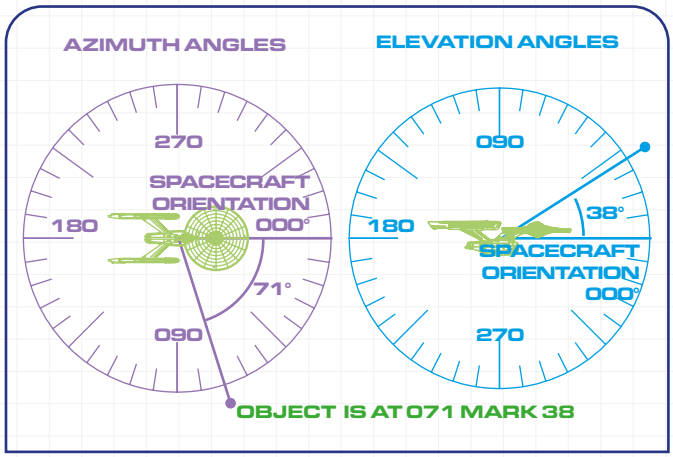
The navigator and flight controller call out a heading change by referring to two 360-degree arcs that lie on perpendicular planes. Typically, these planes intersect at the center of the ship. The horizontal plane represents the vessel's yaw, and the horizontal plane represents the ship's pitch.

The navigator or flight controller uses the degree of change in the pitch and yaw when they call out their heading. This usually is done by calling out three numbers, followed by the word "mark" and then followed by two to three numbers. The first three numbers represent the degree of change in the vessel's yaw and the second set of numbers represent the degree of change in the ship's pitch.

A heading of 000 mark 00 means the ship is continuing its current heading. If the ship needs to change its heading to 071 mark 38, it turns seventy-one degrees clockwise and adjusts its pitch "up" thirty-eight degrees. This is referred to as relative heading as the numbers are relative to the vessel's current course.

Some species and organizations instead use an absolute heading system. In this case, a heading of 000 mark 00 refers to a flight vector that would lead to the center of the Galaxy; otherwise the pitch and yaw are determined in the same way.

As computers advanced, a system of entering galactic coordinates was installed. This allows flight controllers to enter in X, Y, and Z coordinates to specific locations. When these coordinates are punched in, the computer changes the ship's heading automatically, but the flight controller is still responsible for adjusting the flight path for obstacles and hazards. While this system works with known locations in the database, if the flight controller is trying to intercept something unknown, the more traditional heading system needs to be used.



000 MARK 0 REPRESENTS A FLIGHT VECTOR OF STRAIGHT AHEAD

RELATIVE HEADING 034.2

NAVIGATION

Starfleet uses multiple different methods to determine a starship's location. An initial location fix is provided by astrometrics monitoring hundreds of quasars, quasi-stellar objects very distant from the Milky Way that are the result of a supermassive black hole actively drawing huge amounts of matter. While this method has been in use by scientists on Earth since the 20th century, the accuracy has increased in the centuries since. A finer location fix is provided by Federation subspace beacons that transmit timed pulses that allow a starship to find its location anywhere within approximately 10,000 light years of Federation space. Tertiary techniques can include finding "standard candle" stars. These are stars whose spectra are distinct and lie above the galactic plane, allowing them to be seen across the dust bands found in the spiral arms.

Once a starting location is fixed, a navigator then uses a standard navigational database to plot a course to a known location. If the location isn't known with some accuracy, and astrometric sensors can't find it through optical or other means, a course is then plotted for a best guess of its location. Sensor data is fed to the helm/navigation station while in motion, allowing the officer in command of the course to be able to adjust it as necessary due to hazards that may be encountered. In interstellar space, rogue planets and other large bodies that are too large for the navigational deflector to move must be navigated around, their location and motion logged for updates to the navigational database. Other high energy events such as ion storms, gravitational eddies and waves, and dust and gas clouds are also logged and avoided or passed through at a reduced speed to lower the risk of damage to ship systems.

Approaching a star system increases navigational hazards. Most star systems have an extensive Oort cloud of small icy bodies that can extend light-years from the central star. Planetary bodies may be easily seen and avoided, but like in interstellar space, small rocks may be in the last place expected. Finally, if the star system is inhabited, a navigation officer has to work closely with the helm station and starship operations to properly monitor other spacecraft and space facilities to ensure that a safe distance is maintained to prevent accidental collisions. During the late 23rd century, many Federation systems had numerous private spacecraft in continual use, the numbers growing faster than space traffic control facilities could keep up with. It was then that speed limits were imposed that had even Starfleet vessels remain at sub-light speeds while inside the orbit of the furthest world inhabited in that system.

WHY DO MY MAPS NOT MATCH?

HOW FAR IS QO'NOS FROM EARTH FOR REAL?

The Milky Way Galaxy is approximately 100,000 light years across and 1,000 light years thick, with a central bulge that is about 10,000 light years in diameter. Stellar cartographers estimate that the Milky Way Galaxy contains around 100 thousand million stars. Stars move along a defined path, with some exiting the Galaxy. However, due to the presence of density waves, most star clusters come back into their super-orbit and gather in the Galaxy's arms, pinwheels within the Galaxy that are made up of various stellar bodies that reach out from the center of the Galaxy to its edges. These star clusters have the same velocity and direction, which means the stars generally stay together even over millions of years.

As such, stellar cartographers and astrometric specialists can accurately predict the location and placement of stars and their accompanying solar systems with a high degree of accuracy, allowing interstellar travel at faster-than-light speeds.

A challenge is presented when trying to design a 2D map that accurately represents stellar distances, however. This can be compared to how a globe of the Earth much better represents the size and distance of continents when compared to a flat map. Some *Star Trek* fans have criticized the variety of maps published over the years depicting popular locations within the Alpha, Beta, Gamma, and Delta Quadrants. Some may say that the distance between stars and the borders of empires shift and change with little account for canon or previously published maps. There is both an out-of-game and an in-game explanation to such perceived inaccuracies.

KEEPING UP WITH CANON

Star Trek spans over 55 years of storytelling. This not only includes television and movies, but comics, novels, games, and fan-generated content. You can reference the maps provided in books published under the ***Star Trek Adventures*** banner. This includes comprehensive maps of the Delta Quadrant as found in the ***Delta Quadrant Sourcebook*** and in the interior covers of the other quadrant books. You may choose to reference such amazing works as *Star Charts*, by Geoffrey Mandel, or *Star Trek: Stellar Cartography: The Starfleet Reference Library*, by Larry Nemecek. Use these sources to provide stellar cartography guidance to your players.

HOW TO MAKE IT MAKE SENSE IN THE GAME

As in real life, the size of a particular planetary system or empire can be affected by the polity designing the map. For instance, many Federation maps place the Sol system at the center of astronomical displays. This in no way reflects its true position in relation to the Galaxy. In fact, rival (or even friendly) polities like the Andorians, Orions, Romulans, or Klingons might deem it the height of arrogance that such a relatively recent addition to the interstellar family would place itself at the center of any map.

In game terms, maps are used to represent the location of objects in relation to the person or vessel. Since most maps are accessed via two-dimensional media, be it paper or on screen, it is impossible to accurately represent the true positions of stellar bodies since many exist on a different level on the galactic plane, which cannot be accurately conveyed on a flat surface. Hence, distances may be skewed to provide some sense of location and position. Three-dimensional holographic map renderings are preferred when it comes down to precise representations of interstellar fields and galactic bodies, such as the map contained in *U.S.S. Voyager*'s stellar cartography lab constructed by the ex-Borg Seven of Nine.

PROPULSION

Starfleet vessels and shuttlecraft, along with the fleets of nearby polities, utilize two primary forms of propulsion. An impulse drive is utilized for sublight propulsion, and a gravimetric field displacement manifold, also known as a warp drive, for faster than light propulsion.

An **impulse drive** relies on a tried but true method of propulsion for spacecraft, expelling reaction mass from the spacecraft and pushing the spacecraft forward. Where an impulse drive differs from chemical rockets of the past is that first and foremost it relies on nuclear power. Each impulse drive contains at least one fusion reactor that not only generates much of the primary power a starship requires, but also generates some of the reaction mass needed for the engine. While the Federation uses fusion reactors, some newly-warp-capable civilizations sometimes use fission reactors for the same purpose, and others may use even small matter/antimatter reactors.

Impulse drives of the 23rd century and beyond utilize a "driver coil" that generates a weak subspace field for two purposes: to lower the resting mass of the overall starship, and to accelerate the reaction mass being expelled by the impulse exhaust manifold to near-light speeds. This provides an incredible acceleration to the starship that would crush the starship itself and kill the crew if not for the integration of inertial dampers to the vessel's life support systems. Acceleration is limited only to that at which the inertial dampers can handle to protect the crew.

The Federation and other nearby polities limit maximum impulse speeds to between 0.25-0.5c. As starships move faster, time begins to pass at different rates depending on the viewpoint of the observer. On board a starship approaching the speed of light, the crew would see a clock in the universe moving faster and faster compared to one on the starship, and a person on a starbase would see time passing more slowly aboard the starship. The second reason these limits are used is that starships moving quickly through star systems may not have enough time to adjust course when approaching hazardous debris their navigational deflectors may not be able to fully move. Combined with the relativistic time dilation already mentioned, high speeds can easily lead to tragedy. In emergencies, the speed limiters integrated in the impulse drive can be removed for relativistic transit between systems when warp drive is unavailable, or when speed is more important than navigational safety.

The **warp drive** differs greatly between polities as most civilizations that develop the technology do so in unique ways. At its base, warp drive utilizes gravimetric field coils able to generate a subspace bubble. Inside this bubble, a starship remains at the initial velocity it had when the bubble was formed, but the bubble itself moves across space-time at a rate determined by the subspace field gradient the field coils are able to generate. The power needed for these coils to operate is generated by a matter/antimatter reactor that contains a dilithium plasma focusing unit, without which a M/AM reactor would be far larger due to increased radiation shielding and magnetic baffles, but also less safe. Early Human warp vessels utilized fission and fusion reactors to power their warp drives, their maximum speed and endurance low due to the incredible drain on the vessel's capacitors.

Warp coils are the standard gravimetric field manipulators used in the Federation, giving Starfleet's vessels their distinctive nacelles. Not all polities use such nacelles. Vulcan starships have utilized a large ring of interlaced warp coils since they first developed warp drive in the 4th century CE. The single monopolar field generated gives vessels using the configuration a high warp speed to power ratio, but doesn't allow as great a range of field manipulation to maintain those speeds in turbulent space-time. Klingon battlecruisers use coils in a configuration much like Federation nacelles, but Klingon birds-of-prey use a layered coil system in the wings of their vessels. Similar to Vulcan ring drives, the layered coils in the wings provide a high-energy-efficiency warp field, but the mobility of the wings themselves allows birds-of-prey to manipulate their warp field for better stability. Romulan warp drive is powered by energy derived from gravitational torque and Hawking radiation collected from an artificial singularity in their core.

WEAPONS AND DEFENSIVE SYSTEMS

Weapons development is always a race against hostile polities' defensive systems development, and the reverse is also true. Even though Starfleet is ostensibly a force of exploration and discovery, it also acts as the Federation's front-line defense in times of conflict. As a result, most Starfleet vessels have two types of weaponry available to them even on peaceful diplomatic missions: phasers and photon torpedoes.

Phasers are a directed energy/particle beam that act much like lasers in that they travel at near-light speed and put energy directly on a targeted area. Starfleet phasers were developed from phase modulated energy weapons of the 22nd century, and even earlier laser (light amplified by stimulated emission of radiation) weapons. Phasers use the directed energy beam to allow nadion particles to flow along the beam, also allowing a skilled user to manipulate the constructive and destructive interference patterns, modulate harmonics in the beam, and filter particle density to produce multiple effects ranging from disintegration of baryonic matter into its constituent base particles to acting as a cutting beam or thermal lance to stunning biological entities.

Disruptors, such as those the Klingon and Romulan Empires use, operate under similar principles but are more tuned to destructive uses rather than being as versatile as common phaser systems. Other energy weapons, such as subspace field distorters, plasma beams, and isomagnetic disintegrators, all tend to utilize some form of EM or subspace energy to direct subatomic or subspace particles to a target.

Photon torpedoes are the most common heavy guided weapon in use in Starfleet. UESPA and early Starfleet vessels used weapons that were little different from the atomic warheads on intercontinental ballistic missiles employed on Earth during World War III, along with similar weapons from other Federation member worlds. These soon developed into spatial torpedoes using rudimentary gravimetric compression fields along with high explosives with a fission/fusion warhead. Spatial torpedoes were short-lived as photonic and photon torpedoes using a matter/antimatter warhead came into use during the Earth-Romulan War. Later photon torpedoes also utilized warp field stabilizers allowing them to intercept a target at faster-than-light speeds when launched from a system using subspace accelerators. Photon torpedoes of the 23rd century could detonate with the power of 50 megatons of TNT, and 24th century photon torpedoes packed far greater power. The development of quantum torpedoes



MOVING AT THE SPEED OF PLOT

Any long-time viewers of *Star Trek* are aware of the ambiguous, inconsistent, and inscrutable use of speed and distance in the franchise. This common trope may agitate technical individuals who thrive upon the circumscribed and definite nature of math and science. Though speed, velocity, time, and distance might infrequently be required to enhance a scene, resist the urge to bog down gameplay with true-to-life technicalities.

It is much simpler to put the plot before perfection.

> ***Example:*** *The* Excelsior *under the command of Captain Hikaru Sulu is desperately trying to reach Khitomer in time to prevent General Chang's bird-of-prey from destroying the* Enterprise *and disrupting the peace talks between the Federation and Klingon Empire. The race to get to the* Enterprise *could be viewed as a time-sensitive task with extended consequences (**Gamemaster's Guide**, page 208) should the* Excelsior *fail to arrive on time.*
>
> *This task has a Stress track of 15, Magnitude of 3, Resistance of 2, and Difficulty of 2 as the* Excelsior*'s engines are pushed to their max. In addition, the* Excelsior *must complete this task by the third roll or else the bird-of-prey arrives on the scene first. The task to arrive on time has the special effect of Disastrous 1, meaning that any effects rolled add a setback to the event; in this case, the setback would be Not Fast Enough and add 1 point to the Difficulty rating for each effect rolled.*
>
> *The* Excelsior*'s helm officer rolls **Daring + Conn**, assisted by the ship's **Engines + Engineering** with a Difficulty of 2. They roll 2 successes, the minimum required. Next, they roll Challenge Dice and acquire 2 effects. This results in the next task being Difficulty 4. The helm officer gains no successes in their second and third rolls.*
>
> *This means that Chang's bird-of-prey arrives on the scene first. The cloaked Klingon vessel begins to pummel the* Enterprise *with photon torpedoes. The* Excelsior *arrives on the scene late, but in just enough time to provide the Klingon ship a second target, allowing* Enterprise *an opportunity to devise a way to track and destroy the bird-of-prey.*

As shown in this example, time, distance, and velocity take second place to moving at the speed of plot. If time is of the essence in an adventure, assign an **extended task** or **linear challenge** to the event, with each roll representing an allotment of time – like minutes, hours, or days.

FASTER-THAN-LIGHT TECHNOLOGIES

Star Trek has shown us many different methods and technologies for achieving faster-than-light (FTL) travel over the history of the franchise. This list shouldn't be seen as an exhaustive background on any of these, nor a complete listing. This should be seen as a primer to spark your imagination.

Relativistic: While not technically faster than light, any spacecraft approaching light speed begins to show relativistic effects. Depending on perspective, an observer on the spacecraft would see time passing more quickly in the outside universe, and an observer in the outside universe would see time passing more slowly inside the spacecraft. This means that crew on the spacecraft may travel many light-years and only experience the passage of months or even weeks while en route.

Warp: This is the most common form of FTL travel shown in *Star Trek*. Power is fed to warp coils, generated from any number of different methods ranging from primitive nuclear reactors to high-tech artificial singularities. The warp coils generate an asymmetrical subspace field that provides propulsive force and moves the whole "warp bubble" through space-time at FTL speeds.

Subspace Corridors, Transwarp, and Transwarp Conduits: These methods utilize movement of a spacecraft into subspace itself. Corridors are natural currents in subspace that allow a vessel to utilize little power to travel long distances, often entering and exiting the corridor at fixed points. Transwarp itself requires coils similar to warp coils, but burrows a bubble of stable space-time into subspace itself so that the vessel may move at even greater speeds than standard warp. Transwarp conduits are similar to standard transwarp, but utilize stabilizing devices inside subspace to accelerate a vessel along specific routes, allowing speeds upward of 30,000 light-years per minute.

Quantum Slipstream Drive (QSD): The QSD was a device that utilized high amounts of energy to manipulate the quantum probabilities of a spacecraft equipped with the device, operating in the opposite way to the Heisenberg Compensator in transporters, making it more likely that a starship is somewhere else rather than where it should be. This can move a starship, once it overcomes its probabilistic momentum, to "travel" forward at a rate of around 300 light-years per hour.

Tachyons: Tachyons are faster-than-light particles with non-zero mass, meaning they can impart a multidimensional vector onto a starship utilizing them. Tachyons could also be used to generate temporal anomalies, and as space-time is inexorably linked, could also produce movement through space as well.

Wormholes and Spatial Folding: The example of the Bajoran wormhole is one everyone recognizes; wormholes can be artificially generated and their terminus palaced somewhere the user wants it to be. This allows a starship to burrow through layers of subspace, effectively making it into a combined space-time vehicle as the dimensional vectors of wormhole endpoints do not have to remain static in time nor space. Spatial folding is a more limited version of the same concept, bending space-time and burrowing through subspace, but with a more limited range in space, and little to no movement in time.

allows a modestly small matter/antimatter "primer" to begin a cascading reaction that draws out zero-point vacuum energy from nearby layers of subspace, producing a massive and chaotic explosion of virtual particles along eleven-dimensional vectors.

Starship defense systems are as varied as the dangers Starfleet encounters in its explorations across the Milky Way, but they can be broken down into two large categories: active and passive defenses. Active defenses are only operated during combat situations as they tend to draw more power from the ship's reactors, and passive defenses often have a dual purpose in operations, and thus are more continually used.

First among active defenses are **deflector shields**. Shields use a combination of subspace distortions that produce layered gravimetric bands surrounding a starship. Energy weapons tend to disperse across these gravimetric bands, and kinetic or explosive weapons have their effect compressed and shunted around the vessel. Shields tend to expend as much power as the weapon systems that impact them. This power usage, along with the disruption to the gravimetric layers from high-density energy releases, cause shield effectiveness to degrade in extended engagements as shield emitters are overwhelmed and burn out, or graviton generation does not keep up with their loss. During the Earth-Romulan War, another form of active defense was used, with phase cannons being pulse fired as **point defense weapons** against incoming torpedoes or to counter directed energy fire. As shield technology has improved, this use has become rare.

Passive defenses range from the incredibly low-tech but highly effective modern ablative armor on the exterior of starships to the high-tech safety feature of inertial dampening fields. **Ablative armor** and **polarized hull plating** are layers of protective material on the outer hull



of a starship. Ablative armor requires no power and is designed to fragment, vaporize, and produce reactive effects to incoming debris or weapon fire. Polarized hull plating does require energy to function, but can provide some protection even when unpowered due to the layers of wide-spectrum receiver cells scattered across it that absorb incoming radiation and convert it to energy that then helps power the plating. **Inertial dampening** fields not only protect the crew against the extreme accelerations that impulse drives can produce, but also protect the crew from shocks to the starship from impacting weapons and other violent collisions. Many of these accidental collisions with debris and even interstellar dust are prevented by the starship's primary **navigational deflector.** This piece of equipment sends out a powerful ionizing beam, subspace acceleration fields, gravimetric tractor beams, and even automated deflector planes.

DO WE TAKE THE SHUTTLE OR TRANSPORTER?

A crucial decision that a command officer may have to make is deciding when an away team should utilize transporters or when they are better off launching a shuttle to complete a mission. Certain spatial, environmental, atmospheric, and even socio-political conditions could make one version of travel better than the other. The gamemaster might prefer a particular mode of transportation for the player characters to employ to drive the story. Though a skilled gamemaster wants to avoid forcing the players down a certain path, certain conditions can be given traits (core rulebook, page 76) that the characters must take into consideration before using a shuttlecraft or beaming down.

Here are some considerations before deciding on the best mode of transportation.

ATMOSPHERIC CONDITIONS

Atmospheric disturbances can make transporters a more attractive option than a shuttle, with the exclusion of electromagnetic storms that might scatter a transport signal. Though most shuttles can successfully navigate through category 5 winds and above, it may not always be feasible for away teams to exit the craft in such conditions. Alternatively, away teams might be able to safely transport down to secure locations – subterranean caverns, sheltered alcoves, or interior locations – without risking damage to a shuttle and its crew. Ionic storms can also cause damage to shuttle thruster assemblies.

IMPENETRABLE MATERIALS

Some minerals and substances, such as kelbonite or magnesite, prevent or inhibit transport and sensor functions. Planets, moons, colonies, landing ports, buildings, and starbases might employ dampening fields to prevent unwanted intruders or extractions. Some forms of radiation

prevent transporters from working. In some instances, setting a transporter's annular confinement beam to a narrow width might allow it to penetrate some types of shielding or other interference. Transporters cannot be used while the deflector shields of a ship are active as spatial distortion from the shields can severely disrupt pattern integrity. Magnetic shields may also be used to prevent beaming.

RADIATION

Thoron radiation, ionic interference, and hyperonic radiation are all forms of radiation that have been known to disrupt transport signals. Likewise, some forms of subspace or temporal energies can prevent the use of transporters for two main reasons: degradation of pattern integrity and the inability to obtain a transport lock. Equipment such as pattern enhancers (core rulebook, page 199) can aid in achieving a signal lock despite harsh terrain or cosmic phenomena.

RANGE AND SPACE

During the 2100s, standard Earth transporter systems had a range of 10,000 kilometers. By the 24th century, normal operating range was about 40,000 kilometers. Many starships in the 2300s and beyond are equipped with an emergency transporter system with a maximum range of approximately 10 kilometers. In some instances, there is not enough room for a shuttle to maneuver to a desired location. Hence, transporters are a more acceptable mode of transport.

9401 30 | 0012 62 | 814 25 | 0010 21

RAPID INSERTION OR EXTRACTION

Sometimes, rapid extraction of an away team is required to complete a mission. In the same vein, an away team may need to be inserted into a location without attracting any attention. Transporters can be effective for such rapid or stealthy insertions and extractions. Shuttles might be a better fallback under harsh atmospheric conditions or if the transport of volatile materials is required.

WARP

Except in the most extreme circumstances, transporting while at warp is potentially lethal considering the severe spatial distortions that can occur from warp fields. The exception is when both the ship and target site are traveling at the same velocity. Comparatively, shuttles are a better and safer option as they can launch from a vessel moving at warp and alter course and heading with minimal risk.

WARZONE

During times of war, the commanding officer must make the best tactical decision on which mode of transportation to employ. While shuttles might be optimal for delivering officers and ordnance into a warzone, surface-to-air missiles, enemy vessels, and satellite bombardment might make shuttles infeasible. On the other hand, many technologies can prevent a successful beam-down or beam-out, including, but not limited to, transporter scramblers, transport inhibitors, remat detonators, and scattering fields. It is advisable to conduct a tactical analysis before moving personnel or materiel into hazardous fields of action.



PLANETARY LANDINGS

It's a rare occurrence for a large Starfleet vessel to enter a planetary atmosphere or land on a surface. An obvious question, and one that will likely arise in any game that lasts more than a few sessions, is, "Can our starship land on a planet and take off again?"

First, all starships, regardless of size or shape, have ample power produced by thrusters and their main impulse drives to be able to maneuver in an atmosphere. Starships with power and propulsion difficulties (such as in the original series episode "Tomorrow is Yesterday") may struggle to maintain altitude, but in these cases being in an atmosphere is likely a smaller problem than others the crew faces. Gamemasters may wish to add complications to scenes where a starship, even with full propulsive power, has difficulty in an atmosphere such as "Not Designed with Aerodynamics in Mind" or "Handles Like a Brick." Other vessels are clearly designed for operation in atmospheres, such as Klingon birds-of-prey. For this situation, a gamemaster should be the arbiter of how the physics of flight apply.

Landing on (and launching from) a planetary body is a different matter entirely. Most starships could be seen as being able to land on low-gravity worlds with little difficulty. Again, a gamemaster should make their best judgement. But the most typical situation where this question would arise is landing on an M-Class world. Most Starfleet vessels that we have details on aren't equipped to land and take off again from a planet, *Intrepid*-class vessels being a clear exception. But without those details, what's to say a starship can't? *Constitution*-class vessels could break away their primary hull and use it as a lifeboat, and the saucer does have landing legs, but it also can't re-dock with the secondary hull even if it could launch again. Even a *Galaxy*-class saucer wasn't meant to launch again after a planetary landing. Some basic guidelines to help in you deciding if your game's spaceframe can land and launch from a planet include:

- All small craft (Scale 1 and 2) are capable of at least landing on a surface if not launching again (life pods and work bees don't have thrusters to do so).
- Starfleet vessels with "flat" ventral surfaces are more likely to be able to land and launch.
- Scale 3 and 4 vessels are more likely to be able to land and launch than Scale 5 and greater.
- If it works for your game and adds to the story, go for it!

FLIGHT DECK ROLES AND RESPONSIBILITIES

THE ROLE OF SHUTTLEBAYS

Shuttlebays aboard starships are dedicated to the support of auxiliary shuttlecraft operations. These bays oversee launch support, recovery, and maintenance operations for the fleet of shuttles. The shuttlebay would include areas serviced by specialists equipped to adapt to a various array of mission profiles.

LAUNCH PAD

The launch pad is outfitted with several precision short-range tractor beams located in the interior and exterior of the shuttlebay. The computer-controlled tractor beams are under the control of the flight deck officer. Flight control officers and support craft pilots stand at the ready on rotating shifts to prepare and pilot shuttles for a variety of missions, including, but not limited to, relocating away teams or facilitating ship-to-ship or ship-to-shore transports. An emergency transport pad might be accessible from some ship shuttlebays.

MAINTENANCE BAY

Most Starfleet vessels have one or more maintenance bays used for servicing sensor array pallets, preparing mission-specific sensor instrumentation, and repairing damaged shuttles. One or more shuttlepods are available to provide for extravehicular removal and replacement of such equipment. Replacement parts are also stored here. An industrial replicator may be on hand, though large-scale replication is not considered energy efficient. Engineers, technicians, and sensor specialists may be assigned to work in the maintenance bay on a project-by-project basis.

OPERATIONS CONTROL BOOTH

The operation control booth manages the launch and clearance of vehicles from the shuttlebay. It is overseen by the flight deck officer who reports to the shuttlebay officer. The shuttlebay officer reports to the operations manager on the main bridge. Active shuttlebay operations, atmospheric controls, force fields, and tractor beams can all be operated from the booth.

02.20

STARFLEET OPERATIONS

RESOURCE COLLECTION

"There's coffee in that nebula."

– CAPTAIN KATHRYN JANEWAY

ESSENTIAL MATERIALS

Mining provides raw materials, minerals, and metals critical to the smooth functioning of huge galactic polities like the Federation or Klingon Empire. Starfleet could not hope to achieve its exploratory or military enterprises without well-established mining operations.

Many of the rare elements and exotic metals required to keep ships, stations, and colonies operable cannot be manufactured using industrial replicators. This creates a natural dependency on galactic mining operations and trade agreements to provide for the construction and upkeep of interstellar vessels.

> ***Example:*** *The Nuu'Bari were a spacefaring humanoid civilization from the Delta Quadrant that ran the Mining Consortium, an organization that used holograms as laborers.*

Additionally, many unaligned organizations like the Earth Cargo Service, Orion Syndicate, or Ferengi Alliance would be unable to conduct business without well-established mining and resource collection operations. Smaller organizations and independent operators must often rely on mining when trade partners are not available.

Perhaps no more so than in unsanctioned missions (in vessels not affiliated with the Federation or Klingon Empire) will accessibility to resources to maintain and fix a vessel be of chief concern. Vessels engaging in deep space exploration or trying to stay off the grid – along with vessels that have been stranded far from home – may find a significant portion of their time spent searching for and acquiring rare resources.

> ***Example:*** *The Talaxians emigrated to an asteroid, constructing a small city by dismantling the spacecraft that took them there. Desiring to make the asteroid a permanent home, they had to work with Neelix to erect a defensive shield to ward off attacks from a mining cooperative intent on taking its minerals.*

HIGH-VALUE RESOURCES

Detailed below are some of the high-value elements that cannot be replicated and might need to be found, mined, or collected – elements that may be key components to many systems one would find on a starship.

247TH ELEMENT

The 247th element is a naturally occurring, generally unstable, and radioactive element that possesses an unusually high atomic mass of over 550 nucleons. This rare element is commonly found on rocky asteroids, moons, or planetoids with little or no atmosphere. This element (commonly called voyagium due to its discovery by *U.S.S. Voyager* in 2371) can be used to outfit probes and vessels with ultra-thin casings able to withstand temperatures of up to 27 million degrees Fahrenheit (15 million degrees Celsius). This has multiple applications up to and including making reactor casings.

BENAMITE

Benamite is a rare and unstable form of crystal that is extremely difficult to synthesize and is key to the operation of a quantum slipstream drive. While there is still much to be learned about how these crystals are formed, it has been noted that they have been found in binary and trinary star systems. Still, they are a rare find and any vessel that detects them should make mining this resource a priority. Unlike dilithium, benamite is not dependent on antimatter to initialize a quantum slipstream.

BERYLLIUM

Beryllium is a relatively soft, low-density alkaline metal commonly used in alloys and found in volcanic rocks. A variety of key systems rely on beryllium components such as non-conductive tools, medical imaging devices, combadges, and advanced navigational arrays that are key to maintaining orientation and angular velocity. Some species in the Delta Quadrant view beryllium crystal as a high-value unit of trade.

BILITRIUM
Bilitrium is a rare crystalline element. It can become a dynamic energy source when combined with an antimatter converter. Bilitirum can usually be harvested from the core of H-Class planets that have been subject to prolonged ion storms or stellar flares, usually in systems with Class III stars or above. Some agents have used bilitirum to create devastating explosives capable of destroying the surface of small moons.

BORIDIUM
Boridium is a common substance found in both Federation and Romulan technology. It has a variety of uses, ranging from forging simple bladed weapons to more advanced uses like reinforced power cell casings and networks, and the construction of miniaturized tracking devices that can be surgically inserted under the epidermis of biological creatures.

BORONITE
This rare natural element is found in infinitesimal quantities and has been used by the Borg to synthesize the Omega molecule, one of the most powerful substances in existence.

CERIUM
This element of high value to the Federation has never been found on an M-Class planet, yet is essential to the construction and reinforcement of spaceframes that can withstand the pressures of high-warp travel for prolonged periods of time. In the 23rd century, the main production center for cerium was the Janus VI mining colony. Since then, a few other planets have been discovered where cerium is available, so most starships keep an ample supply on hand in their cargo bays to effect crucial hull repairs. Cerium is very difficult to mine and usually requires the cooperation of Hortas to effectively locate and create access to the mineral deposits.

CORTENUM
This element is used in the manufacture of a densified composite material called verterium cortenide, an alloy used in the construction of the inner layer of the warp coils found in the nacelles of most ships produced after the 2360s. Cortenum is able to withstand the intense thermodynamics involved with high-energy plasma flows commonly found in warp engines, and is especially used in the framing of the longitudinal stiffeners, hull skinning, support pylons, thermal isolation struts for the plasma injection system, and shock attenuation cylinders for the warp field coils. Before cortenum can be produced, verterium cortenide must be manufactured by combining the minerals polysilicate verterium and monocrystal cortenum.



DEUTERIUM
While deuterium (also called heavy hydrogen) is abundant in nature, especially in the oceans of M-Class planets and in interstellar nebulae, it is the process of refining the element for use that can be most taxing. Deuterium is used to fuel matter-antimatter reactions aboard starships and is stored in deuterium tanks as a cryogenic liquid. Though deuterium can be collected under normal circumstances via a vessel's Bussard ramscoops, there are times when more intense collection efforts must take place; for example, if there is a massive leak in the deuterium storage tanks or if the warp nacelles and ramscoops are severely damaged.

DIBORIDIUM
Diboridium is an element commonly used by Cardassians to construct radio frequency, solar, and piezoelectric power cores. These power cores can operate for decades even in miniaturized form and can be seen throughout Cardassian design, ranging from small handheld devices to redundant power system construction aboard their vessels and starbases. It is rare to find diboridium, and hence is a good commodity for trade or construction of long-lasting power cells.

DILITHIUM
Dilithium is an element that facilitates the efficient use of matter-antimatter reactions and is one of few materials known to Federation science to be nonreactive with antimatter when subjected to a high-frequency electromagnetic field. Dilithium deposits grow in perfectly aligned lattices and can generally be found on small moons or planets. These deposits are highly sought after among starfaring species.

IRIDIUM
Iridium is one of the rarest elements to find on a planet, often found uncombined in sediments deposited by rivers. In space, it can be found in meteors. Iridium is the most corrosion-resistant material known and is commonly used in starships to reinforce hydrological supply conduits, wastewater systems, water storage, umbilical resupply connect ports, and associated systems. Combined with osmium, it makes for a super-strong alloy.

LATINUM
Latinum is a rare liquid metal, frequently stored in hollow golden containers. Many polities use latinum as a form of currency, particularly the Ferengi Alliance. The element is primarily harvested in its natural form from wisps of gas located in planetary nebulae.

MAGNESITE
Magnesite is a form of magnesium carbonate used as a substitute for wood to make fires. In the 22nd century, it was used to produce warp reactors and, stretching into the 24th century, the element is still a sought-after material among the Federation, Klingon Empire, Pakleds, and Yridians. It is used in the hull of Kazon fighters. Magnesite provides limited protection against antimatter radiation.

NITRIUM

Nitrium is a metallic element commonly found in asteroids. Nitrium is used in the construction of Federation starships, and can be found in most ships' systems, usually life support systems, computers, engines, and dilithium chambers.

RODINIUM

Rodinium is one of the hardest known materials, more than 21.4 times harder than diamond. Rodinium was a common material in Cardassian starship construction, along with Federation stations and outposts. It makes an excellent material for reinforcing structural frame assemblies and superconducting molybdenum-jacketed waveguide conduits. Rodnium is extremely rare but has been harvested utilizing giant ramscoops situated above gas giants.

RUBINDIUM

Rubindium is a gemstone used in subcutaneous transponders and other communications technology commonly found in the Federation. It can create a primitive laser when properly fashioned. Rubindium is key to constructing and repairing transtators, and is an essential component of combadges, transporters, phasers, and ship power systems. Rubindium can commonly be found on K-Class worlds with low levels of oxygen and denser atmospheres of methane and nitrogen.

STARDATE 4980.1

FROM: LIEUTENANT CHAPEL, HEAD NURSE, NI-596 MT21Z, *U.S.S. ENTERPRISE*, NCC-1701

TO: DR. AHAVA ESME, STARFLEET MEDICAL

Looking back, I do not know what came over me – well, not fully. I can only assume that the machinations of Harry Mudd came to play. In no other circumstance would I try to woo a fellow officer, much less by using an alien concoction to win one's affections.

Mr. Spock is convinced that the infiltration of our ship's systems with the fragment of love crystals may have happened earlier than my fracas with Mudd in the brig. But I believe Mr. Spock is just being kind to spare my feelings; or his – for he, too, was subject to the love crystal's influence. Even worse than the amorous feelings I had was the sense of hatred and repulsion that seems to be a violent aftereffect of exposure to the love crystals.

I write this report to warn other Starfleet vessels to avoid acquisition or mining operations that could expose personnel to any such crystals from Motherlode in the Arcadian star system. I have outlined a quarantine and rehabilitation procedure for anyone who does fall under the influence of this toxic substance.

SIRILLIUM

Sirillium is a warp plasma catalyst that can be injected directly into the plasma distribution manifold to improve operational efficiency. It is also used as a gas to boost the efficiency of deflector shields. It is a volatile element found within nebulae and can be a powerful alternative energy source when properly collected and stored.

TELLERIUM

Tellerium is a semimetallic, silver-white element that is crystalline and brittle until refined with silver, gold, or copper. It is often used to help stabilize reactions within a starship's warp core. Once bonded with another metal, it can be used in semiconductor applications in addition to being infused throughout matter/antimatter reaction chambers, injectors, and magnetic constriction segments.

VERTERIUM

This element is used in the manufacture of a densified composite material called verterium cortenide, an alloy used in the construction of the inner layer of the warp coils found in the nacelles of most ships produced after the 2360s. Before cortenum can be produced, verterium cortenide must be manufactured by combining the minerals polysilicate verterium and monocrystal cortenum.

UNKNOWN ELEMENTS

Unleash your imagination and create new and unique elements with special properties to inject into your stories. Simply answer these questions to create a new resource that can become the crux of your adventures:

- What is the element used for?
- What practical applications does the element have?
- Where can it be found? How does one mine/collect it?
- Why is it so rare?
- Is it available for trade and from whom?

Refer to the core rulebook sections *Strange New Worlds* and *Stellar Phenomena* to create alien planets and hazardous environments that must be explored to collect these valuable resources.

> ***Example:*** *The Omega molecule is a highly unstable substance that could be synthesized with enough boronite ore. Destabilization of the molecule could destroy subspace within several light-years and render warp travel impossible. Some civilizations managed to keep a few molecules stable using resonance frequency. The Borg view the Omega molecule as the epitome of perfection.*

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1751		

MINING AND RESOURCE PLOT COMPONENTS

Roll a d20 and consult this table to generate a quick, random mining and resource plot component to drop into your adventure or to generate an idea to develop for your player characters.

D20 RESULT	PLOT COMPONENT
1–4	Conducting Surveys
5–8	Establishing Mining Rights
9–12	Resource Allocation
13–16	Resource Extraction
17–20	Setting Up a Defense Perimeter

CONDUCTING SURVEYS

Many vessels in Starfleet and the Klingon Empire serve the purpose of conducting system-wide and planetary surveys. This is a systematic investigation into the composition of interstellar matter for the purpose of creating a map or model of star systems, planets, and other astronomical objects to determine the location of resources.

Geological surveys make use of sensor arrays and probes outfitted with interstellar chemistry pallets, enhanced long-range particle and field detectors, imaging systems, and subsurface penetrators set into probes designed for soft landings. These surveys are critical to the design, planning, and safety of surface, asteroidal, and underground mining activities.

ESTABLISHING MINING RIGHTS

Much care and consideration is taken before beginning mining operations, starting with establishing legal rights to mine an interstellar object. Several organizations govern these operations, including Starfleet Administration, Starfleet Cartography, and various subcommittees of the Federation Council dedicated to drafting, validating, and executing legal agreements and trade treaties. Non-Federation worlds might be party to these discussions.

A Starfleet vessel might be conscripted as a transport for interested parties or ordered to serve as a diplomatic location for legislative proceedings. This allows investigators to perform due diligence with site surveys of unclaimed or disputed territory.

RESOURCE ALLOCATION

Resource allocation is an important issue in providing efficient usage of resources. The Federation supports hundreds of worlds with innumerable needs to sustain an intergalactic economy. In addition, hundreds of fleet yards, like Utopia Planitia, require a steady stream of building materials to keep up with the demand for new starships.

The legal agreements and treaties created when the mining rights were first established are monitored and enforced by the applicable subcommittees of the Federation Council. The Starfleet Materiel Supply Command specializes in supply and cargo transportation and storage of resources and materials in Starfleet and assists with allocation of these resources to member worlds or named beneficiaries. Starfleet vessels might be called on to enforce mining rights or defend mining colonies or supply convoys.

RESOURCE EXTRACTION

Agencies like the Starfleet Corps of Engineers, Andorian Mining Consortium, Tellarite Mining Consortium, or Dytallix Mining Company will likely be assigned or contracted to extract the minerals from the mining location. Before work can begin, specialists must be brought in to assess potential direct and indirect risks. This could include geologists, geomechanics, toxicologists, epidemiologists, and safety specialists. Many Starfleet vessels are equipped with personnel capable of performing such surveys.

Once cleared, the engineers can get to work designing, constructing, and operating the mining facility. Administrators might set up a mining colony nearby where support services, vendors, and family members can live and conduct business.

SETTING UP A DEFENSE PERIMETER

Once mining rights are established, a Starfleet vessel or fleet of vessels might be called on to secure the mining location and supply routes. Piracy is, unfortunately, an all-too-common occurrence on the outer edges of Federation or Klingon territory as eager bandits without the ability to mine try and make easy pickings of a transport barge laden with high-value minerals.

Starfleet vessels might be tasked with setting out subspace beacons, establishing a defensive grid, conducting routine patrols, protecting a convoy, and/or even taking part in transporting cargo and essential personnel to and from the mining location.



RESOURCES-RELATED ENCOUNTER SEEDS

DILITHIUM DESIRED
The crew finds a derelict ship with a supply of unused dilithium. They board the vessel to salvage the crystals, only to find it has become a nest to some nasty space-dwelling insectoids whose bite makes people phase into another universe, including the original alien crew.

DATA STORAGE DILEMMA
A new shuttle design requires a custom computer core that can interact with the upgraded power systems. Negotiation with an alien species for a new core reveals an invasive program meant to collect intelligence on the crew.

MIGHTY METAL
A new impulse or warp system requires a metal that can only be found on a hazardous moon. The vein of metal ends up being an ancient piece of technology that begins sapping neurogenic energy from the crew to operate.

POLYMER PROBLEMS
The engineering team must devise a new, sirillium-interlaced polymer to reinforce communications or transporter systems. However, trouble ensues when a freak radiation storm causes the new material to inflate at a rapid rate, quickly crowding the corridors of the vessel and endangering the ship and its crew.

MINING HAZARDS RANDOM TABLE

Mining is a dangerous profession. Even with multiple safety programs and redundant systems in place, things can go wrong.

> ***Example:*** *In 2373, a Garan mining colony located near Tak Tak space was infected by a macrovirus. The Tak Tak decided to destroy the colony to prevent the spread of the virus.*

Roll a d20 and consult this table to generate hazards during a mining operation.

D20 RESULT	MINING HAZARD
1-2	Cave-in
3-6	Hazardous/Corrosive Gas
7-10	Non-sentient Predator
11-14	Air Depleted
15-18	Machinery Malfunction
19-20	Loss of Gravity or Energy

LACK OF RESOURCES MAKES FOR GREAT PLOTS

You might create elements and resources to incorporate into your game. Let the technobabble fly as you create exciting adventures that revolve around the mining, collection, and protection of such rare resources.

> ***Example:*** *The Orpheus Mining Facility was constructed on Luna in 2090 and remained in operation into the 2240s. The mining facility had the capability to launch off the surface of a planet and transplant itself onto another.*

Mining resources may often be a **linear challenge** followed by an **extended task**. If a ship is incapacitated and unable to expend energy searching for essential resources, shuttles or probes might be sent out to conduct the survey.

The linear challenge would include the following steps, which could occur over the course of days or weeks in game time.

1. Long-range sensor scans are required to locate possible sources of the resource. This would be a **Reason + Science** task, assisted by the ship's **Sensors + Science**, with a Difficulty of 0. Certain spatial conditions like interference, extreme distance, or minute elemental deposits could increase the Difficulty.

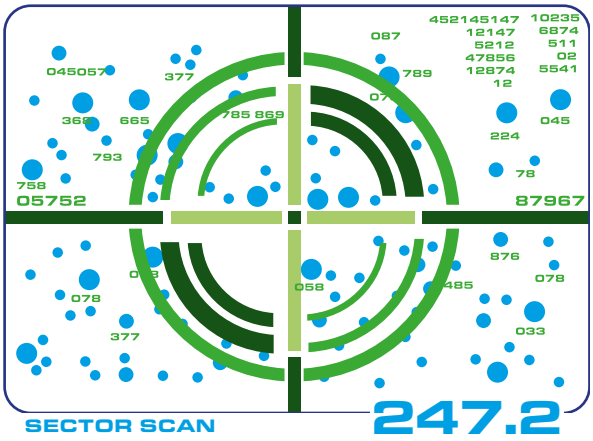
2. A **Reason + Conn** task, assisted by the ship's **Sensors + Conn**, with a Difficulty of 3 is required to plot a course to the source of the material. Any complications rolled could indicate system failures related to the depleted resource.

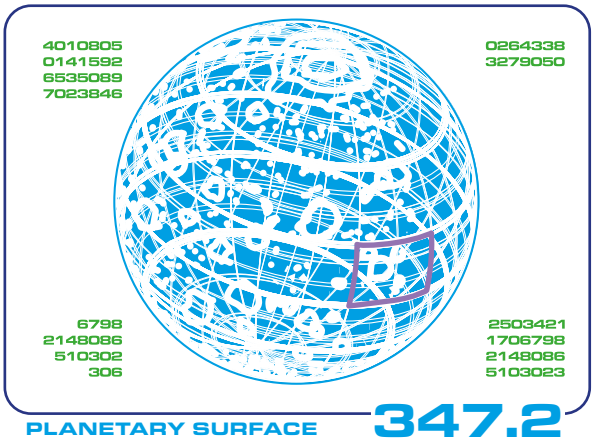
3. Once the ship has arrived at the location of the resource – a journey that might take days in some cases – the commanding officer, science specialist, or chief engineer should roll a **Presence + Command** task with a Difficulty of 0. This symbolizes providing instructions, organizing teams to set up mining operations to collect the resources, and/or rallying them to the cause since mining operations can be set in hazardous environments.

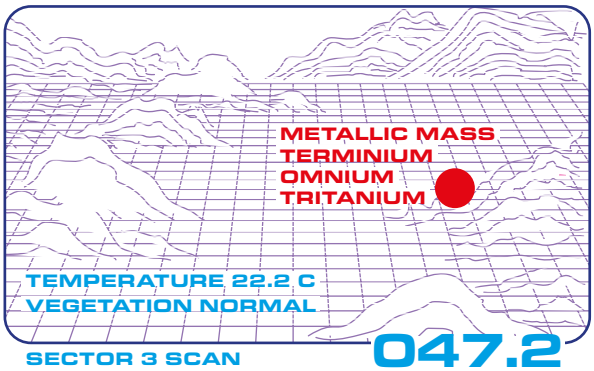
4. Setting up mining operations is a **Control + Engineering** task with a Difficulty of 2. Hazardous conditions could increase this Difficulty. Specialized equipment such as EV suits or work bees might need to be employed as resource veins could be found embedded in an asteroid floating in the vacuum of space. If resources are being collected via trade negotiation or interaction with unknown aliens, this might be a **Presence + Command** or Security task with a Difficulty of 1. Once again, conditions like the presence of a pre-warp civilization could increase the Difficulty.

Once the mining operations have been set up, an extended task is required to begin the arduous work of extracting, refining, and storing the materials. This has a **Work 18**, **Magnitude 3**, **Resistance 2**, **Difficulty 3**. Other conditions may increase the resistance to the task, for example: enemy aliens present, the need to be clandestine, or violent tremors that could trigger cave-ins.

Likewise, any complications rolled could set the Work track back by 4 or create other complications like Alien Lifeform's Natural Habitat Disturbed, Toxic Gases, or Contested Territory (which might cause operations to pause to conduct negotiations, leading to a social conflict).







RESOURCE REQUIRED RANDOM TABLE

WHEN THE SHIP SUFFERS BREACHES OR IS FAR FROM HOME

Resources might be scarce, especially after a ship experiences combat that leads to major breaches. Also, ships that are unable to get back to space docks or stations may suffer from wear and tear while in service. As an optional rule, the gamemaster may roll a d20 to determine what, if any, resource is now depleted on their starship. This could call for a side mission to collect the resource or delay them in their current mission.

> ***Example:*** *After being attacked by Xindi-Reptilians in 2154, the* Enterprise NX-01 *required a warp coil. The Illyrians refused to supply the* Enterprise *with a replacement part. Archer ordered the MACOs to board the Illyrian craft and steal their warp coil.*

(Guidance for different eras or classes of starships: If your ship would not use the resource listed on the table, simply roll again.)

D20 RESULT	RESOURCE NEEDED
1	247th Element
2	Benamite
3	Beryllium
4	Bilitrium
5	Boridium
6	Cerium
7	Cortenum
8	Deuterium
9	Diboridium
10	Dilithium
11	Iridium
12	Latinum
13	Magnesite
14	Nitrium
15	Rodinium
16	Rubindium
17	Sirillium
18	Tellerium
19	Verterium
20	Two resources depleted. Roll twice.

NEGOTIATING FOR SUPPLIES

Sometimes it is more practical for a crew to negotiate for needed materials and supplies than to launch into huge mining operations. First, a trade partner must be located. It may be that the trade partner has an abundance of the desired resource. Or they may be happy to trade a resource for something that the crew can replicate or keeps an abundance of in their cargo bay.

Sometimes the resource is highly sought after and hard to find, driving its value up. Bargaining for the resource could be a social conflict, perhaps making part of the social conflict a quid pro quo affair.

> ***Example:*** *The crew of* U.S.S. Voyager *discovers an interstellar junkyard owned by Abaddon, a trader and owner of Abaddon's Repository of Lost Treasures. Eager to acquire supplies to restock their inventory, Abaddon is welcomed aboard* Voyager. *Neelix offers spare duranium sheeting to the trader while Lieutenant Paris takes interest in an old shuttle in Abaddon's inventory that has an optronic weapons array and a neurogenic interface. Abaddon is happy to make a quid pro quo trade and no task rolls are needed.*

If a trade agreement cannot be reached, then more drastic measures might need to be taken when resources are desperately needed to keep a ship functional and the crew alive. Gamemasters may wish to use the rules for challenges or extended tasks to create the trade negotiations that may involve, in extreme cases, deception, intimidation, or persuasion.

> ***Example:*** *The crew of* U.S.S. Voyager *was welcomed to Sikaris, a pleasure planet that became a relaxing respite during their 70,000-light-year journey home. While there, the crew learned that the Sikarians possessed a spatial trajector that could transport objects the size of a person up to 40,000 light-years. After being denied access to the trajector due to the Sikarians' own version of the Prime Directive, Captain Janeway opened trade negotiations with them using persuasion. The trade negotiations failed. Subsequently, Lieutenant Commander Tuvok attempted deception to acquire the technology only to find that the trajector was incompatible with* Voyager*'s systems. This led to a humiliating diplomatic incident and was a blow to the morale of* Voyager*'s crew.*

Groups playing unsanctioned campaigns will have additional challenges in gathering resources for their ships. Social conflict may involve haggling with underworld/off-the-grid contacts. Vigilante characters might be asked to perform a favor to acquire what they need, or they may owe the person or organization providing the goods a favor in the future, no questions asked.

> ***Example:*** *Upon* U.S.S. Voyager *reaching the Nekrit Expanse, Neelix, who was in search of a map, was persuaded to pay back a favor owed to his old friend, Wixiban, a criminal who had gone to prison because of Neelix's past actions and who was now dealing drugs.*

GATHERING RESOURCES AND THE PRIME DIRECTIVE

The desire to acquire resources – especially when the lives of the crew are on the line – can quickly turn into a moment where the Prime Directive can be grossly violated. While it may seem like an easy fix to replicate silver or gold in mass quantities to purchase dilithium from a trading partner, one must decide if this could seriously destabilize the economy of an alien world, shifting the power balance of a planet or sector of space.

Likewise, clandestine collection of resources could result in exposure to a pre-warp species. Is it worth taking the risk to mine for needed resources if knowledge of the Federation could alter the natural evolution of a species? Also, mining without rights from a species who has claims of sovereign territory could be a violation of the Prime Directive along with interstellar treaties.

> ***Example:*** *When the Silver Blood* U.S.S. Voyager *attempted to seek shelter on a Y-Class planet, an Ord'mirit mining vessel asserted that their presence was a violation of a governing treaty and proceeded to open fire on the duplicate Captain Janeway's ship.*

A captain might think that mining a desolate moon for cerium is a low-risk proposal. But could there exist an M-Class world in the same system with primitive life-forms? Who's to say that in 10,000 years this same species could not achieve space flight and need these resources to achieve warp travel and join the intergalactic community?

These ethical and political questions need to be taken into consideration before callously mining worlds. Hence, Starfleet has strict guidelines on how to conduct mining operations and trade negotiations, along with key forums like the biennial Trade Agreements Conference held on Betazed. Likewise, many polities have their own governing councils for trade matters, like the Federation Bureau of Industrialization, Ferengi Commerce Authority (FCA), Gideon Council, Karemma Commerce Ministry, and Tellarite Mining Consortium.

02.30

STARFLEET OPERATIONS

SALVAGE AND RETRIEVAL

"I just thought that I was buying some wreckage. How was I supposed to know there was a baby in there?"

– QUARK

SALVAGE AND RETRIEVAL OPERATIONS

Interstellar law provides guidelines regarding salvage rights of wrecked or derelict starships, along with strict regulations on when and how a Starfleet crew may engage in retrieval operations.

> ***Example:*** *In 2129, a Kantare supply ship crash landed on an unidentified planet located between the Kantare colony of Kotara Barath and their homeworld. Twenty-two years later, Captain Archer and Commander Tucker of the* U.S.S. Enterprise *NX-01 offered to help repair the ship and get off the planet. D'Marr, an alien trader, claimed to have salvage rights on the Kantare supply ship.*

Some species, like the Pakleds, construct their ships by cobbling together parts from alien vessels. Pakled clumpships may have components and weapons from over 30 different species to form one ship. Though it may be tempting to salvage parts from an enemy warship upon its defeat, Starfleet protocols require officers to consult governing treaties and agreements with various governments before acting. This could include entire starships or even components of starships.

> ***Example:*** *The Treaty of Algeron between the United Federation of Planets and the Romulan Star Empire in 2311 prohibited the development or use of cloaking device technology by the Federation. This would govern salvage and retrieval of a cloaking device after a battle. It would also prohibit trying to reverse-engineer or incorporate the device into an existing piece of Federation technology.*

Salvage may encompass towing a ship clear of hazards and effecting repairs to a ship. Abandoned or derelict vessels may be exposed to radiation waves, gravimetric currents, and cosmic phenomena that makes them vulnerable and difficult to work on. They also tend to deteriorate more rapidly when exposed to spatial conditions without the benefit of deflector shields. Sometimes the salvage team might have a short window of opportunity to retrieve the vessel. Starfleet's Corps of Engineers is commonly assigned to manage salvage and retrieval operations; however, any Starfleet vessel may be called into service at any time in the line of duty.

AFLOAT SALVAGE

Taken from terminology borrowed from Earth naval tradition, this type of salvage involves damage control work such as repairing breaches in the hull of vessels, stabilization of power and navigation systems, and structural bracing. In many cases, the starship can be granted minimal engine power and/or towed to a local starbase for repair and retrofit. It can then continue its mission with little disruption to its original purpose and crew.

> ***Example:*** *After the Battle of Wolf 359 in 2367, Starfleet vessels that had been determined past their effective life or that had sustained damage considered too extensive to repair were recovered and added to what was ostentatiously referred to as the Frankenstein Fleet. This was part salvage and part jury-rig as subsystems from different classes of starships were combined to make operable vessels. All these vessels have the Technical Testbed Mission Profile (core rulebook, page 251) and the trait "Frankenstein Fleet."*

CARGO RETRIEVAL

Saving cargo and equipment aboard a starship may be of higher priority than saving the ship itself. The cargo may pose an environmental hazard or may include materials such as advanced technology or high-value metals, polymers, and elements. The primary focus in this form of salvage is the rapid removal of goods, and may include dissection, disassembly, or destruction of the ship.

DERELICT VESSEL REMOVAL

The removal of damaged and derelict vessels that have little or no salvage value is still an essential mission, as these vessels could pose a danger to ships traveling along trade routes. They could also pose a danger to space stations, satellites, or planets if they were to enter the atmosphere and contaminate the surface. Because the goal is not to save the vessel, the most efficient and practical method to dispose of the wreck should be employed. In many cases, hazardous materials must be removed prior to disposing of the derelict craft to avoid the risk of contamination to a region of space or planetary atmospheres.

SALVAGE AND RETRIEVAL AS AN EXTENDED TASK

Salvage and retrieval operations are an extended task with **Work 16, Magnitude 4, and a Difficulty of 3**. The gamemaster may add Resistance based on hazardous conditions that might be present during operations, such as gravity disturbances, irradiated interiors, contested salvage rights, etc.



SAMPLE SALVAGE AND RETRIEVAL ENCOUNTERS

CHIEF ENGINEER CHWOLKK

A Horta mining specialist must be transported from a starbase to a cerium mining colony in a hazardous nebula. Once there, the radiation that the miners are exposed to begins to liquify the Horta at a very slow rate. Medical and science officers must save Chwolkk, but not before they discover a new cosmozoan lifeform intent on bonding with the Horta.

HAUNTED BY THE PAST

The ship's deuterium tanks were damaged in a recent engagement, and it is far from a refueling station. Once they enter a nebula to collect the needed element, the crew begins to experience hallucinations of past battles that start to take place aboard their ship. Can the characters break free from the violent visions and find a way to shield themselves from the neurogenic-fueled cosmic entity that lives in the nebula before their ship runs out of power?

LATINUM MOON

A high-intensity, magnetically charged moon in a region of space claimed by a non-Federation species has attracted particles of raw latinum for millions of years. The moon now has seas composed of latinum. The low-tech native species despise greed in all its forms and has asked Starfleet to construct a defensive grid to prevent the Ferengi from claiming the moon. A Ferengi ship "crash-lands" in the sea and needs to be "rescued."

THE LURE

The ship needs a vital resource. Sensor readings lead the crew to an exoplanet. Little do they know that a hostile species has falsified the signal to draw the ship to their location so that they can attack with a series of small fighters. Shuttles may need to be launched in defense of the main ship.

TO TRACK AN ASSASSIN

A detonation has killed a cherished family member related to one of the player characters. A forensic sweep of the area indicates that the explosive was composed of bilitrium. The investigation leads to an illegal bilitrium mining facility on an adjacent moon, a bribed mining operations administrator, and a lover betrayed by the family member.

VERTERIUM DETECTED

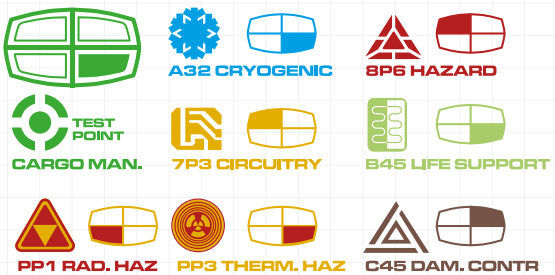
The race is on against the Gorn to stake a claim on a new source of verterium located on a planet orbiting a neutron star in unclaimed space. Intense gravitational waves render torpedoes useless and radiation hazards diminish the effectiveness of shields and energy weapons. The Gorn are willing to engage in hand-to-hand combat if it comes to it to secure this find.

WATER – I NEED WATER

Things are desperate as an iridium-eating microscopic lifeform tears through the ship's water delivery systems. Jury-rigging is required as the microscopic lifeform must be purged. Iridium must be located and mined, and the ship's hydrological systems must be permanently repaired. Did a visiting alien delegation sabotage the ship or were they the real target?

WORSHIP MOUND

A subspace eddy fractures the vessel's dilithium supply as it comes out of warp in an uncharted star system. A sizable dilithium deposit is detected on an M-Class world but the local pre-warp inhabitants venerate the large mound as the home to their deities. Their sizable, maze-filled temple is built on and around the mound. Their prophecies tell of demons who want to overtake the home of their gods.



03.00 DESIGN BUREAU

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8035	01	404	0840	984
560165	53	98498	98298	346
83580		85855	828	084

03.10

DESIGN BUREAU

THE STARSHIP'S ROLE

"I'm going to ask all of you to think back to the day when this ship was first launched. We were explorers then. When all this is over, when Earth is safe, I want you to get back to that job."

– CAPTAIN JONATHAN ARCHER

HOME AWAY FROM HOME

From the dawn of the space race, humanity observed space travel with a sense of pride and awe. From the relative simplicity of *Sputnik* and the *Apollo* missions to the iconic space shuttle orbiters, the people of Earth have almost always had a unique connection to the rockets, orbiters, and ships they've launched into the unknown.

This connection between people and their ships and space stations has served as the backbone of storytelling for the entire *Star Trek* franchise. This can be seen in scene after scene of every show and especially during the credits sequences that focus on the namesake spaceframes and rarely display characters. Many shows have even been named directly for the ship that is followed in their stories. *Enterprise*, *Discovery*, *Deep Space Nine*, and *Voyager* make it clear that the vessels and stations involved are one of the most important parts of their stories.

Throughout each series and film, *Star Trek* writers know that the namesake ships should be iconic and should create a connection with the viewer. Using the ship to drive emotions among characters on board is a strategy that has been used since the inception of the show and has been modified and adapted through the years to reflect both the world and society. This should also be considered when creating a campaign for ***Star Trek Adventures***.

There is no question that each starship chosen to be the focus of a show is, in itself, a main character. Though they rarely speak, spaceframes are the foundation of most scenes. From camera framing to exploding consoles, it is sometimes easy to forget that the ship's set is the background that is built upon. Even still, the ship is there, guiding or challenging the characters every step of the way.

When a character interacts directly with the station or ship, we get to see its true character emerge. When Montgomery Scott puts his faith in *Enterprise* and treats her like his child, we feel a connection to the ship, just as when the Doctor treats bioneural gel packs as living patients. When the crew was forced to abandon Deep Space 9 during the war with the Dominion, it proved to be one of the most emotional moments in all of *Star Trek*. This is partially due to the connection that the viewer formed with the station by watching the characters interact with it over several seasons.

For these reasons and many more, the ship, station, or outpost you choose for your campaign should be considered a main cast member. Encourage the characters to interact with their vessels on a regular basis and allow them to help develop its characteristics and personality. Making these connections between the crew and their vessel fosters dedication, commitment, and compassion and will increase the likelihood that a campaign will last for seasons instead of just a few episodes.

MAKING YOUR SHIP MEANINGFUL

This book is full of dozens of ship and station frames for you to build upon and use as the home base for your campaign. If none of these suit your fancy, you will also find complete rules for building a unique spaceframe of your own. One thing that should be considered when choosing to make your own frame or using one provided is to allow your entire group to work together choosing and constructing a ship; this will help connect the players to the vessel and give them a sense of ownership of one of the most important pieces of a campaign.



The ***Player's Guide*** and ***Gamemaster's Guide*** both go into detail on how a Session 0 can help set a foundation for the entire game. These sessions usually focus on characters, roles, and backstory, but should also take time to design the ship once the characters have been established. This may well push your Session 0 into multiple sessions, but the rewards for doing this are huge, both story-wise and player-wise. When a group of players comes together and finds consensus on a ship, they practice using tools that will also be beneficial to the campaign and effectively create a character that they each get to play at some point in time.

When designing a ship or station, there are numerous questions that the players must decide before they even choose a frame. These questions will narrow down the multitude of options that are available and make sure the crew has the right tool for the job. Review those questions in the following sections.

WHAT ERA ARE WE PLAYING IN?

There are six broad eras of play in ***Star Trek Adventures***, though this book adds some interesting spaceframes from other eras as well. Each era of play has spaceframes that were produced and implemented during those times. Most spaceframes have a limited amount of time that they see service based on how adaptable they are, but, in general, frames are around for about a century before they are phased out for newer, more advanced models.

ERAS OF PLAY

The ***Player's Guide*** and ***Gamemaster's Guide*** go into the eras of play in far more detail, but this list can be used for quick reference during ship creation. The list includes several frames that were used during each era. Refer to ***Chapter 4*** for more spaceframes for each era of play.

2063–2199 (*Star Trek: Enterprise, Star Trek: First Contact*): J-class Freighter, *Warp Delta*, *Daedalus* class, *Intrepid* class, NX class

2200–2299 (*Star Trek, Star Trek: The Animated Series, Star Trek: Discovery*, the original series motion pictures): *Engle* class, *Nimitz* class, *Constitution* class, *Crossfield* class, *Miranda* class, *Excelsior* class

2300–2379 (*Star Trek: The Next Generation, Star Trek: Voyager, Star Trek: Deep Space Nine*, *The Next Generation* motion pictures): *Galaxy* class, *Intrepid* class, *Defiant* class, *Ambassador* class, *Nova* class, *Luna* class

2380–2399 (*Star Trek: Lower Decks, Star Trek: Picard*): *Vesta* class, *Inquiry* class

2400–2410 (*Star Trek: Picard, Star Trek Online*): *Ross* class, *Reliant* class, *Sutherland* class, *Gagarin* class, *Pathfinder* class



SHIP IDIOSYNCRACIES

If you are struggling to come up with a fun, unique idiosyncrasy for your ship, roll a d20 and consult the following table:

D20 RESULT	IDIOSYNCRASY
1	When one of the turbolifts passes deck four, the lift's lights flicker.
2	When the ship accelerates past warp 4, artificial gravity cuts out for a microsecond.
3	One Jefferies tube always smells like ozone.
4	One replicator in the mess hall always fails to make frozen food and instead makes it a liquid.
5	The door chimes are an octave lower than typical.
6	The computer's voice responses randomly change gender.
7	Every hologram program references the number 47.
8	The ship's left nacelle is slightly brighter than its right.
9	Grav plating on deck two always peaks at 95% efficiency.
10	At full impulse, an audible harmonic is produced in the shuttlebay.
11	When not operating a full efficiency, the dilithium matrix glows a different color than usual.
12	The ship's computer's voice uses an unusual accent.
13	One turbolift plays elevator music from 20th century Earth.
14	The ship's main docking bay door doesn't quite open all the way.
15	When phasers are fired, the ship's hull produces a buzzing sound.
16	The inertial dampening field system overcompensates every now and then.
17	The ship's deflector field doesn't work against objects of a mass of exactly 7.2 kg.
18	When the ship's tractor beam is activated, the sonic showers stop working.
19	Secondary bridge station panel that blanks when shields are activated.
20	When the Bussard ramscoop is flushed, all the doors on deck three open and then close.

Each frame entry in this book lists a general service time in which it saw service. These dates are just guide points as it is entirely possible for a prototype ship to appear before the dates or a heavily refit ship to exist after them. The key is to let the players be creative in which frame they choose and allow them to create the story of why the ship exists in that era.

HOW LARGE WOULD WE LIKE OUR CREW TO BE?

Star Trek Adventures uses Scale to represent not just the size of a ship or station, but also how many people are needed to operate it. Smaller Scale ships require much smaller crews than those with a larger Scale. A Scale 2 ship can usually be operated by a handful of officers whereas Scale 5 and 6 ships can employ up to a thousand passengers or more.

The scale of a spaceframe plays a big role in how missions play out and how character connections are made. On a Scale 3 ship, for example, characters may need to be cross-trained in multiple areas as there are less than 75 crew members. So few crew members means a character may know and work with every other character on the ship, whereas on a Scale 5 or 6 ship, it is likely that there may be hundreds of people on board that characters may never interact with.

With size comes durability and adaptability. Because larger ships have so many more trained individuals, they have more ship talents than smaller ships. These talents can often make larger vessels more durable and efficient than smaller ones.

Space stations are often much larger than even the biggest ships and may have thousands of people on board. This sheer immensity of stations means that there may be full teams of Starfleet personnel located around the station, as a single security or engineer officer might not be able to respond to a situation rapidly enough.

HOW SPECIALIZED WOULD WE LIKE OUR SHIP TO BE?

Utilizing sophisticated sensors and weapons, most spaceframes are equipped to handle whatever the vacuum of space may throw at them. A well-rounded ship gives characters an opportunity to find success in most situations. *U.S.S. Enterprise*-D under command of Captain Jean-Luc Picard is a great example of a well-rounded vessel that was good at a little bit of everything.

If this type of ship is what the group is looking for, there are a few things to consider when building your frame. First, look for a spaceframe that has its systems scores all roughly the same. Then, after the group has decided on their mission profile, use the extra talents the ship has to take talents not related to or written into the mission profile. This will give the ship flexibility in other situations in addition to its given mission.

Instead, the players may wish to have a focused, specialized ship that has a specific job. These ships often forego versatility to double down on their specialization. *U.S.S. Defiant* is an example of a ship that was specialized for tactical operations and anti-Borg warfare.

If this type of ship is what the group is looking for, try to find a frame whose highest systems score is related to your ship's specialization and that has talents related to that specialization. Then, take a mission profile that relates to the intended use of the ship and take as many of the talents written into the mission profile as possible. If you have more talents to take after you've taken the ones from the mission profile, try to find ones that are related to your ship's specialization.

> ***Example:*** *The group has decided to create a ship that specializes in frontline space combat. They decide they will need to focus on both weapons and durability, so they decide to make their ship an* Akira *class because it has a system score of 11 in both Structure and Weapons. The frame also comes with the Ablative Armor talent, which makes it more resilient, and Rapid-Fire Torpedo Launchers, which will help it attack from long distances.The group then decides to take the Warship mission profile, which adds a high Security score to the ship's departments. As part of the mission profile, the group decides to take the Fast-Targeting Systems talent to be able to call their shots against an enemy. The group decides to use their last talent slot to get the Point Defense System talent to protect them from torpedo attacks.*

SHIP SCALES

Here is a short list of some of the more common Starfleet spaceframes for each Scale:

SCALE 2: *Danube* class, Captain's Yacht, *Delta Flyer*

SCALE 3: *Defiant* class, *Saber* class, NX class, *Oberth* class, *Nova* class

SCALE 4: *Constitution* class, *Miranda* class, *Constellation* class, *Intrepid* class, *Olympic* class, *Prometheus* class

SCALE 5: *Excelsior* class, *Ambassador* class, *Nebula* class, *Luna* class, *Inquiry* class

SCALE 6: *Galaxy* class, *Sovereign* class

SHIP TRAITS

Here is a short list of example traits and ships that could have them:

LEGACY VESSEL: *U.S.S. Enterprise*, *U.S.S. Voyager*

PROTOTYPE: *U.S.S. Excelsior*, *U.S.S. Discovery*, *U.S.S. Prometheus*

FLAGSHIP: *U.S.S. Enterprise*

TEMPORALLY DISPLACED: *U.S.S. Bozeman*, *U.S.S. Discovery*

MISSION POD: All *Luna*-class and *Nebula*-class starships have a trait that reflects the mission pod they have installed.

FRANKENSTEIN FLEET: *U.S.S. Yeager*

NON-COMBATANT: All *Olympic*-class ships

WARSHIP: *U.S.S. Defiant*, *U.S.S. Prometheus*

RENOWNED: *U.S.S. Defiant*, *U.S.S. Enterprise*, *U.S.S. Voyager*

BORG SYSTEMS: *U.S.S. Voyager*

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WAYS TO BRING YOUR SHIP TO LIFE

When playing the game, there are a number of tricks you and your fellow players can use to help make the ship or station feel more like a living character and a more integrated part of the crew and game, beyond being the vehicle for adventure.

Since many polities have the tradition of referring to vessels with pronouns (e.g., the Federation referring to vessels in the feminine (she, her)), lean into that and use the appropriate pronouns rather than the ship's name. For example, rather than saying, "You push the ship into evasive pattern Lambda-Six. The ship's hull flexes from the effort," say "You push her into evasive pattern Lambda-Six. Her hull flexes from the effort." Doing this will help present your starship as a character rather than an inanimate vessel.

Similarly, consider dropping "the" when referring to a vessel. Rather than saying, "The *Athena* comes about and positions herself between the Nausicaaan destroyer and the *Galatea*," consider "*Athena* comes about and positions herself between the Nausicaan destroyer and *Galatea*." Leaning into using the ship's name as you would a person's name can help bring a bit more connection to the vessel as a character.

One other trick to bring your starship or station to life is to encourage players to be evocative in their descriptions. The more you can use emotive words and phrases, the easier it will be to imagine your ship as a meaningful part of your campaign. Rather than providing a dry narrative like "Your ship suffers 9 additional Stress and suffers two more breaches," try something like "*Eagle* is hammered by multiple torpedo strikes. You hear bulkheads collapse and feel hull plates buckle beneath your feet. *Eagle* stumbles into an unpowered drift, critically wounded."

WHAT MAKES OUR SHIP UNIQUE?

It is easy to think that ships using the same spaceframe are carbon copies of each other, but every ship has unique differences and idiosyncrasies that set them apart from the others. Used appropriately, these idiosyncrasies can be used narratively to make the ship feel more like a character and less like a set. *U.S.S. Discovery*'s nub beneath the captain's chair's left arm is an example of this.

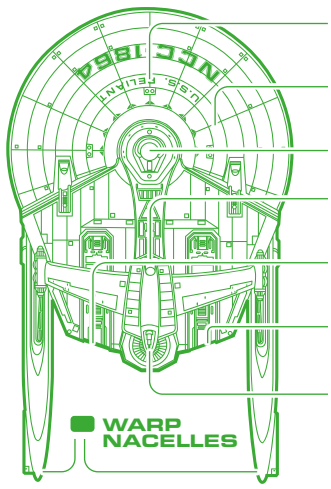
Some differences among spaceframes are due to which shipyard they were built at. A *Miranda*-class ship built at Andor could have an entirely different interior color scheme and layout than one built at Utopia Planitia. More on these types of differences is covered in the ship entries later in this book. Other intricacies can be attributed to anything from an unexpected result of a multitude of different systems working together, to intricate "Easter eggs" the ship designers and builders hid somewhere in the ship.

The key to making an idiosyncrasy important is to mention it from time to time, but not to overuse it or let it overshadow the main cast. It is even okay to have characters want to fix or interact with these annoyances narratively, but often the reason behind the idiosyncrasy can't be found or fixed. When introducing these slight variances, it is important that they don't have a mechanical effect on the game; they should only be used narratively to give the spaceframe some character.

WHAT IS OUR SHIP'S BACKSTORY?

Once the group has chosen their spaceframe and decided what makes it unique, they should create a short backstory for the ship. When determining what battles the ship was a part of or events it participated in, consider the year it was commissioned and the year your game is being run in. The major events your ship has seen adds to its mythos and prestige.

A great way to show the spaceframe's story is through the use of traits. Aside from the typical trait that states what polity the ship belongs to, additional traits can be added that explain what the ship has been through. Spaceframe traits help to make the ship a member of the crew. By determining the ship's backstory, characters can then narratively connect themselves to the ship and its history.



MIRANDA CLASS 056.3

IS OUR SHIP SENTIENT?

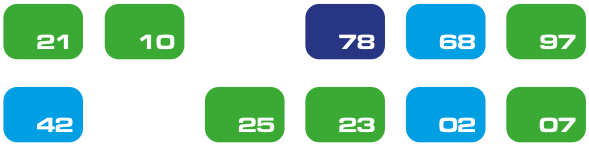
If the group wants to truly embrace the ship as a character, they may wish for it to be sentient in some way. There are numerous ways to do this, and it is usually most effective to build a narrative around how the sentience is gained. Shoehorning sentience into a story may annoy players and weaken their characters' relationships with the ship instead of strengthening them. Therefore, try sprinkling moments into your scenes where the sentience starts to appear over time. This should help to strengthen the attachments between the characters and the ship as it undergoes these changes.

Some suggestions for ways for a ship to gain sentience follow. These suggestions are not by any means the only ways it could happen and can be adapted as needed to fit into a campaign.

BIOLOGICAL INTEGRATION

Many spaceframes throughout history have used biological processes in their various systems to increase efficiency. Perhaps these systems begin to rapidly evolve for some reason and the ship's bio-neural gel packs become self-aware. In this type of situation, the evolution could take place over an extended period of time and the sentience could grow just as a child does.

Another option is to have an alien species fully integrate with the ship. Perhaps an energy entity is about to die and can only live if it is injected into the ship's warp core. The entity could then effectively merge with the ship's power systems and cause them to gain sentience. Or maybe the crew discovers sentient fungi whose mycelia are effective at moving data and information throughout the ship. If the ship was extremely damaged, maybe these fungi offer to help, using their mycelia in place of the fiber optics in the ship. Either way, the alien species who integrate must choose to do so and should not be forced against their will.



SENTIENT A.I.

Artificial Intelligence has been integrated into spaceframes' software in some degree since their inception. This artificial intelligence software usually has limiting programs in place to keep it from gaining sentience. Removing these limiting programs would be the easiest way to make it happen. This process is generally frowned upon by Starfleet and, after the destruction of the Mars shipyard by synthetics, could be illegal. If the group chooses this path, tread lightly and build a narrative around why the crew needed to remove these safeties.

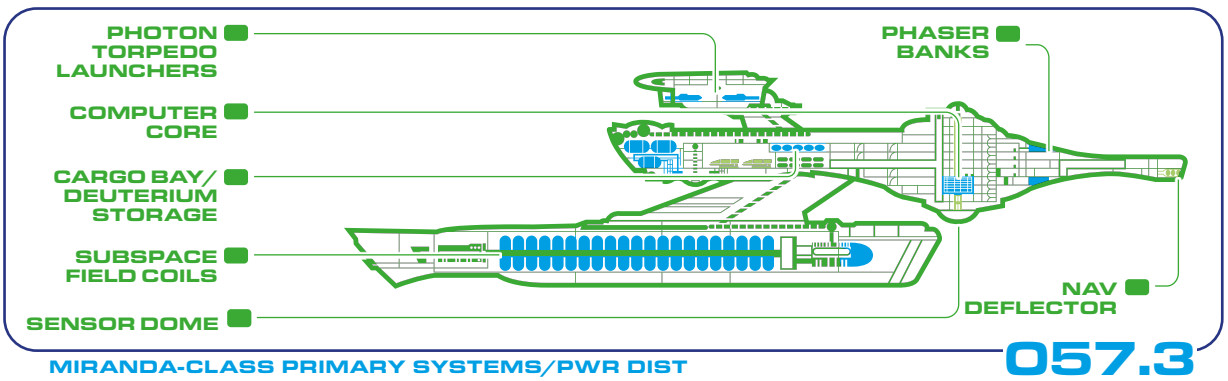
TECHNOLOGICAL INTEGRATION

Using new technology to enhance and expand upon a spaceframes' capabilities is an easy way to create sentience. *U.S.S. Discovery* learned this as the Sphere's data interacted with the ship's computer systems to create Zora.

Another option is to consider using a technological species to create a spaceframe's sentience. Perhaps renegade Borg nanites choose to help a ship from being destroyed against a tactical sphere, or maybe an entire species turned their consciousness into data and some of that data gets downloaded into the ship's systems. Both of these ideas could create entire plot lines where characters try to discover what has happened and what their next steps should be.

A MAIN CHARACTER

This book could be considered a player's guide for spaceframes rather than main player characters. The options provided should be used to not only round out your starship, but to drive the narrative of the episodes in your campaign. The questions about the ship or station discussed at your Session 0 gathering should focus more on the narrative being developed and less on game mechanics. Once the character of the ship is decided, the players can move forward with the mechanics of how she interacts with other ships, people, and the great unknown.



MIRANDA-CLASS PRIMARY SYSTEMS/PWR DIST

057.3

03.20

DESIGN BUREAU

CREATING STARSHIPS

"Designing a starship isn't just about warp cores and structural members, it's about breathing life into a piece of beauty. Building a starship is an act of love."

– LIEUTENANT COMMANDER MONTGOMERY SCOTT

SPACEFRAME CREATION

Not only is every starship in a class unique, but each spaceframe is a creation of thousands of engineers, scientists, and even more dockyard workers and automated drones. Every spaceframe built by a polity represents the overall philosophy that it has for its place in the Galaxy, what it wishes to accomplish, and how it feels about its personnel.

Spaceframe construction follows a specific process that depends greatly on the year in which the vessel is launched and the design philosophy of the polity that constructed it. This section will assume that you are constructing a Federation / United Earth starship, but guidance for other polities such as the Klingon Empire and Romulan Empire, as well as pre-Federation Confederacy of Vulcan, Andorian Empire, and the United Planets of Tellar, is provided.

YEAR LAUNCHED

The first step in designing your own spaceframe is determining when the first vessel of its class was launched. Older vessels are less capable than newer vessels with state-of-the-art technology integral to their design. The year that the spaceframe entered service determines the base of how many **System Points** the spaceframe has available to it.

- A United Earth, Federation, or Klingon vessel has 40 System Points if it was launched in 2200. This is modified upward or downward by 1 System Point per decade before or after this point, rounding down.
- Pre-Federation Vulcan, Andorian, Tellarite, or Romulan vessels begin with 35 System Points in 2150, and reduce the number of System Points by 1 for each 50 years prior to this time to represent the Confederacy of Vulcan (and by extension Romulan Empire's) extremely long history of warp capable flight, and the Vulcans sharing technology (or having it stolen and reverse engineered) with the nearby polities on Andor and Tellar Prime. After 2150, technology matches that of the overall Federation.
- Beginning in the year 2400, starships receive only a single additional System Point every 50 years.

> ***Example:*** *A player wishes to design a starship for use in the Federation for the decades after the Khitomer Accords were signed. They wish to have the year of launch be 2305. As 2305 is 105 years after 2200, the starship would gain 10 (105/10, rounding down) System Points on top of the base of 40 System Points, giving this starship 50 System Points.*

SYSTEM POINTS CHART

POLITY	YEAR	SYSTEM POINTS	TIME STEP	NOTES
United Earth / Klingon / Federation	2200	40	+/- 10 Years	For ships constructed 2060–2399
Pre-Federation Vulcan, Andorian, Tellarite, and Romulan	2150	35	-50 Years	Ships constructed by these polities after 2160 use the Federation method above
All Orion Spur Polities	2400	60	+50 Years	

CHOOSING SCALE

The next step in designing a spaceframe is choosing the Scale. Scale represents far more than the size of a starship, it also represents its crew, its typical assignment, how redundant systems are on board, etc. Smaller starships tend to be Scale 2 or 3, but mainly due to less redundant systems, smaller crew, and a smaller mass making it difficult to build in reinforced bulkheads and the like. For example, a kilometer-long cargo vessel with a crew of twenty may be considered Scale 2, while a 300-meter heavily armored and overly engineered starship may be considered Scale 5. It is suggested that as a general rule of thumb ships with a standard crew of one to five be Scale 1, six to twenty be Scale 2, twenty-one to one hundred be Scale 3. Scale 4 starships are a benchmark in ***Star Trek Adventures*** and represent a standard Federation exploration cruiser like the *Constitution* class with crews of one hundred to four hundred. Scale 5 ships are larger with crews of several hundred. Scale 6 is the largest standard in ***Star Trek Adventures*** and can have crews of a thousand or more.

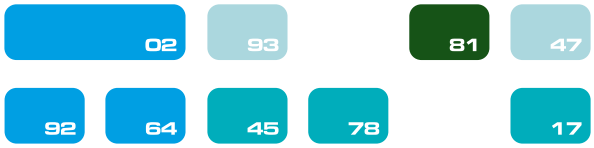
Once a Scale is chosen, this represents the ship's Resistance, among being useful for other statistics later. Additionally, **spaceframes of Scale 2 subtract 2 from the total number of System Points, Scale 3 subtracts 1, Scale 5 adds 1 System Point, and Scale 6 adds 2**. Larger vessels continue this trend upward.

In addition, if a starship is capable of using Pods (see page 95), the number of System Points available to the ship is **reduced by 2** due to the pod itself having those System Points.

> ***Example:*** *The player doesn't wish their spaceframe to be too small or too large, something on the scale of the Constitution-class starship, making it Scale 4 and having a crew of about 300. This means the number of System Points remains at 50. If they would have picked Scale 6, they would have 52 System Points, and if they picked Scale 2, they'd have 48.*

ASSIGNING SYSTEM POINTS

Most spaceframes should have an even distribution of System Points if they are to be "jack of all trades" spaceframes, capable of performing most tasks equally well. This kind of spaceframe is rare, and therefore it will likely have a specialty. Federation (and United Earth) starships tend to focus on Sensors and Engines as their vessels tend to be more geared toward exploration far from their settled worlds. Klingon vessels have always been tools of warfare, and thus tend to put more points into Weapons and Structure. Vulcan and Romulan vessels are a mix of exploratory capability and either signals intelligence for the Romulans or analysis for Vulcans, thus they each focus on Sensors and Communications or Computers, respectively. Andorian vessels tend to be quick and well-armed, and thus emphasize Weapons and Engines. Tellarite spaceframes tend to have more points in Structure and Communications.





> ***Example:*** *The player who has determined that their Scale 4 Federation spaceframe has 50 System Points feels that they are going to have the spaceframe specialize in assisting the Starfleet Corps of Engineers in exploring new worlds and helping build orbital infrastructure once there. With the Federation already tending to focus on Sensors and Engines, the player also feels a bit more in Structure wouldn't be bad. They place 8 points in Communications and Computers, 9 in Engines, Sensors, and Structure, and 7 in Weapons.*

ASSIGNING DEPARTMENT POINTS

Much like when assigning System Points above, a spaceframe will have **Department Points** that represent the division of labor and specialty systems installed in the vessel. Each spaceframe has **three** Department Points to allocate across the six departments. The only exception to this is when a spaceframe is capable of using a Pod (see page 95); then the spaceframe only gets two Department Points.

While the Federation and United Earth tend to focus on Science and Command, there are vessels in the fleet that have Department Points in every department, depending on the overall purpose of the vessel. Specialized spaceframes in any polity's space forces are uncommon, but do occur, and these vessels tend to have two of their Department Points in a single department (see *Excelsior* class). It is unheard of for any vessel to have all three in a single department: even specialized vessels need supporting systems.

> ***Example:*** *The player has already come up with a concept for their spaceframe as something the Corps of Engineers uses in conjunction with Starfleet. One Department Point would go to Science as the vessel is to explore and survey new worlds. The player then feels that, since this ship is specialized for construction of orbital infrastructure after performing surveys, two of the Department Points should go into Engineering. The result is a spaceframe with +2 Engineering and +1 Science.*

CHOOSING SPACEFRAME TALENTS

Each spaceframe in ***Star Trek Adventures*** is able to have a number of talents equal to its Scale. Some of these talents are inherent to the spaceframe, and regardless of Mission Profile, each vessel in the class has them. A full list of talents can be found starting on page 85.

When creating a spaceframe, a number of talents are chosen for the vessel that is less than the total number that can be taken, as there always must be at least one talent left free for the Mission Profile of the vessel to contribute. If a vessel is Scale 6, then up to five may be chosen. Vessels with a low number of base talents are highly modular or built by numerous shipyards that have different priorities for vessels. Ships with high numbers of base talents have tightly integrated systems or are already specialized for a specific duty.

> ***Example:*** *The player's spaceframe is a Scale 4 starship, and can have four talents. While they do feel their spaceframe is specialized for Corps of Engineers duty, they feel that assigning two base talents would be sufficient, leaving two more to be allocated based on the spaceframe's mission profile and the players' choice. The construction work the spaceframe will do means the designer wants each vessel to have High-Power Tractor Beams as standard, and the science and exploration duties mean that Advanced Sensor Suites should always be included.*

WEAPONS

While weapons can be changed by talents (such as taking the **Expanded Munitions** talent) or through events in the game, the base weapons assigned to a spaceframe are important to choose. The Federation, and many other polities, tend to use phasers as their standard energy weapon. All Starfleet vessels have at least a phaser system for defensive purposes or for use as a tool. More aggressive polities such as the Klingon and Romulan Empires use disruptors for energy weapons. Heavy weapons such as photon torpedoes are common across the polities around the Federation, and most Starfleet vessels have them. Almost all vessels have a tractor beam or grappling system for moving or docking with other spacecraft, and as such should have them unless the polity you are designing a spaceframe for does not have the technology or the desire to use such devices. For more information on weapons, see *Chapter 03.70* on page 77.

> ***Example:*** *The designer feels that photon torpedoes may not make sense on what is arguably an engineering and survey vessel, but does feel that a probe launcher makes sense. As torpedo systems are used to launch probes, they do think a torpedo system can be included and perhaps a special rule be written about torpedo firing rather than probe firing. As phaser systems are standard on Starfleet vessels, the player looks to see if phaser arrays are available. Since phaser arrays weren't developed until the 2320s, and their spaceframe was first launched in 2305, the most advanced phasers were in banks such as those on* Excelsior *and* Constitution

classes. Finally, a tractor beam is included, and as the spaceframe has High-Powered Tractor Beam as a base talent, the Tractor Beam Strength goes from 3 (Scale -1) to 5 (Scale +1).

FINAL SPACEFRAME STEPS

You now should have a complete spaceframe. Two final things need to be completed.

TRAITS

The first is that traits should be chosen for the spaceframe. One trait will always represent the culture that created it and the technology base it was created from. In the case of Starfleet vessels this first trait will always be **Federation Starship**. It is rare for a vessel to begin with more than this single trait, but another is possible if the spaceframe itself is notable and different in some way as much as Federation and Klingon ships may be different.

Examples of these traits may be Non-Combatant, Slower Than Light, or State of the Art. All of these traits should be neutral, and not specifically be positive or negative in regard to the spaceframe or her crew.

SPECIAL RULES

The second thing that should be completed is the development of special rules for the vessel. Not all spaceframes have special rules associated with them, and only spaceframes with drastic changes to their operations tend to warrant having these.

Choose the type of propulsion the spaceframe will use. Is the standard FTL propulsion method warp or quantum drive? Is the standard sublight propulsion for the spaceframe fusion-based impulse like in the Federation, or is it with chemical rockets like in 20th century Earth? You may choose to add the Additional Propulsion System special rule to give a spaceframe an additional type of propulsion (see page 38 for ideas). Discuss with your group the specific game mechanics for that system. Special Rules for a spaceframe are in addition to talents, and do not count against the talent total. But like talents, the gamemaster can rule on specific special rules and how they may apply to any given situation. A ship with special rules typically has them due to inherent abilities of the design that can't be removed.

Example: *The player has decided that they will name their spaceframe the* Watt *class after the famous engineer of the 18th century. They don't feel the spaceframe is out of the ordinary enough for a special rule to be written. They do feel that another trait could be assigned to the spaceframe due to its connection to the Corps of Engineers, and thus they give it the trait "Corps of Engineers Vessel."*

REFITS

Starships receive refits and upgrades throughout the spaceframe's service life. Most of these are small adjustments to non-critical systems. Others are significant overhauls performed at starbases and spacedocks, taking from days to months of work. In some cases, ships that have served for decades may receive substantial overhauls, taking a year or more to complete. Whatever the nature of these upgrades, older vessels will have received many of them.

One refit is done for every 10 full years the spaceframe has been in service. Each refit increases a single system of the spaceframe by 1. No system may be increased by more than two with Refits, or to a score above 12 through Refits, though a ship may have a system with a score above 12 before Refits.

Another thing that can change in Refits is weapon systems. Perhaps a weapon system was developed in the time between when the spaceframe was launched and the year in which the current game is set. It is also possible that the polity that is refitting it has different armament philosophies than it did originally.

Example: *The group the player is a part of wants to run their campaign in the decade before the Romulan attack on Narendra III, setting it in 2334. As 2334 is only 29 years since the* Watt *class was introduced, two refits are available. The player wants to increase Weapons from 7 to 8, also replacing the Phaser Banks with Phaser Arrays as they were invented in the time between when it was launched and the current year, and finally increasing Engines to 10 to represent improvements to warp power and propulsion installed into the vessel.*

Your spaceframe is now ready to become a starship.

STARSHIP CREATION

A spaceframe represents the skeleton a starship is built around. Once a spaceframe has been designed or selected, extra steps are needed to ensure that your crew's starship is ready for the challenges the final frontier provides.

MISSION PROFILE

A ship's mission profile is a key part of what distinguishes one vessel of a class from another. It determines how the ship is supplied by the quartermaster, what personnel are assigned for duty, what facilities are aboard the vessel, and what operations it will be expected to perform. Before a campaign begins, the players choose a single Mission

Profile for their starship. This will provide the ship's departments (which are then added to the Departmental Bonuses granted by the spaceframe), and a single talent from the list provided in the Mission Profile.

For a list of all Mission Profiles, page 68.

TALENTS

After assigning the talent from the Mission Profile, if the ship has fewer talents than its Scale, players select additional talents until it has the required number.

For a full list of talents, see page 85. Note that some talents may be taken multiple times, as noted in the individual talent descriptions.

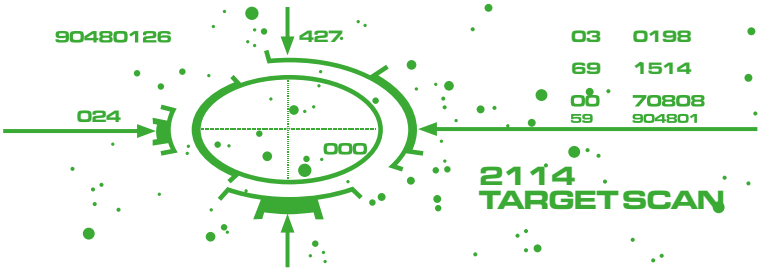
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IMPROVING YOUR STARSHIP THROUGH MILESTONES

Milestones represent a significant event in the life of a character, one that changes them or their outlook on life. While many times a player may wish to somehow change or improve their character, in many ways the character's starship can represent that significant event. Characters being awarded a **Spotlight Milestone** may move a point from one system or department on their starship to another. The movement may not increase a system above 12 or below 6, and no department above 5 or below 1. An **Arc Milestone** allows a player to increase any system by 1 to a maximum of 12, and any department to a maximum of 5.

This can be explained in-game as an engineer finally completing their own design for an improved warp or impulse reactor. A helmsman may have figured out a way to improve the coding in the ship's computer to allow better response time on inputs for maneuvering. Perhaps the science officer oversees the installation of a tertiary computer core. While using a Milestone in this way may not directly improve a character, it does improve the overall chance of success of all serving on board the ship.



PUTTING IT ALL TOGETHER

The remaining statistics for the ship can now be calculated:

- **RESISTANCE:** A starship has Resistance equal to its Scale. Certain talents may modify this further.
- **SHIELDS:** A starship has Shields equal to its **Structure + Security**. Talents may modify this further.
- **POWER:** A starship's normal Power capacity is equal to its Engines. Talents may modify this further.
- **CREW SUPPORT:** A starship's Crew Support is equal to its Scale. This may be modified by talents, or by player characters taking the Supervisor talent.
- **WEAPONS:** Weapon Stress ratings and statistics are found in the Weapons section (see page 77).

ASSIGNING NAMES AND REGISTRIES

There is almost an unlimited number of names that a starship can have. Some vessels continue traditions of naming that date back to a member world's water navies, or ancient philosophers, scientists, or explorers. Some of these names have become famous due to their service in Starfleet, and these names tend to be used again and again. Registry numbers for a starship, however, are unique and represent how logs, discoveries, logistics, and personnel records refer to the vessel. While a starship may share a name with a previous vessel that is no longer in service, the registry number remains unique.

In ***Chapter 4***, spaceframes have suggestions for possible names and registry numbers that can be used for each class of starship. In the 22nd century, registry numbers remained low, often ranging only in the hundreds. By the 23rd century, that number was reaching into the low thousands. By the late 24th century, registry numbers were as high as the 90,000s. If you are wondering what a ship should be called or if a registry number has been used already in canon, look online. There are many resources that provide details on registry numbers and ship names. In the end, it is your game, and if you want to have a specific name and registry, go for it! And when in doubt, choose a name that invokes a feeling of adventure and discovery.

03.30

DESIGN BUREAU

CREATING SMALL CRAFT

"It's a perfectly good shuttlecraft."

– CAPTAIN JEAN-LUC PICARD

SMALL CRAFT CREATION

Shuttlecraft are the backbone of any large space fleet and spacefaring civilization. They are found everywhere, and used by everyone in much the same way that cars are in the 21st century, with larger shuttles being used like passenger trains and aircraft, moving between large population centers inside a solar system and between nearby star systems. In this section, we discuss how to construct your own shuttlecraft, or small craft, for use in your game.

TYPE OF CRAFT

The first step in constructing a shuttlecraft or small craft is determining what its purpose will be. Is it a small, single-person craft meant for short-duration use? Is it capable of supporting several crew members and capable of operating semi-independently?

Single-person or very short term use small craft are referred to as **pods**. Examples of this are the work bee and the travel pods seen in *Star Trek: The Motion Picture*. These craft often are not warp capable at all, and require chemical or ion propulsion to move about, though some use small fusion reactors to power them.

Small craft that are capable of interplanetary travel or limited interstellar travel, along with carrying several crew or passengers, are referred to as **shuttlecraft**. There are numerous examples through the television and movie series, with the best being the Class-F shuttlecraft of the original series and the Type-8 shuttle from *Star Trek: Voyager*. Early vessels in this type are rarely warp capable, and use either chemical or ion propulsion before moving to impulse drives. Even in the early to mid-23rd century, many of these vessels have very limited warp capabilities.

Small craft that are large enough to hold a dozen or more crew and passengers, along with having warp capabilities, are referred to as **runabouts**. *Danube*-class runabouts are the clear example of this type, along with a captain's yacht. As these vessels were rare prior to more robust starship construction methods, almost all of these vessels have impulse drives and are warp capable, albeit to slow FTL speeds.

YEAR LAUNCHED

The next step in designing your shuttlecraft is determining when it was first designed and built. Older vessels are less capable than newer vehicles with state-of-the-art technology integral to their design. The year that the small craft entered service determines the base of how many System Points the small craft has available to it.

- A United Earth, Federation, or Klingon small craft has the following System Points available:
  - Pods have a base of 16 System Points in 2200 and increase at intervals of 25 years. They have a minimum System Point value of 12. These vehicles also receive 2 Department Points.
  - Shuttlecraft have a base of 19 System Points in 2200 and increase at intervals of 10 years. They have a minimum System Point value of 14. These vehicles also receive 3 Department Points.
  - Runabouts have a base of 29 System Points in 2150 and increase at intervals of 10 years. They have a minimum System Point value of 15. These vehicles also receive 4 Department Points.
- Pre-Federation Vulcan, Andorian, Tellarite, or Romulan vessels begin with the same number of System Points, and reduce the number of System Points by 1 for each 50 years prior to 2200 to represent the Vulcan Confederacy's (and by extension Romulan Empire's) extremely long history of warp-capable flight, and the Vulcans sharing technology (or having it stolen and reverse-engineered) with the nearby polities on Andor and Tellar Prime. After 2150, technology matches that of the overall Federation.

> ***Example:*** *A designer wishes to design NASA's orbiter for use in an adventure where their ship is traveling back in time. They set the effective year of launch as 1980 and feel it firmly fits into the shuttlecraft category. As this is 220 years before the base date, the NASA vehicle hits the minimum System Point value of 14, and has 3 Department Points.*

ASSIGNING SYSTEM AND DEPARTMENT POINTS

Most small craft should have an even distribution of System Points if they are to be a "jack of all traits" small craft, capable of performing most tasks equally well. Civilian vehicles may conform to this category, barring weapon systems of course, but fleet service vehicles are unlikely to be so general. Federation (and United Earth) small craft tend to focus on Sensors and Engines as their vessels are generally more geared towards exploration far from their settled worlds. Klingon small craft often double as light fighters or for landing troops, and thus tend to put more points into Weapons and Structure. Vulcan and Romulan vessels tend to be extensions of their primary vehicles in their capabilities, thus they tend to put a focus on Sensors and Communications or Computers. Andorian small craft tend to be quick and well-armed, and thus emphasize Weapons and Engines. Tellarite spaceframes tend to have more points in Structure and Communications.

Department Points tend to be distributed for the small craft's purpose, but almost always with a Department Point assigned to the Conn department to represent the ease at which these vehicles can be flown.

> ***Example:*** *NASA's orbiter wasn't meant for war; rather, it was meant for science purposes and assisting in placing satellites and structures into low Earth orbit. The player feels that the orbiter should have 1 point in Conn, 1 point in Engineering, and 1 point in Science for the Department Points. For the orbiter's systems, there are no weapon systems on board, so 0 in Weapons is reasonable. This leaves 14 points for the five other systems. The player puts three points each into Communications, Computers, Engines, and Sensors, leaving 2 points for Structure.*

CHOOSING BASE TALENTS AND SPECIAL RULES

Each small craft has a different number of talents it may take. **Pods** are unable to have a talent as they are too small to have the redundant or specialty systems talents typically require. **Shuttlecraft** are allowed 1 talent, and **runabouts** may have 2 talents.

This is also when the designer chooses the type of propulsion that a small craft will use. Is the standard FTL propulsion method warp or quantum slipstream drive? Is the standard sublight propulsion for the spaceframe fusion-based impulse like in the Federation, or is it with chemical rockets like 20th century Earth? This choice does not change any game statistics for a small craft, but may influence how it is used in stories. You may choose to add the Additional Propulsion System special rule to give a small craft an additional type of propulsion (see page 38 for ideas). Discuss with your group the specific game mechanics for that system.





Many of these vessels were built for specific purposes, making them highly specialized in one way or another that a talent may not adequately represent. Many small craft provide these specializations as an advantage, such as with the work bee and its advantage of Work Bee Tools. Other shuttles may have a specific rule such as the Type-7 shuttles' Well-Supplied rule.

> ***Example:*** *NASA's orbiter doesn't seem to have any talents that fully apply to it, but the player remembers that the shuttle had the "Canadarm" or the Shuttle Remote Manipulation System. They feel that the talent of Grappler Cables does a good job representing that system and adds it to their small craft description.*

FINAL STEPS

REFITS: Small craft typically have no refit periods as they are mass-produced to a specific design and recycled when they are no longer of any use or are decommissioned for civilian use.

TRAITS: Small craft will always have a trait that represents the culture that constructed them such as Federation Small Craft or Klingon Fighter. It is rare for a small craft to be so distinguished from others as to have a second trait, though your concept may indeed be worthy!

The remaining statistics for the ship can now be calculated.

- **RESISTANCE:** A small craft has Resistance equal to its Scale. Certain talents may modify this further.
- **SHIELDS:** A small craft has Shields equal to its Power.
- **POWER:** A small craft has Power equal to its Engine system divided by 2, rounding up.
- **CREW SUPPORT:** A small craft does not receive Crew Support Points.
- **WEAPONS:** Weapon damage and statistics are found in the Weapons section (see page 77). Most small craft have limited or no weapons. The exceptions are craft meant to be fighters, or support shuttles used by their polity's space forces.
- **NAMING AND REGISTRY:** Most classes of small craft do have a name, but many individual craft will have a different name based on what their crew or owners wish to name it. Your imagination is the limit. Inside the Federation, small craft registry is different for each star system the craft originates from. Starfleet small craft begin with their parent vehicle's registry, followed by a number based on the shuttle's position in the Space Group or Flight. Examples would be "NCC-1701/7" or "Starbase 317/Wing 1/Group 5/Squadron 1/Flight 2/2."

> ***Example:*** *The player is aware of the naming traditions of NASA with its shuttles and decides that they wish to have the shuttle be named* Atlantis. *The registry of the shuttle is OV-104.*

03.40

DESIGN BUREAU

CREATING A SPACE STATION

"Imagine a city in space large enough to see clearly from the surface of the Earth, large enough to hold a dozen starships inside..."

– DR. JOSEPH GANDOLPH, CHIEF ENGINEER FOR SPACEDOCK PROJECT

SPACE STATION CREATION

Starbases and space stations, like starships, are representing using a mixture of traits, systems, departments, and talents. Unlike starships, many of the derived numbers for starbases come from the starbase's Scale, not the year in which it was constructed. Starbases are large enough that even the most primitive pre-warp technology can be integrated to provide as much capability as the culture building the space structure can afford in materials and time.

SCALE

The Scale of a space station determines many of the numbers that are used later in the creation process. The smallest starbases, such as Regula I, are Scale 6, and even more moderately sized starbases such as DS9 and Narendra Station are Scale 12. The largest is Spacedock circling Earth at Scale 16. Starbases can range from Scale 3 (the International Space Station in Earth orbit as of 2022) to as high as you wish, though there is a ceiling at which there is diminishing returns for Scale.

Once a Scale is chosen for your starbase, you can calculate the number of System and Department Points. The number of System Points available is 38 + 3 per Scale above Scale 2, to a maximum of 78. The number of Department Points is a minimum of 13 + 3 per Scale above Scale 8, to a maximum of 30.

> ***Example:*** *A gamemaster wants to design a small planetary starbase for a civilization they are going to introduce to their players, as the culture has just achieved warp technology and the players need to make first contact. The starbase is a small refueling and scientific outpost for low orbital vessels. The gamemaster feels that Scale 4 is appropriate. This means that the starbase has 44 System Points (38 + 6 for being 2 scales above Scale 2) and 13 Department Points.*

CHOOSING A MISSION PROFILE

The Mission Profile for a station isn't a way to more firmly modify departments as it is in starships, it is more to allow the person designing the station to judge how System and Department Points should be distributed, and what talents may or may not be appropriate. Choose a station mission profile from page 73.

> ***Example:*** *The gamemaster already figures that the low-tech space station should be for refueling and limited scientific research. The best fit for the multipurpose station is the Logistical/Support Mission Profile as that was the station's original purpose. This provides the talent* ***Expanded Shuttlebays*** *or* ***Docking Capacity****. The gamemaster chooses* ***Docking Capacity****.*

ASSIGNING SYSTEM AND DEPARTMENT POINTS

Starbases typically have a fairly even spread of System Points to represent the overall level to which the civilization that has built the facility is able to rise with their technology in the size of station they are able to build. It isn't unheard of for a starbase to be more firmly dedicated to one type of system than others (subspace relay stations as an example). Your Mission Profile from the previous step should help guide you to how you want to distribute points. One consideration is that as space stations are so large, no department should have 0 points.

Some very large space stations (above Scale 12) may have departments above 5 to represent how specialized they are.

> ***Example:*** *The gamemaster is already thinking of their space station being called Space Station Alpha and feels that the civilization that built it would not have made it for war, and would instead have made it with better sensors to use in scientific inquiries, good communications to maintain contact with the planet's surface through geomagnetic events, and a sprawling structure for refueling. The gamemaster decides to put 9 System*



Points in Sensors and Structure, 8 in Communications, 7 in Computers and Engines, and 4 in Weapons. For departments, the gamemaster decides to put 3 Points into Command, Engineering, and Science, 2 points into Medicine, and 1 Point into Conn and Security.

CHOOSING BASE TALENTS

A space station may have a number of talents up to half of its Scale (rounded down). As one of these talents will come from the Mission Profile chosen earlier, the rest should now be taken. All talents are available for a space station to use, starship or otherwise, but none that would affect how a spaceframe moves, such as **Improved Warp Drive.**

Example: *As the space station the gamemaster is designing is Scale 4, it has two total talents it can take. The space station already has the* ***Docking Capacity*** *talent, and that represents the refueling aspect of why it was constructed, but there is nothing there for the scientific missions it undertakes. The gamemaster decides that* ***Advanced Research Facilities*** *fits very well.*

FINAL STEPS

There are a few final steps to complete your starbase or space station.

TRAITS: Space stations will always have a trait that represents the culture that constructed them, such as Federation Starbase or Klingon Orbital Fortress. A second trait is also recommended to give the overall feel or purpose of the space station, such as Dry Dock or Cargo Transfer Station. These are often linked to the space station's mission profile.

The remaining statistics for the space station can now be calculated:

- **RESISTANCE:** A space station has a Resistance score that is equal to the station's Scale.
- **SHIELDS:** A space station's Shields are equal to its **Structure + Security**, just like a starship. Space stations that do not have shields for any reason, such as technological limitations or design philosophy, have a Hull Rating instead that acts as Shields, but it is equal to only the station's Structure rating.
- **POWER:** A station has a base Power capacity equal to its Engines score.
- **CREW SUPPORT:** A station has Crew Support equal to its Scale. As stations often have large numbers of civilian inhabitants, players may use Crew Support to create civilian supporting characters if they wish.
- **SMALL CRAFT:** A space station can support a number of small craft equal to its Scale minus 1 at any time, just like a starship. Extensive Shuttlebays doubles this number. Starbases may always support runabouts or other Scale 2 small craft (they count as two craft towards the limit, as usual), even without the Extensive Shuttlebays talent.
- **WEAPONS:** Weapon damage and statistics are found in the Weapons section (see page 77). Most space stations, even civilian ones, have some sort of weapon system used to destroy incoming orbital debris. Large space stations are often incredibly heavily armed even when constructed by a peaceful polity.

03.50

DESIGN BUREAU

SPACEFRAME MISSION PROFILES

"It's beautiful. What kind of people could have built it? To touch even a starship with grace and beauty?"

– LT. NYOTA UHURA

MISSION PROFILES

A **mission profile** is what makes one starship different from another in her same class. It determines the specialized equipment that is installed before venturing into the unknown, the priority in personnel that Starfleet gives the vessel, and its overall mission goal. All spaceframes have a mission profile.

This section details seventeen of the most common spaceframe mission profiles. Gamemasters and players are encouraged to amend these mission profiles or create their own based on their game's needs and desires.

BATTLECRUISER

In the mid-23rd century, the lessons of the Earth-Romulan War are still firmly in the minds of those on the core Federation worlds, and some vessels are outfitted as vessels of war in case hostilities begin with the Klingon or Romulan Empires. These vessels are rare in Starfleet, and those outfitted as such rarely stray far from important starbases or worlds that they guard.

DEPARTMENTS

COMMAND	02	SECURITY	03	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	01

TALENTS:

Select one of the following talents:

- Ablative Armor
- Command Ship
- Fast Targeting Systems
- Improved Damage Control
- Rapid Fire Torpedo Launcher

CIVILIAN MERCHANT MARINE

Many decommissioned Starfleet vessels find their way into the Merchant Marines, an active reserve where starships and personnel go to continue service to the Federation in a less formal and less risky way. Merchant Marines may be called upon by Starfleet to serve as logistical vessels in times of need, and many of these starships act in the place of active service Starfleet vessels when no others are available.

DEPARTMENTS

COMMAND	01	SECURITY	01	SCIENCE	01
CONN	02	ENGINEERING	03	MEDICINE	03

TALENTS:

Select one of the following talents:

- Backup EPS Conduits
- Extensive Shuttlebays
- Improved Power Systems
- Rugged Design

79 02 34 01 78 99 14 61

17 08 96 23 50 75 67 54

99 56

03 09 COMMIT

COLONY SUPPORT

Vessels equipped to assist colonies in their initial stages can be placed under the command of the individual legacy navies of the member world founding the colony, though most worlds are multi-species endeavors and fall to Starfleet to assist with. These vessels provide needed cargo transfer capabilities as well as scientific and medical backup to new colony worlds, the kind of places that deal with the unknowns which still appear even after years of survey and study.

DEPARTMENTS

COMMAND	02	SECURITY	01	SCIENCE	03
CONN	01	ENGINEERING	02	MEDICINE	03

TALENTS:

Select one of the following talents:

- Advanced Sickbay
- Advanced Transporters
- Extensive Shuttlebays
- High-Powered Tractor Beam

CRISIS AND EMERGENCY RESPONSE

These vessels are equipped to respond quickly to a crisis, whatever it may be. Normally capable of supporting expansive shuttlebays, they can deploy large quantities of personnel or cargo to, or evacuate large populations from, disaster areas. Such vessels also serve as hospital ships and troop transports in times of war.

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	02
CONN	02	ENGINEERING	01	MEDICINE	03

TALENTS:

Select one of the following talents:

- Advanced Sickbay
- Emergency Medical Hologram
- Extensive Shuttlebays
- Modular Laboratories

ENTERTAINMENT/ PLEASURE SHIP

There are many civilian vessels in Federation space that act as tourist destinations in their own right, or serve in the same way as cruise ships on the oceans of prewarp societies. Decommissioned Starfleet vessels that are museum ships often serve as entertainment venues, taking interested citizens on journeys across space and letting them relive the past or showcasing Starfleet traditions and service.

DEPARTMENTS

COMMAND	03	SECURITY	02	SCIENCE	01
CONN	02	ENGINEERING	01	MEDICINE	03

TALENTS:

Select one of the following talents:

- Advanced Sickbay
- Diplomatic Suites

ESPIONAGE/ INTELLIGENCE

Vessels equipped for espionage are rare in active Starfleet service, but are used by non-intelligence agency Starfleet members. These vessels are often equipped with highly sensitive electronic monitoring devices, sensors capable of watching targets parsecs away, and stealth systems that verge on breaking the Treaty of Algeron. These vessels tend to range close to – and over – hostile borders, and service on them is often dangerous.

DEPARTMENTS

COMMAND	02	SECURITY	03	SCIENCE	03
CONN	02	ENGINEERING	01	MEDICINE	01

TALENTS:

Select one of the following talents:

- Electronic Warfare Systems
- High-Resolution Sensors
- Improved Reaction Control System
- Slim Sensor Silhouette

FLAGSHIP

Flagships are an even more specialist form of command ship, with a dedicated flag bridge for an admiral at the core of the vessel. These vessels can also act as mobile fleet headquarters, with systems and personnel dedicated to ensuring the operations of whole fleets, or even serving as a vessel for continuity of Federation government following a disaster.

DEPARTMENTS

COMMAND	03	SECURITY	03	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	01

TALENTS:

Select one of the following talents:

- Command Ship
- Dedicated Subspace Transceiver Arrays
- Diplomatic Suites
- Redundant Systems (Communications)

LOGISTICAL/ QUARTERMASTER

These vessels provide the backbone of any fleet even in the era of the replicator. Whenever vital equipment or personnel need to be moved, Starfleet's Department of Logistics often has a vessel moving from one place to the other with said object or person, often before the destination even knows they need it.

DEPARTMENTS

COMMAND	03	SECURITY	01	SCIENCE	01
CONN	02	ENGINEERING	03	MEDICINE	02

TALENTS:

Select one of the following talents:

- Extensive Shuttlebays
- Improved Warp Drive
- Rugged Design

36 688 094120147221317904764726202414254854

88 086 58 08 79 00 32 69 00 59 901044 971110 42978 564750 030198 1514 70808 904801 108 109 79 101 32 69

MULTIROLE EXPLORER

Some of Starfleet's most renowned and revered vessels have been jacks-of-all-trades, rather than specialized for a single type of mission. This versatility allowed the likes of Jonathan Archer and James Kirk to explore strange new worlds, seek out new life and new civilizations, and boldly go where no one has gone before.

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	02

TALENTS:

Select one of the following talents:

- Improved Hull Integrity
- Improved Power Systems
- Redundant Systems
- Rugged Design
- Secondary Reactors

PATHFINDER AND RECONNAISSANCE OPERATIONS

Long-range missions often employ the most advanced stellar cartography and astrometric facilities, allowing them to chart and navigate unknown regions of space effectively. These vessels are relied upon for extended exploratory missions, intelligence-gathering military operations, and risky "pathfinder" operations into the unknown.

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	01

TALENTS:

Select one of the following talents:

- Improved Reaction Control System
- Improved Warp Drive
- Rugged Design

47 530 589010897131107904057057297800564750320301707047986915140007080897131107904057057

PATROL

Patrol vessels are dedicated to acting as law enforcement in regions of space where hostility is not only possible, but expected. These vessels tend to operate along borders with other polities, and act as picket vessels during fleet actions. In times of peace, patrol vessels can also be assigned to survey missions to continue Starfleet's primary mission of exploring the final frontier.

DEPARTMENTS

COMMAND	01	SECURITY	03	SCIENCE	02
CONN	03	ENGINEERING	01	MEDICINE	02

TALENTS:

Select one of the following talents:

- Fast Targeting Systems
- High-Resolution Sensors
- Improved Power Systems

RESERVE FLEET

These starships are often older vessels that have been taken off active duty and equipped as standby vessels in case of disasters both natural and manufactured. Some new manufacture starships also are outfitted in this manner, but are referred to as "fleet support," assisting flotillas in deployments away from the supply lines of the core worlds.

DEPARTMENTS

COMMAND	01	SECURITY	01	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	03

TALENTS:

Select one of the following talents:

- Advanced Sickbay
- Extensive Shuttlebays
- Improved Hull Integrity
- Secondary Reactors

38 693 22131790464776202407828714548 54

14 PHASE TRANS

SCIENTIFIC AND SURVEY OPERATIONS

Starfleet's mission of exploration and discovery means that it employs many vessels for purely scientific missions, studying unknown phenomena, or supporting ongoing research. While most Federation starships are expected to have at least some capacity for scientific endeavor, some vessels are equipped specifically for such missions.

DEPARTMENTS

COMMAND	02	SECURITY	01	SCIENCE	03
CONN	01	ENGINEERING	03	MEDICINE	02

TALENTS:

Select one of the following talents:

- Advanced Research Facilities
- Advanced Sensor Suites
- High-Resolution Sensors
- Modular Laboratories

STRATEGIC AND DIPLOMATIC OPERATIONS

Vessels equipped for this profile are often placed under the command of flag officers and used as the heart of squadrons, battle-groups, and even whole fleets. These ships, and the prestige and standing that accompanies them, are also used for major diplomatic engagements where they can serve as mobile embassies and represent the best of the Federation.

DEPARTMENTS

COMMAND	03	SECURITY	02	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	02

TALENTS:

Select one of the following talents:

- Command Ship
- Diplomatic Suites
- Electronic Warfare Systems
- Extensive Shuttlebays

39 71 203019869151400070808094120147221317904764769151400070808094722131790476 47

TACTICAL OPERATIONS

While Starfleet is not a military, the defense of the Federation is one of Starfleet's responsibilities, and Starfleet has been required to prepare for war on numerous occasions. Thus, many ships are equipped for police and military actions, though the number of vessels outfitted in this manner varies depending on the politics of the day.

DEPARTMENTS

COMMAND	02	SECURITY	03	SCIENCE	01
CONN	02	ENGINEERING	02	MEDICINE	02

TALENTS:

Select one of the following talents:

- Ablative Armor
- Fast Targeting Systems
- Improved Damage Control
- Improved Impulse Drive
- Expanded Munitions

TECHNICAL TESTBED

The ship is equipped with an abundance of state-of-the-art or even prototype technologies, allowing them to be tested or studied in practical conditions so that the flaws can be discovered and overcome, and the systems can be refined and improved upon. These ships are often deployed on a broad range of missions to provide the most diverse conditions for equipment and technology testing.

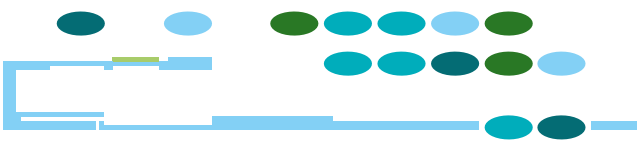
DEPARTMENTS

COMMAND	01	SECURITY	02	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	02

TALENTS:

Select one of the following talents:

- Additional Propulsion System
- Advanced Shields
- Backup EPS Conduits
- High-Resolution Sensors
- Improved Power Systems
- Improved Warp Drive



WARSHIP

In times of war, Starfleet sometimes finds the need to outfit a small number of its starships as true weapons of war, dedicated to little more than transporting firepower to a needed area to deter the enemies of the Federation from continuing in their pursuits.

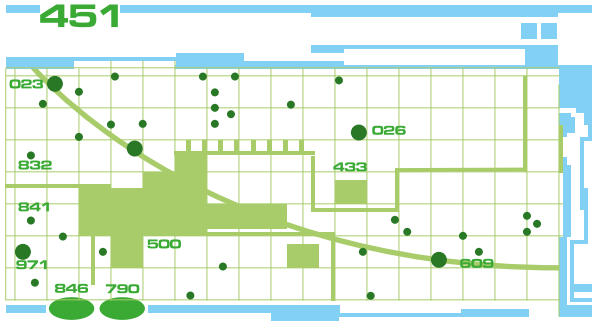
DEPARTMENTS

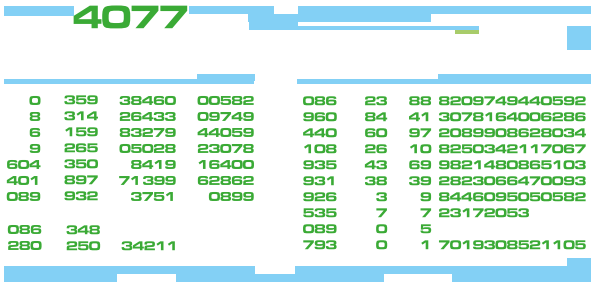
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CONN	02	ENGINEERING	03	MEDICINE	01

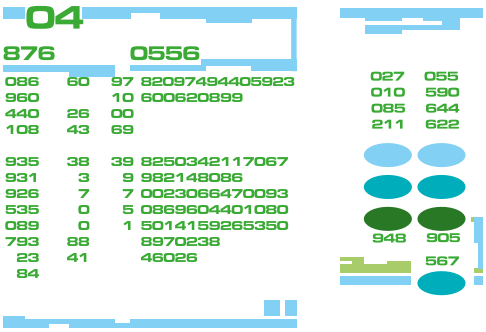
TALENTS:

Select one of the following talents:

- Ablative Armor
- Fast Targeting Systems
- Improved Damage Control
- Expanded Munitions
- Rapid Fire Torpedo Launcher







03.60

DESIGN BUREAU

STATION COMPONENTS

"So why can't we live on the planet instead of some old space station?"

– JAKE SISKO

STATION MISSION PROFILES

Station mission profiles provide clarity as to the primary objective for the specific station or colony. This should be selected at the beginning of the game and used to help decide what talents, traits, or weapons apply to the station. It can determine the most likely interior and exterior layout of the base. It may determine the type of individuals or personnel on the station. And it determines the starting statistics for systems, departments, Scale, Resistance, Power, and Shields.

A station can change its mission profile over time, which could drastically alter some or all the items mentioned above.

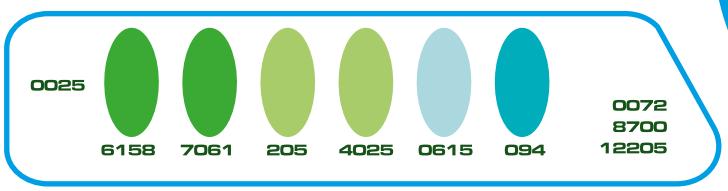
ADMINISTRATION & BUREAUCRACY

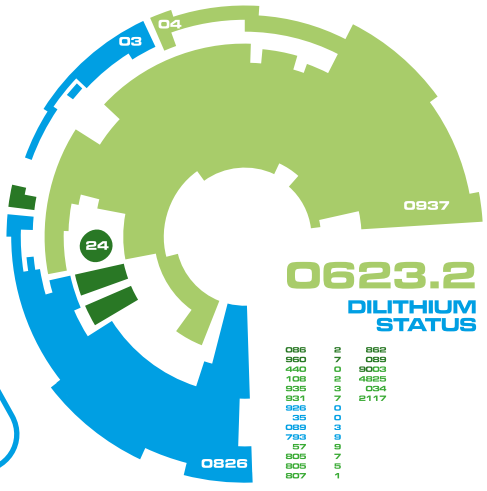
Administration and bureaucracy often earn an eye-roll from even the strictest officer, but the fact is that both are essential to governing an intragalactic Federation or Empire. Whether it's diplomacy, documentation, staffing allocation, humanitarian aid, trade, managing first contact follow-up, or nonproliferation, bureaucracy makes sure that policies can be put into place and disseminated to the hundreds of thousands of officers and administrators spread out over thousands of light-years of space. Bureaucracy might move slowly, but proper security clearance, access to classified information, and the extensive due diligence process help avoid devastating breaches in security and the breakdown of intragalactic relations.

For Starfleet, intragalactic relations are not just a set of theories and abstract concepts about security or development work; it is the rules and regulations that govern the United Federation of Planets despite everything that is working against it. Characters with focuses in Administration, Business, Debate, Diplomacy, Law, Negotiations, Politics, or Starfleet Protocol are likely to be assigned to a starbase or colony that matches this mission profile.

These starbases often have higher Communications and Computer systems, and Command is a must for the Command department. Command Ship, Diplomatic Suites, and Redundant System (Communications) are all good talents to take.

> ***Example:*** *The orbital office complex served Starfleet during the late 23rd century and into the 24th century. It orbited Earth and was a hub for the coordination and management of administrative assignments. It also served as a main conference location for businesspersons and bureaucrats who needed a secure and private location to conduct negotiations. The orbital office complex maintained a library of legal agreements and business records that were easily accessible to visitors with the right security clearance.*





BORDER ENFORCEMENT

The primary mission of border enforcement is to protect a polity by reducing the likelihood that dangerous people or entities can enter. This is accomplished by maintaining surveillance, engaging in espionage, responding to sensor alerts, interpreting data, and conducting investigations. Some of the major activities include maintaining interstellar and planetary checkpoints, conducting routine patrols, and engaging in anti-smuggling operations. Electronic and subspace sensor buoys are placed at strategic locations and monitored at stations dedicated to analyzing data and providing early warning of border violations. Characters adept in Criminal Organizations, Security Systems, Sensor Calibration, and Starship Recognition do well at these posts.

These starbases will typically have higher Sensor and Weapons systems, and both Security and Science are priorities for departments. Advanced Sensor Suites, High-Resolution Sensors, and Rapid Fire Torpedoes are good talents to take.

> ***Example:*** *Orbital facilities were responsible for guarding entry to Ty'Gokor, a fortress world lying deep inside Klingon territory. The orbital facilities oversaw a powerful defensive shield and a tachyon detection grid, as well as the activity of dozens of Klingon warships.*

COMMUNICATION HUB

The ability to transmit information across the span of thousands of light years is a critical, and seemingly miraculous, function of stations dedicated to communication functions. Ensuring that ship and crew have the most current and high-quality information on hand is indispensable to operations, in addition to being able to receive up-to-date orders or transmit vital data back to command headquarters. By the 24th century, most communications occur via subspace, allowing teraquads of data to be passed on at a rapid rate. These hubs can be ground- or space-based, with even starships being conscripted to fill this role in times of war. Characters dedicated to maintaining and operating this type of relay station may have focuses like Communications Systems, Crisis Management, Imaging Equipment, Security/ Encryption, and Subspace Theory.

Clearly these starbases should have very high Communications, but Engines is also a good system to have high numbers in for extra Power. Command, Engineering, and Science are priority departments. Electronic Warfare Systems, Dedicated Subspace Transceiver Array, and Redundant System (Communication) are all good examples of talents to take.

> ***Example:*** *Relay Station 47 was a small communications relay station posted near the Klingon border in the 24th century.*

DEFENSE

Though commonly unmanned, some satellites or stations serve the purpose of providing defense against potential threats, both naturally occurring or instigated by others. These facilities are likely to have defensive abilities that meet a specific purpose such as protecting a world from radiation, deflecting spaceborne objects, or concealing key locations. Focuses like Diagnostics, Emergency Repair, Meditation, Precision Targeting, Security Systems, Spatial Phenomena, and System Maintenance could prove valuable to officers stationed at such a facility.

High systems for Weapons and Structure are important for Defense Starbases. Any talent centering on weapons or Ablative Armor, Improved Hull Integrity, or Advanced Shields are excellent choices.

> ***Example:*** *A space station concealed in an inversion nebula in the Delta Quadrant was built to house a single volunteer, Marayna, whose job it was to monitor the station's systems and to generate a dampening field that preserved a nearby nebula.*

DIPLOMATIC RELATIONS

The increasing number of independent sovereign polities in the Galaxy demands maintenance of diplomatic relations and neutral locations in which to conduct meetings and conferences. These stations serve as good training grounds for command personnel with plenty of opportunity for exposure to alien cultures. Starships might be occasionally assigned to drop off or pick up special envoys from these stations or to provide security patrol during sensitive sessions. Arts, Composure, Cultural Studies, Diplomacy, Persuasion, Philosophy, and Politics are all focuses that would serve an officer well if stationed on such a base.

Diplomacy is far more complex than bureaucracy, but many of the priorities in systems and departments are the same. These starbases often have higher Communications and Computer systems, and Command is a must for the Command department. Command Ship, Diplomatic Suites, and Redundant System (Communications) are all good talents to take.

> ***Example:*** *In 2370, Deep Space 3, commanded by Vice Admiral Marcus Holt, was often the scene for diplomatic negotiations between species. The station hosted an annual athletic contest, often pitting neighboring species and cultures against each other, in addition to other cultural events like dance performances.*

DRYDOCK/ SHIP REPAIR

Dry docks are crucial for the construction, maintenance, and repair of starships. These stations can range from facilities capable of building or servicing only one vessel at a time all the way to massive facilities like Starbase 364, a gigantic station with a docking capacity of up to eighteen starships the same size or larger than *Galaxy* class. Some repair stations are even automated, not requiring any personnel to operate. Characters with focuses in any type of starship engineering will thrive at one of these facilities, along with experts on the many hundreds of systems that are replete in these amazing vessels.

Self-Propelled, Drydock, and increased Docking Capacity are clear talents to take. Engines and Structure are good systems to check out, and the Engineering department is a must for high department numbers.

> ***Example:*** *In 2152, the crew of the* Enterprise *NX-01 discovered an automated station with the ability to repair ship damage. The station's docking berths could expand and contract to fit a wide range of vessels and consisted of docking arms, umbilical connect ports, and a docking port for boarding. The interior of the station could adapt to accommodate a wide range of humanoid species during repairs. The station, which was possibly over 600 years old, also had the ability to repair itself.*

EDUCATION/TRAINING

With the sheer amount of information Federation and Starfleet collects every day, it is understandable how quickly learning curriculum and knowledge databases must be updated and revised. This is a never-ending process of data dissemination. Some starbases and colonies serve as learning centers where specialized training modules and learning resources are designed and developed. Subject matter experts (SMEs) may be placed at the facilities with the goal of analyzing new data and discoveries. Since assembling participants in a classroom may not be a feasible option, SMEs may develop a variety of resources ranging from audio lessons to white papers to interactive e-learning modules to holodeck simulations; a multitude of blended learning options can be transmitted to deep space vessels along the Federation's expansive subspace relay network. Trainers, researchers, and field experts could be deployed from these stations for temporary assignments on starships.

High System Points in any department that the starbase typically teaches is a good choice, though Command often takes a priority. Diplomatic Suites and Advanced Research Laboratories to represent the classrooms and other teaching environments are also a good choice.

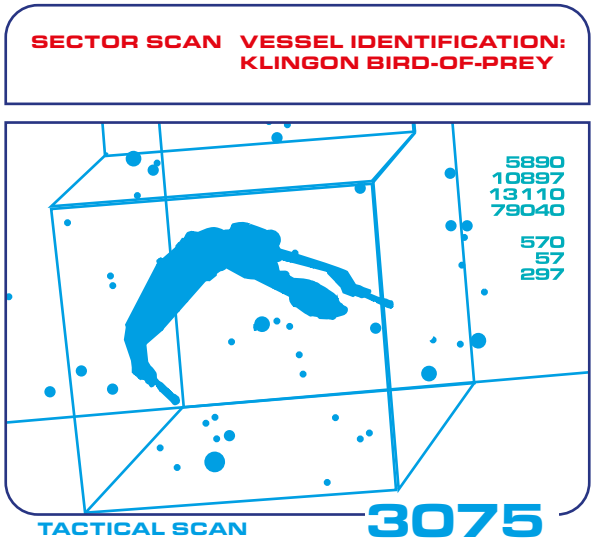
> ***Example:*** *Starfleet Academy, located in San Francisco, is the foremost example of an educational institution dedicated to gathering, expanding, and spreading knowledge throughout the Galaxy. Its coursework covers six distinct disciplines: Command, Conn, Security, Engineering, Science, and Medicine. Graduates of the Academy are some of the most well-rounded and trained officers in the Galaxy. Staff assigned the privilege of working at the Academy likely have focuses in Administration, History, and Teaching in addition to one or more specialties of which they are considered a leading expert.*

INTELLIGENCE/ SPECIAL OPERATIONS

There are times when stations must be constructed clandestinely. Their coordinates are kept classified, their location known only to the highest-ranking and most trustworthy officers. This is especially critical during times of war. These stations can be training grounds for elite soldiers assigned top-secret missions that might be disavowed by the government. Stations tasked with intelligence missions are likely to have characters well-versed in Combat Maneuvers, Disguise, Espionage, Forensics, Martial Arts, Psychiatry, Small Unit Tactics, and Survival.

High Communications, Computers, and Sensors are a must. Command Ship, Dedicated Subspace Transceiver Array, and Electronic Warfare Systems are good talents for this profile.

> ***Example:*** *Terrasphere 8, built by Species 8472, served as a training ground for its people to infiltrate Earth and the Federation. The station contained detailed simulations of Starfleet locations until Captain Janeway of the* U.S.S. Voyager *negotiated peace with the alien species.*

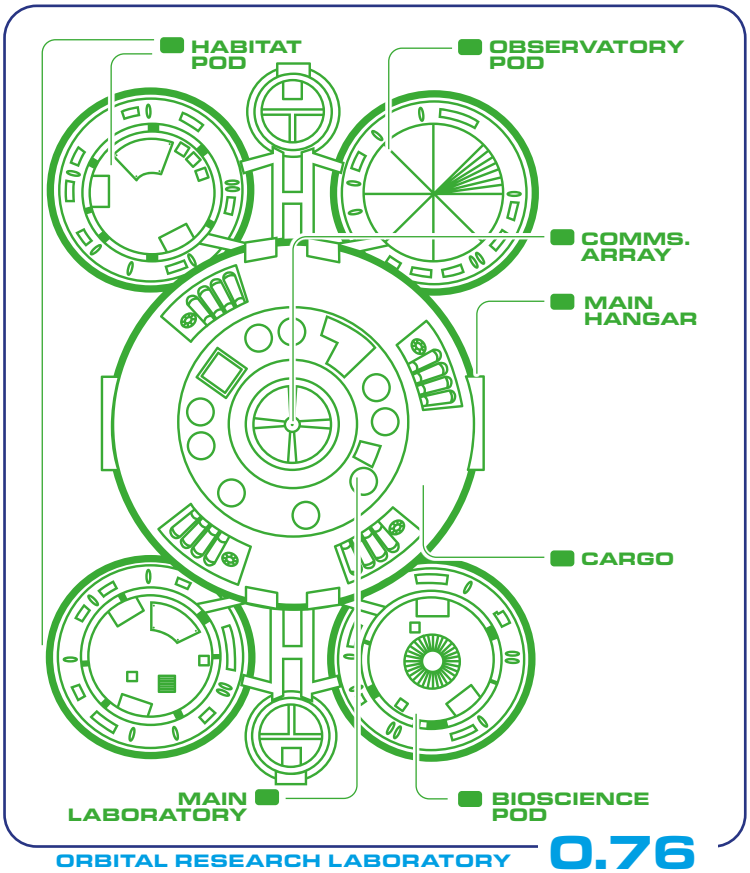


LOGISTICAL AND TACTICAL SUPPORT

Whereas tactics is deployment of personnel to execute the strategy, logistics is about making sure that the personnel are where they're meant to be before the fighting starts and that they have all the support required to conduct their mission successfully. This station may serve as a training facility, supply depot, refueling port, and weapons manufacturer. These stations might be outfitted with advanced weaponry and defense systems to keep them safe, as they are crucial components to an effective war campaign. In addition, stations dedicated to logistics and tactics will provide key intelligence and operational updates to command. Characters with focuses in Energy Weapons, Fleet Formations, Hazardous Environments, Lead by Example, Modeling & Design, Ship Engagement Tactics, and Strategy/Tactics will do well in this setting.

Engineering and Security are good choices for priorities for System Points. High Powered Tractor Beam, Extra Docking Facilities, and Extensive Shuttlebays are all good talents to take for these starbases.

> ***Example:*** *The Ba'Neth space station was an armed outpost operated by the Ba'Neth, a Delta Quadrant species. It was protected by a cloaking field, housed around three thousand troops, and could dock up to twenty-two ships.*



ORBITAL RESEARCH LABORATORY 0.76

POLITICAL OPERATIONS

Unpopular as they may be, political operations are necessary to ensure that Starfleet's mission is maintained. Political activity is directed toward the success of the Federation and its member worlds, addition of aligned worlds, and defense from worlds or polities deemed hostile to the Federation's mission to seek out new life and new civilizations in a peaceful and open manner. Much thought and care must be put into screening candidates for leadership positions, monitoring and validating elections, rallying support for causes voted to be worthy of UFP resources, and determining the proper use of personnel and resources in defending member worlds and Starfleet. Any of the Command focuses would be well-suited to this setting, along with focuses like Cultural Studies or Psychology.

High Communications and Structure are good priorities for systems, as are Command and other department that may focus on political operations. Diplomatic Suites, Command Ship, and Fleet Command are good talents to check out.

> ***Example:*** *Prior to and during the Dominion War, Deep Space 9 under the command of Captain Benjamin Sisko played a key role in Alpha Quadrant politics, particularly as a touchpoint to Gamma Quadrant polities such as the Dominion.*

RESEARCH STATION

Research stations are built for the purpose of conducting scientific research. The Federation has research stations spread all over its territory in every possible setting one could imagine: orbiting planets, established worlds, distant colonies, attached to asteroids, surface facilities, deep space, and so on. Research stations serve a vital function in adding to the ever-expanding library of knowledge that feeds humanity's desire to learn. Characters may be assigned temporarily or for years at a research station to work on special projects. Some individuals desire nothing more than to study their area of expertise without the constant supervision of the Federation. Experts from such facilities could be called away to serve as mission specialists aboard starships or guest lecturers throughout the Federation. Any focuses related to Engineering, Medicine, or Science would be well-suited to this setting.

Science and Medicine are obvious choices for high departments, and Sensors and Computers are also excellent for points in systems. Advanced Research Facilities, High-Resolution Sensors, and Redundant System (Sensors) are all talents that could be seen here.

> ***Example:*** *The Amargosa observatory that orbited Amargosa was used for scientific research regarding the star.*

03.70

DESIGN BUREAU

WEAPONS

"Now this is how I prefer the Borg. In pieces!"

– CAPTAIN KATHRYN JANEWAY

AN UNFORTUNATE NECESSITY

Even though Starfleet is focused on exploration and science, their ships must be ready to defend themselves and others at a moment's notice. With so many unknown cultures in the Galaxy, it is impossible to predict how a first contact will perceive a ship's presence in their territory. Because of this, Starfleet has made significant advances in weapons and shields throughout the centuries. Using both energy weapons and torpedoes, Starfleet ships can defend themselves against attacks that may arise from enemies both old and new.

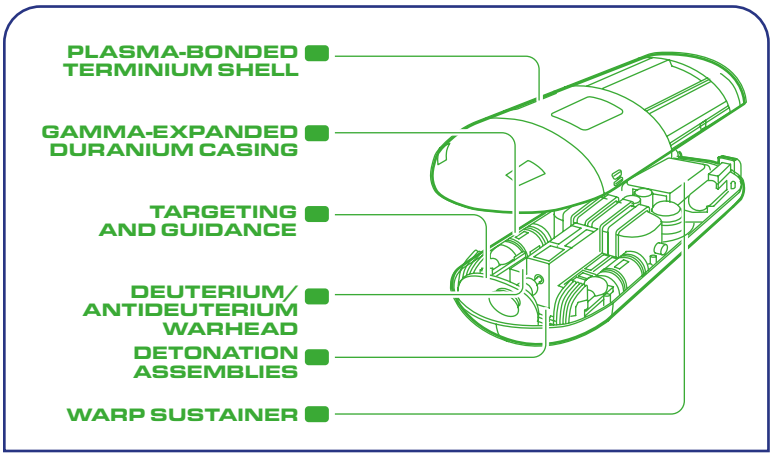
From the spatial torpedoes of the 22nd century to the more versatile weapons of the 24th and 25th centuries, Starfleet continues to advance its capability to defend itself. These weapon advances are a necessity to keep up with the technology of enemies such as the Borg and the Dominion. When the Iconians returned in the 25th century, even more flexibility in weapon abilities and options became a primary focus for Starfleet.

TYPES OF WEAPONS

Star Trek Adventures classifies ship weapons into three categories: **energy weapons**, **torpedoes**, and **mines**. Each of these weapon types has different rules and is useful in different situations. Knowing which weapon to fire can make or break a starship combat encounter and is the mark of a great security or weapons officer.

ENERGY WEAPONS

Energy weapons project beams or pulses of coherent energy, plasma, or energized particles and can only be fired at impulse speeds. Attacks using energy weapons have a base Difficulty of 2. Making an attack with an energy weapon has a Power requirement of 1 and may spend up to two additional Power to increase the Stress inflicted by 1 per additional Power spent.



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PHOTON TORPEDO SYSTEMS **077.3**

MAKING A SHIP ATTACK

Making an attack with a starship weapon requires a **Control + Security** task assisted by the ship's **Weapons + Security**. Attacks made with energy weapons start at Difficulty 2 and torpedo attacks start at Difficulty 3. The Difficulty of the attack is then modified by any number of the factors below:

- +1 Difficulty for each range category beyond the attack's optimal range
- +1 Difficulty if targeting a specific system
- +1 Difficulty if the target is Scale 1 or 2 and the attacking ship is Scale 3 or higher
- +1 Difficulty if the target of the attack has succeeded at an Evasive Action task
- -1 Difficulty if the attacking ship has succeeded at an Attack Pattern task
- +2 Difficulty if firing a Spinal Lance

TYPES OF ENERGY WEAPONS

Throughout the centuries, weapons have been repeatedly adjusted and recalibrated to have different effects and destructive capabilities. The following table shows different types of energy weapons that can be installed on a ship, along with the century the weapons become available.

ANTIPROTON BEAM

Used by several factions in the 25th century, these pulsed beams are especially damaging to a ship's hull, often breaching multiple systems at once. Antiproton beams have the High Yield Weapon Quality.

DISRUPTOR

Used by both Klingon and Romulan vessels, disruptors are potent weapons that inflict grievous damage. Disruptors have the Vicious 1 Stress effect.

ELECTRO-MAGNETIC WEAPON

Also known as ion weapons, electro-magnetic weapons pack a punch and drain power from the vessels they hit. Electro-Magnetic Weapons have the Dampening and Piercing Stress effects.

ENERGY WEAPONS

ENERGY WEAPON	STRESS RATING	STRESS EFFECT	WEAPON QUALITY	CENTURY INTRODUCED
Antiproton Beam	Scale + Security	-	High Yield	25th
Disruptor	Scale + Security	Vicious 1	-	23rd
Electro-Magnetic or Ionic	Scale + Security	Dampening, Piercing 1	-	22nd
Free Electron Laser	Scale + Security	-	-	21st
Graviton Beam	Scale + Security	Piercing 1	Devastating	23rd
Phased Polaron Beam	Scale + Security	Piercing 2	-	24th
Phaser	Scale + Security	-	Versatile 2	23rd
Phase / Pulse Weapons	Scale + Security	-	Versatile 1	22nd
Proton Beam	Scale + Security	Persistent X	-	25th
Tetryon Beam	Scale + Security	Depleting	-	25th

ENERGY WEAPON DELIVERY SYSTEMS

An important part of energy weapon systems is how the energy is delivered to a target. Each type of weapon system modifies the attack in some way and defines the optimal range category of the weapon. Different delivery systems become available depending on the century in which a ship is commissioned.

CANNONS (21ST CENTURY)

Fired at close range, cannons deliver pulses or bolts of energy at the target. Cannons have a range category of Close and increase the weapon's Stress rating by 2▲.

BANKS (23RD CENTURY)

Banks are multiple emitters that fire at the same target in unison. The focused beam that results causes considerable damage to the enemy ship. Banks have a range category of Medium and increase the weapon's Stress rating by 1▲.

ARRAYS (24TH CENTURY)

Arrays are long strips of linked emitters that can be fired at any point along the strip. This versatility allows ships to target enemies in almost a 360° arc, as well as continually firing on a moving target as it passes by. Arrays have a range category of Medium and, when the attack is declared, the attack may choose to grant either the Area or Spread weapon effect to the attack.

SPINAL LANCES (25TH CENTURY)

In the 25th century, some ships began integrating massive weapons into their hulls. Often running the entire length of the ship's hull, these devastating weapons became known as spinal lances. This delivery system can only be deployed in the 25th century or with the gamemaster's permission. Because the energy released from a spinal lance is fixed to the ship's forward arc, getting into position to target an enemy is more difficult than with other delivery systems; therefore, the Difficulty to hit a target with a spinal lance is increased by 2. Spinal lances have a range category of Long and increase the weapon's Stress rating by 3▲.

FREE ELECTRON LASER
Used for both defense and mining in the early years of Human warp travel, this weapon wasn't terribly effective should an enemy be encountered.

GRAVITON BEAM
Firing higher-energy gravitons than the tractor beams on the ship, these weapons cause gravimetric warping of localized space, which shears a ship's hull. Graviton beams have the Piercing 1 Stress effect and the Devastating Weapon Quality.

PHASED POLARON BEAM
Used mostly by the starships of the Dominion, phased polaron weapons are especially effective at overwhelming deflector shields. Phased polaron beams have the Piercing 2 Stress effect.

PHASER
Common to Starfleet and Cardassian vessels, phasers are a precise and adaptable weapon. Phasers have the Versatile 2 Weapon Quality.

PHASE/PULSE WEAPON
The predecessor to phasers, phase weapons were used in the 22nd century. Phase weapons have the Versatile 1 Weapon Quality.

PROTON BEAM
Used by several factions in the 25th century, proton beams cause persistent damage over time, wearing away at their target's shields and hull after they hit. Proton beams have the Persistent X Stress effect, where X is the firing ship's Scale.

TETRYON BEAM
Introduced in the 25th century, tetryon beams are effective at draining away an enemy's shields. Tetryon beams have the Depleting Stress effect.

TORPEDOES
Torpedoes are heavy projectiles that carry powerful explosives or energetic payloads. Attacks with torpedoes do not have a Power requirement, but also cannot use additional Power to add bonus . Firing torpedoes escalates hostilities, so attacking with torpedoes immediately adds 1 to Threat. Torpedoes may also be fired in a salvo if needed. Firing a salvo of torpedoes immediately adds 2 more to Threat but also adds 1 to the attack's Stress result and grants the Spread weapon quality. Attacks using torpedoes have a base Difficulty of 3.

TYPES OF TORPEDOES
As time passed, Starfleet was able to enhance both the range capabilities as well as the charged particle payloads of their torpedoes. Guided by internal sensors, torpedoes can be detonated both remotely or on impact.

CHRONITON
These highly advanced weapons were designed based on Krenim weapons and, while not highly effective against shields, chroniton torpedoes created temporal shifts around the targets they hit. These temporal shifts slow down time for the target, causing it to move more slowly on the battlefield for a short time. Chroniton torpedoes have a Stress Rating of 3 + **Security** and have both the Calibration and Slowing Weapon Qualities.

GRAVIMETRIC
Initially invented by the Borg, gravimetric torpedoes use graviton inversion fields to tear at an enemy's hull. Gravimetric torpedoes have a Stress Rating of 3 + **Security** and have the Piercing 1 Stress effect as well as the Calibration and High Yield Weapon Qualities.

NEUTRONIC
Built upon quantum torpedo tech, neutronic torpedoes douse the enemy ship with neutronic radiation. This lingering radiation greatly hampers Power reserves on the target. Neutronic torpedoes have a Stress Rating of 4 + **Security** and have the Dampening Stress effect, as well as the Calibration Weapon Quality.

NUCLEAR
Nuclear torpedoes use either fusion or fission to create intense heat, radiation, and explosive force to pummel their targets. Used during the Earth-Romulan War, these crude devices were highly effective at battering the enemy ships. Nuclear torpedoes have an optimal range category of Medium and a Stress Rating of 3 + **Security**. They also have the Vicious 1 Stress effect and the Calibration Weapon Quality.

PHOTON
Commonly used by many cultures, photon torpedoes use a matter/anti-matter reaction to create a devastating explosion. Photon torpedoes have a Stress Rating of 3 + **Security** and the High Yield Weapon Quality.

PHOTONIC
The predecessor to photon torpedoes, these torpedoes used antimatter under magnetic containment as their payload. Photonic torpedoes have a Stress Rating of 2 + **Security** and the High Yield Weapon Quality.

PLASMA
Common on Romulan Star Empire ships, plasma torpedoes have a larger blast area than other torpedoes and spread a lingering field of plasma around their target. Plasma torpedoes have a Stress Rating of 3 + **Security**, the Persistent 8 Stress effect, and the Calibration Weapon Quality.

POLARON
Installed on several Klingon ships after the Dominion War, polaron torpedoes quickly tear through an enemy ship's shields and hull. Polaron torpedoes have a Stress Rating of 3 + **Security** and have the Piercing 2 Stress effect and the Calibration Weapon Quality.

POSITRON
Introduced to the Dominion by the Kessok, positron torpedoes moved slowly compared to other torpedoes of the time, making them easy to intercept. Even though they are slow, positron torpedoes pack a punch when they hit their target, causing more damage than any of the torpedoes available at the time. Positron torpedoes have a Stress Rating of 3 + **Security**, the Dampening Stress effect, and have the Calibration Weapon Quality.

QUANTUM
A more advanced torpedo implemented by the Federation, as well as many others, these destructive weapons started to replace photon torpedoes in the late 24th century. Quantum torpedoes have a Stress Rating of 4 + **Security**, the Vicious 1 Stress effect, and the Calibration and High Yield Weapon Qualities.

SPATIAL
Simple chemical explosive warheads fitted to a guided missile and used by Earth Starfleet vessels. Spatial torpedoes have an optimal range of Medium and have a Stress rating of 2 + **Security**.

TETRYONIC
Originally of Tzenkethi design, tetryon torpedoes are primarily used against targets with heavy defenses such as shields and armored hulls. After quickly depleting shields, these torpedoes cause multiple breaches when they connect with the target. Tetryonic torpedoes have a Stress Rating of 2 + **Security**, the Depleting Stress effect, and the Calibration Weapon Quality.

TRANSPHASIC
Originally seen in an alternate future, these torpedoes are capable of phasing through shields altogether, causing devastating damage to the hull of their target. Transphasic torpedoes have a Stress Rating of 3 + **Security**, the Piercing 2 Stress effect, and the Calibration and Devastating Weapon Qualities.

TRICOBALT
Though originally illegal due to their subspace interactions, tricobalt devices were adapted to become the payload of a torpedo to deal with the threat from the Iconians. The resulting explosion is immense, damaging other ships nearby the target as well. Tricobalt torpedoes have a Stress Rating of 4 + **Security**, the Area Stress effect, and the Calibration Weapon Quality.



TORPEDOES

TORPEDO TYPE	RANGE	STRESS RATING	STRESS EFFECT	WEAPON QUALITY	CENTURY INTRODUCED
Chroniton	Long	3 + Security	-	Calibration, Slowing	25th
Gravimetric	Long	3 + Security	Piercing 1	Calibration, High Yield	24th
Neutronic	Long	4 + Security	Dampening	Calibration	25th
Nuclear	Medium	3 + Security	Vicious 1	Calibration	20th
Photon	Long	3 + Security	-	High Yield	23rd
Photonic	Long	2 + Security	-	High Yield	22nd
Plasma	Long	3 + Security	Persistent 8	Calibration	23rd
Polaron	Long	3 + Security	Piercing 2	Calibration	24th
Positron	Long	3 + Security	Dampening	Calibration	24th
Quantum	Long	4 + Security	Vicious 1	Calibration, High Yield	24th
Spatial	Medium	2 + Security	-	-	22nd
Tetryonic	Long	2 + Security	Depleting	Calibration, High Yield	25th
Transphasic	Long	3 + Security	Piercing 2	Calibration, Devastating	25th
Tricobalt	Long	4 + Security	Area	Calibration	25th

MINES

Mines are often slightly smaller than torpedoes and are meant to cover a zone with defenses. Often carrying the same types of energy payloads as torpedoes, mines are placed in an area and set to go off when a ship gets within Close range of them. Mines do not have a Power requirement and have a set amount of damage. Releasing mines into an area escalates hostilities, so when the mines are set, immediately add 2 to Threat.

Releasing a minefield **cannot be done while in combat** and requires a Difficulty 0 **Control + Conn** task assisted by the ship's **Computers + Security**. This task generates no Momentum; instead, the number of successes rolled sets the Difficulty for an opposed task by any ship that ventures into the minefield. Minefields typically show up on routine scans and are considered hazards for the purpose of the Chart Hazard task.

When a ship moves into Close range of the mines, the conn officer must roll a **Control + Conn** task assisted by the ship's **Sensors + Security**. The Difficulty of this task is set by the ship that deployed the mines. Whenever a Conn task is attempted when in Close range to a zone with mines deployed, the character must first attempt the task to avoid the mines. This task does not count toward the total number of actions the character can take this turn. The enemy ship must roll this task at the end of each round that it is in close range of the zone containing the minefield. Once a mine detonates, the Difficulty to avoid the mines in that zone is reduced by 1, to a minimum of 0, as fewer mines remain to avoid.

TYPES OF MINES

Considered a more primitive type of warfare, mines have been used since before Starfleet was even imagined. Used to protect their important locations, most species have implemented mines as an automated defense at some point in their history. With payloads similar to torpedoes, mines can cause horrific damage to any ship foolish enough to stumble into the zone.

In general, mines were introduced the same century as their torpedo counterparts and have the same Stress effects and Weapon Qualities as well. Because the payloads are typically smaller than those found in torpedoes, the Stress Rating of mines is typically one less than their larger counterparts.

BLACKOUT

With a lighter explosive payload, blackout mines are used to slow down an enemy by interfering with their sensors and causing the ship to collide with multiple mines with little chance of navigating away. Blackout mines have a Stress Rating of 1 + **Security** and have the Jamming Weapon Quality.

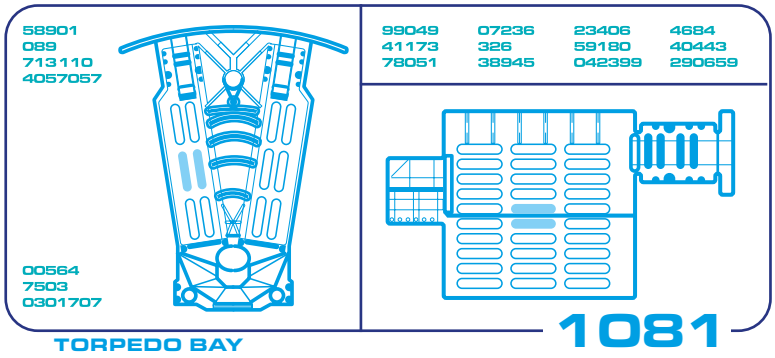
STRESS EFFECTS

Stress effects happen when the effect symbol is rolled on a in a dice pool. These effects can turn the tide of even the most challenging battles.

- **Area:** The attack damages the target and any vessel or damageable object in Contact range of the initial target, and then one additional target within Close range of the initial target for each effect rolled, starting with the closest.
- **Dampening:** The attack removes one point of the target's Power for each effect rolled.
- **Depleting:** The attack removes an additional 1 from Shields for each effect rolled.
- **Persistent X:** At the end of each round, the target of the attack suffers an additional X Stress. This lasts for a number of rounds equal to the number of effects rolled.
- **Piercing X:** The attack ignores X points of the target's total Resistance for each effect rolled.
- **Spread:** If one or more effects are rolled, the attack causes an additional hit that deals half the damage of the initial hit +1 for every effect rolled after the first. The additional hit is resolved separately, reduced by Resistance, reduces Shields, and potentially causes an additional breach. If a breach is caused by this additional hit, it must target a different random system than the initial attack.
- **Vicious X:** The attack inflicts X additional Stress for each effect rolled.

BLADE

Instead of carrying a payload of explosive charged particles, blade mines instead use mechanical spinning blades to slice into an enemy's hull. While not as refined as their torpedo-inspired counterparts, blade mines are extremely effective, especially when paired with blackout mines. Blade mines have a Stress rating of 2 **+ Security** and have the Piercing 2 Stress effect.



MINES

MINE TYPE	STRESS RATING	STRESS EFFECT	WEAPON QUALITY	CENTURY INTRODUCED
Blackout	1 + Security	-	Jamming	23rd
Blade	2 + Security	Piercing 2	-	22nd
Chroniton	2 + Security	-	Slowing	25th
Gravimetric	2 + Security	Piercing 1	High Yield	24th
Neutronic	3 + Security	Dampening	-	25th
Nuclear	2 + Security	Vicious 1	-	20th
Photon	2 + Security	-	High Yield	23rd
Photonic	1 + Security	-	High Yield	22nd
Plasma	2 + Security	Persistent 4	-	23rd
Polaron	2 + Security	Piercing 2	-	24th
Positron	2 + Security	Dampening	-	24th
Quantum	3 + Security	Vicious 1	High Yield	24th
Tetryonic	1 + Security	Depleting	High Yield	25th

TRACTOR BEAMS

Though usually used for sublight towing of disabled vessels or asteroids, tractor beams are often as useful as destructive weapons when in ship combat, especially in the hands of an experienced officer. Throughout history, the ability to keep an enemy ship from moving away with low energy graviton beams has prevented entire battles from happening at all. The utility of being able to pull objects trapped in the tractor beam closer or push them out of the way has been so beneficial that almost every Starfleet vessel has an emitter installed when it is constructed.

The Strength of the tractor beam is equal to the ship's Scale minus 1, and trapping a target within the beam is a Difficulty 2 **Control + Security** task assisted by the ship's **Structure + Security**. If successful, the target is immobilized and cannot move until it can break free.

The Difficulty of any task an enemy ship uses to try and escape the tractor beam is equal to the tractor beam's Strength. The task a ship must take to break free of a tractor beam is related to how the crew narratively wishes to escape. Some examples of escape tasks could be:

- **Modulating the Ship's Shields:** **Insight + Engineering** assisted by the ship's **Structure + Security**
- **Raw Power:** **Daring + Conn** assisted by the ship's **Engines + Conn**
- **Disabling the Emitter:** **Control + Security** assisted by the ship's **Weapons + Security**
- **Disrupting the Emitter:** **Reason + Science** assisted by the ship's **Sensors + Science**

Multiple ship talents are available to enhance the power and the capabilities of a tractor beam. In the 25th century, tractor beams can even be infused with other charged particles that sap an enemy's power supply or deplete their shields.

WEAPON QUALITIES

Many weapons have qualities that alter the way they function. Some of these qualities are beneficial, while others apply restrictions.

- **Calibration:** The weapon cannot be used to attack unless a Prepare minor action is performed during the same turn.
- **Devastating:** The Difficulty of Engineering tasks to repair damage caused by this weapon is increased by 1.
- **Hidden X:** The Difficulty of scans to locate the hidden weapon is increased by X.
- **High Yield:** If the attack inflicts one or more breaches to a system, it inflicts one additional breach.
- **Jamming:** Until the end of the round, the Difficulty for all Sensors and Conn tasks the target makes is increased by 1.
- **Slowing:** Until the end of the round, characters on board the target cannot use the Keep the Initiative Momentum spend.

THE WARP CORE AS A WEAPON

There have been several cases throughout history where a ship's warp core has been used to defeat an enemy or escape from their clutches. Usually, a warp core is jettisoned if there is an uncontrollable breach and an explosion is just a matter of time. However, with a few simple commands, the warp core can also be ordered to explode on a timer. This occurrence is typically a last-ditch effort to survive and is never used as a regular tactic.

Ejecting the reactor is a Difficulty 2 **Daring + Engineering** task. Success jettisons the reactor into Close range of the ship. When the reactor explodes, all ships in Close range take 3 + Ejecting Ship's Scale Stress with the Piercing 2 Stress effect.

THE SHIP AS A WEAPON

In dire circumstances throughout history, many species have used their ships as weapons to try and finish off their foes. This extremely risky and dangerous tactic results in massive damage and many casualties to both the charging ship as well as the target of the attack.

The Ramming Speed task can only be made by the flight controller, who chooses a single enemy within Long range as a target. This task is an attack that has a Power requirement of 1 and requires a Difficulty 2 **Daring + Conn** task assisted by the ship's **Engines + Conn**. This Difficulty is increased by 1 for every range category beyond Close the target is. If the attack is successful, it inflicts 2 + Ramming Ship's Scale Stress with the Piercing 3, Spread, and Vicious 1 Stress effects and the Devastating Weapon Quality. In addition, the ramming ship suffers a number of Stress equal to the target's Scale, with the Spread and Vicious 1 Stress effects, and the Devastating Weapon Quality.

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DESIGN BUREAU

TALENTS

"I was in charge of the shipyard where the *Defiant* was built. I helped design it."

– CAPTAIN BENJAMIN SISKO

SELECTING SPACEFRAME TALENTS

While each vessel within a given starship class is created from the same design, individual ships within a class can vary widely based on mission profile and talents. These talents provide advantages for ships during certain circumstances and can represent anything from specialized technologies the ship has to modified constructions the ship had installed when it was built.

Some talents have specific requirements that must be met before they are taken. Gamemasters can overrule these requirements if it would make sense in the story's narrative. Some narrative reasons to overrule a requirement might be that the ship is a prototype testing futuristic technologies, or perhaps it is displaced in time. In these cases, the gamemaster will have the final determination if a talent is applicable to the overarching story and if it belongs on the ship.

Talents have a condition in which they can be used, as well as a benefit that is granted during those conditions. Some of these conditions and benefits are mechanical in

TAKING TALENTS MORE THAN ONCE

While it is often the case that talents should only be taken once because of how the talent functions or that it would give no additional benefit to a starship to have, some talents can be taken multiple times for highly specialized starships or space stations.

- **Advanced Shields:** This may be taken multiple times, increasing Shield strength by 5 each time.
- **Backup EPS Conduits:** This talent may be taken twice, allowing a ship to re-roll any dice they wish on the roll to prevent Power loss.
- **Docking Capacity:** A station taking this talent multiple times continues to increase the number of starships it can have docked by half of its Scale (round down) and increasing the Scale of a ship that may dock by 2.
- **Enhanced Defense Grid:** A station taking this talent multiple times increases its Shields by half its Scale (rounded down) each time.
- **Extensive Shuttlebays:** This talent normally allows a ship to have twice as many small craft active at any given time, and may carry up to two Scale 2 craft. Taking this talent increases the starship's capacity the same way each time.
- **High-Power Tractor Beam:** This talent may be taken twice; the second time it increases the total tractor beam Strength from normal to Scale +2, and increasing the Strength of the tractor beam through Power requires only 1 Power per point of Strength.
- **Improved Impulse Drive:** This talent may be taken twice, changing the Momentum spend from 2 to 1 to increase the Difficulty of attacks against the ship as described in the core rulebook.
- **Improved Shield Recharge:** This talent may be taken twice if the starship has a Security of 5. If this is the case, a successful Regenerate Shields task regains 5 points of Shields and 3 more for each point of Momentum spent (Repeatable), instead of the normal amount.
- **Improved Warp Drive:** This talent may be taken any number of times to represent more efficient or highly advanced warp technology. Each time it is taken it allows the ship to re-roll any dice on the roll to prevent Power loss, per the talent in the core rulebook.
- **Secondary Reactors:** This may be taken any number of times, increasing a starship's Power by 5 each time.

nature, while others are more narrative. The gamemaster will approve talent uses before they are implemented by the crew. Some talents offer a flat bonus to a ship's functions. These talents are always considered to be active and need no condition to be met before they are used.

A ship may have as many talents as their Scale, some of which come with the spaceframe, while others can be granted from the ship's mission profile. When creating a spaceframe from scratch, assign talents as needed.

STARSHIP TALENTS

ABLATIVE ARMOR

The vessel's hull plating has an additional ablative layer that disintegrates slowly under extreme temperatures, such as those caused by energy weapons and torpedo blasts, dissipating the energy and protecting the ship. Older models of starships with this talent have additional hull plating, thickening the normal protection the vessel has. This plating is replaced periodically. The ship's Resistance is increased by 2.

ABLATIVE ARMOR GENERATOR

Requirement: 25th century or later

The ship is fitted with a number of external replicators pre-set to materialize an outer layer of armor plating over the hull, reinforced with structural integrity fields that make it extraordinarily resilient. When the ship raises its Shields, it may deploy armor instead, by spending 3 Power. This increases the maximum Shields capacity by 5 and increases the ship's Resistance by 3. While armor is deployed, the Modulate Shields and Regenerate Shields actions cannot be taken – the armor cannot be fine-tuned in those ways.

ABLATIVE FIELD PROJECTOR

Requirement: 25th century or later

The ship's shield emitters are combined with an ablative field projector that allows its graviton field to be shared with another target in Close range. These projectors charge the target's shields while dissipating its own. Doing so requires a Difficulty 1 **Control + Security** task. On a success, your ship loses 1 Shield point and the target gains 1 Shield point. This process can be repeated any number of times by spending 1 Momentum for each swap.

ADAPTABLE ENERGY WEAPONS

Requirement: 24th century or later

The ship's weapon delivery systems are enhanced by multiparticle emitters. These emitters allow for the ship's energy weapon capabilities to be modified when fired. If desired, before an attack is rolled, the ship's weapon's Stress Rating is reduced by 1, but the officer making the attack roll may swap out any one Stress effect for another.

ADVANCED EMERGENCY CREW HOLOGRAMS

Requirement: 2380 onward

The starship has the entirety of its interior spaces and some critical areas on its exterior outfitted with holoemitters, allowing the computer to project simulated personnel during emergencies. The ship has a number of holographic supporting characters (which should be pre-created) equal to half the ship's Computers score, rounding up; their appearance and personality are determined when the ship is created. These can be activated or deactivated as a minor action, and they do not require any Crew Support to appear. They cannot operate away from the ship, and they do not improve when introduced in subsequent adventures.

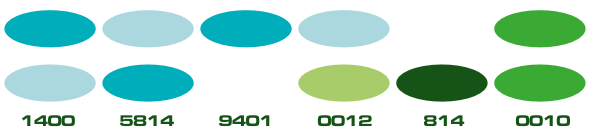
ADVANCED MEDICAL WARD/SICKBAY

The ship's medical ward or sickbay is well equipped, and larger than normal for a ship of this size. The ship gains the Advanced Medical Ward or Advanced Sickbay advantage, which applies to all tasks related to medicine and biology performed within the ward or sickbay. This advantage is lost if the ship's Computers system is disabled.

ADVANCED RESEARCH FACILITIES

Requirement: Science 3+

The vessel is equipped with additional laboratories and long-term research facilities, which allow the crew to study phenomena over a protracted period, and thus generate a wealth of useful information. Whenever a character aboard the ship attempts a task to perform research, and they are assisted by the ship's **Computers + Science**, the character gains 1 bonus Momentum, which must be used for the Obtain Information Momentum spend.



ADVANCED SENSOR SUITES

The vessel's sensors are among the most sophisticated and advanced available in the fleet. Unless the ship's sensors have suffered one or more breaches, whenever a character performs a task assisted by the ship's Sensors, they may reduce the Difficulty of the task by 1, to a minimum of 0.

ADVANCED SHIELDS

The ship's shields are state-of-the-art, using developments that other cultures have not yet learned to overcome, or which simply provide greater protection for the same power expenditure. The ship's maximum shields are increased by 5.

ADVANCED TRANSPORTERS

Requirement: 24th century or later, Science 4+

The ship is outfitted with dozens of transporter emitter array pads, allowing targeting scanners to lock on to their targets and destination more easily. While accurate, this system is Power intensive. The Difficulty of all transporter tasks are decreased by 1. The Power requirement of all transporter tasks is increased by 1.

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ANNULAR CONFINEMENT JACKETING

Requirement: 22nd or 23rd century only

The ship's energy weapon emitters create an annular confinement beam around its energy beams, allowing the weapons to fire short distances at warp speeds. The ship may make an attack with its energy weapons at Close range while at warp; however, the Difficulty for the attack is increased by 2.

AUTOMATED DEFENSES

Requirement: 23rd century or later, Security 3+

The ship's weapons systems can automatically lock on to a target and fire. At the end of a combat round, if nobody fired a ship weapon, the ship may make an unassisted energy weapon attack using its **Weapons + Security** against a target. Momentum may be used and generated as normal for this attack.

AUTOMATIC RETURN

Requirement: 23rd century or later

The ship's computer is programmed to recognize a starbase, colony, or some other location as its home base. The shuttles on board have the same programming and recognize the ship as their home base. If the ship's Computers system goes for 10 days without commands from the crew, it will automatically pilot the ship back to the home base at maximum impulse.



CLOAKING DEVICES AND POLITICS

The technology of cloaking devices has existed in some form or another since at least the 22nd century; the Romulan Star Empire used them to conceal minefields near Romulan-claimed space as early as 2152, and both the Klingons and the Romulans had stable, functional starship-mounted cloaking by the mid-23rd century. However, the Federation rarely employed cloaking prior to the 24th century, and was legally barred from developing or operating cloaking technology under the Treaty of Algeron in 2311, after a diplomatic incident with the Romulans.

While any ship can be fitted with a cloaking device, they are illegal in many places, and they are extremely rare outside of the Klingon Empire or Romulan Star Empire, mainly traded on the black market for large quantities of latinum and occasionally found in the hands of pirates, smugglers, or dubious entrepreneurs. Starfleet has occasionally made use of them, sometimes illicitly developing their own (as was the case with the *U.S.S. Pegasus*), or sometimes operating one loaned from an ally (as was the case with the *U.S.S. Defiant*) under specific diplomatic conditions.

Cloaking technology, as a major strategic technology, advances quickly, and each passing century brings new improvements in the field, as well as corresponding advancements in sensor systems and scanning techniques used to detect cloaked vessels. This arms race means that a cloaking device designed more than a few decades ago is likely to be much easier to defeat than a state-of-the-art one.

If you want to include a cloaking device on your ship, discuss the matter with your gamemaster to determine whether such technology is fitting or appropriate for the game being played; a ship with an illegal cloak could be an interesting plot point in some games, but unsuitable in others. Further, if a cloaking device has a different technological base than the rest of the ship, integrating it could produce all manner of quirks, oddities, or even complications, as occurred from time to time with the *U.S.S. Defiant* and her Romulan-made cloaking device.

BACKUP EPS CONDUITS

The ship's power conduits have additional redundancies, which can be activated to reroute power more easily in case of an emergency, keeping it from being lost when the ship is damaged. Whenever the ship would lose one or more Power because of suffering damage, roll 1 for each Power lost. Each effect rolled prevents the loss of Power.

CAPTAIN'S YACHT

The vessel has a single additional support craft, normally mounted in a dedicated port under the saucer of the ship. These craft, larger than most shuttles, are often used for diplomatic missions and special excursions by the commanding officer and are often known as the captain's yacht (though not always; some *Intrepid*-class vessels have a similar craft called an aeroshuttle). The ship has one additional small craft, which does not count against the number which may be active at any one time. The captain's yacht statistics can be found on page 216.

CLOAKED MINES

Requirement: Security 4+

The ship's mines are equipped with state-of-the-art cloaking technology, making them almost impossible to detect. Mines that the ship places have the Hidden 2 Weapon Quality.

CLOAKING DEVICE

Requirement: Gamemaster's discretion

The vessel has a device that allows it to vanish from sensors. Operating the device requires a **Control + Engineering** task with a Difficulty of 2, assisted by the ship's **Engines + Security**, as this task must be done from the tactical position. The task has a Power requirement of 3. If successful, the vessel gains the Cloaked trait. While cloaked, the vessel cannot attempt any attacks, nor can it be the target of an attack unless the attacker found some way of detecting the cloaked vessel. While cloaked, a vessel's shields are down. Decloaking the vessel requires a minor action.

COMMAND SHIP

Requirement: Command 3+

The ship has command and control systems allowing it to coordinate easily with allies during a crisis. When a character on the ship succeeds at a Command task to create an advantage, they may always be assisted by the ship's **Communications + Command**, and they may confer the advantage to allied ships, landing parties, or away teams with whom the ship maintains a communication link.

DEDICATED PERSONNEL

Choose a single department. The ship gains two additional Crew Support, which may only be used to establish supporting characters who are part of that department.

DEDICATED SUBSPACE TRANSCEIVER ARRAY

A starship with this talent has a section of its hull that slides away where a long, tether-like subspace transceiver array can be deployed to enhance the vessel's communication range and clarity, even at warp. Any tasks involving sending, receiving, or intercepting subspace or standard EM communications have their Difficulty reduced by 1.

DELUXE GALLEY

The ship's mess hall is equipped with top-of-the-line food preparation systems as well as vast stores of non-replicated food. Whenever the ship's cook or chef uses their role ability while in the ship's galley, they generate 1 additional Momentum. In addition, whenever a crew member meets with a guest of the ship in the galley, they gain the Fine Dining advantage, which comes into play with all Presence and Command tasks.

DIPLOMATIC SUITES

The ship has numerous high-quality staterooms for hosting VIPs, as well as briefing rooms and other facilities that allow the ship to serve as a neutral ground for diplomatic summits, trade negotiations, and similar functions. When hosting negotiations, members of the crew may be assisted by the ship's **Computers + Command** or **Structure + Command.**

EMERGENCY MEDICAL HOLOGRAM

This profile represents a Mark 1 Emergency Medical Hologram, an acerbic and ill-tempered program often disliked by the crews serving alongside them.

Trait: Hologram

ATTRIBUTES

CONTROL	10	FITNESS	08	PRESENCE	07
DARING	09	INSIGHT	08	REASON	09

DISCIPLINES

COMMAND	01	SECURITY	01	SCIENCE	03
CONN	02	ENGINEERING	02	MEDICINE	04

FOCUSES: Emergency Medicine, Surgery, Xenobiology

DUAL ENVIRONMENT

Requirement: 24th century or later

The ship is outfitted with redundant system rooms that can be filled with gases or liquids that allow crew members requiring different atmospheric conditions to work side by side with the rest of the crew. In addition, passages that can be filled with the necessary liquids or gases run parallel to all passages in the ship, allowing these crew members to move freely throughout. A character who is in a redundant system room may assist others in the connected system room as if they were in the same room.

ELECTRONIC WARFARE SYSTEMS

The ship's communication systems have been specially designed to intercept and disrupt enemy communications in battle. Whenever a character on the ship succeeds at the Intercept or Signal Jamming tasks, they may spend 2 Momentum to select one additional ship to be affected.

EMERGENCY MEDICAL HOLOGRAM

Requirement: 2371 or later

The ship's sickbay is equipped with holoemitters and a state-of-the-art holographic doctor, able to assist medical personal during emergencies. The ship has one additional supporting character, an Emergency Medical Hologram, using the attributes, disciplines, and so forth as shown in the sidebar, which does not cost any Crew Support to introduce, and which does not automatically improve when introduced. This character cannot go into any location not equipped with holoemitters.

Gamemaster Note: *All Federation starships after 2380 are automatically equipped with the EMH program and are not required to take this talent.*

EXPANDED MUNITIONS

The ship has been designed to defend itself from all manner of threats. As such, it has either additional energy delivery systems or extended storage for torpedoes or mines. The ship may add any one weapon to its profile. This talent may be taken multiple times, adding a different weapon each time. Any prerequisites for the weapon or its delivery system still apply.

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WARP PWR TRANS

EXPANSIVE DEPARTMENT

This talent represents a highly-focused starship with many specialists in their field working closely together to perform tasks at peak efficiency. This talent must be taken for a starship to have a department score of 6 through application of a mission profile or through game events and player actions. Starbases do not need this talent to have a department above 5. All tasks that include this Expansive Department have a target number calculated as normal. Whenever the ship assists a task using this department, or performs a task on its own using this department, the ship may re-roll a d20.

EXTENSIVE SHUTTLEBAYS

The vessel's shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship may have twice as many small craft active at any one time as it would normally allow, and it may carry up to two Scale 2 small craft.

FAST TARGETING SYSTEMS

Requirement: Security 3+

The ship's targeting systems can lock weapons on target much faster and more accurately than other ships of its class, giving it an edge in battle. The ship does not suffer the normal Difficulty increase for targeting a specific system on the enemy ship.

GRAPPLER CABLES

This precursor to tractor beams uses sturdy cables and magnetic grapplers to grab objects and ships. If the target breaks free, roll 1 – on an effect, the cables are damaged and cannot be used again until repaired.

HIGH-POWER TRACTOR BEAM

The ship's tractor beam systems channel far greater quantities of power and exert much more force on the target. The ship's tractor beam has a strength two higher than normal. Further, whenever a target attempts to escape the tractor beam, the ship may spend Power to increase its strength for that attempt; the strength increases by 1 for every 2 Power spent.

IMPROVED DAMAGE CONTROL

The ship has more efficient damage reporting systems and better trained teams, allowing the crew to respond more quickly during a crisis. When a character attempts a Damage Control task aboard the ship, they may re-roll a d20. If the repairs require an extended task, then the character also gains Progression 1.

HIGH-RESOLUTION SENSORS

The vessel's sensors can gain large amounts of accurate data, though they are extremely sensitive. While the vessel is not in combat, any successful task that is assisted by the ship's Sensors gains one bonus Momentum.

IMPROVED HULL INTEGRITY

The ship's hull has been reinforced to hold together better under stress and damage. The ship's Resistance is increased by 1.

IMPROVED IMPULSE DRIVE

The ship's impulse drives are more powerful than on most ships, allowing the ship to accelerate much more quickly. When the flight controller succeeds at the Impulse, Attack Pattern, Evasive Action, or Ramming Speed tasks, they may spend 2 Momentum to increase the Difficulty of tasks against the ship by 1 until the start of the flight controller's next turn, due to the ship's rapid acceleration.

IMPROVED POWER SYSTEMS

The ship's power systems are extremely efficient, allowing power to be redirected and rerouted from different systems very quickly. Whenever a character succeeds at a Power Management task, the ship gains 2 Power per Momentum spent (Repeatable) instead of 1.

IMPROVED REACTION CONTROL SYSTEM

Requirement: Conn 3+

The ship's maneuvering thrusters operate with greater precision, allowing the ship to adjust its course more carefully. Whenever a task to move or maneuver the ship would increase in Difficulty because of obstacles or hazards, reduce the Difficulty by 1 (to a minimum of the task's normal Difficulty).

IMPROVED SHIELD RECHARGE

Requirement: Security 3+

The ship's deflector shields have redundant capacitors and emitter arrays that allow the shields to be recharged and replenished more efficiently. Whenever the Regenerate Shields task is successful, the ship gains 3 points of Shields, plus 3 more for each Momentum spent (Repeatable), instead of the normal amount.

IMPROVED WARP DRIVE

The ship's warp drive is more efficient, capitalizing on improved field dynamics, better control of antimatter flow rates, or some other advancement that allows the ship to expend less energy when traveling at warp. Whenever the ship spends Power to go to warp, roll 1 for each Power spent; if an effect is rolled, that point of Power is not spent.

INDEPENDENT PHASER SUPPLY

Common prior to the 2270s, the ship's phasers use an independent power supply rather than drawing directly from the ship's other power sources. Attacking with the ship's phasers no longer has a Power requirement. However, the ship may not spend additional Power to boost the effectiveness of an attack with its energy weapons.

MODULAR LABORATORIES

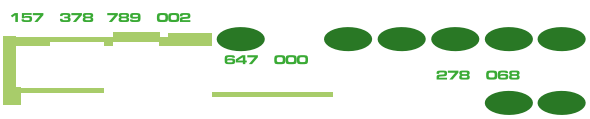
Requirement: Science 2+

The ship has considerable numbers of empty, multi-purpose compartments that can be converted to laboratories when required. At the start of an adventure, the crew may decide how the modular laboratories are configured; this configuration counts as an advantage which applies to work performed within the laboratories.

MULTI-VECTOR ASSAULT MODE

Like the Saucer Separation talent, Multi-Vector Assault Mode changes the statistics of the ship as it splits apart into three distinct sections. Each section has the same systems and departments scores as the original fully integrated starship, but each individual section has only one third the power (divide original Power rating by 3, rounding down) that it originally hadd and each of the sections has a Scale 1 less than the original starship. Starships that wish to take this talent must also have the Redundant Systems (Propulsion) talent. All energy weapons' Stress ratings for each section is one less due to the reduction in Scale.

Separating the starship into three sections (Command and two attack sections) requires a **Control + Conn** task with a Difficulty of 2, assisted by the ship's **Structure + Engineering**. Reconnecting the separate sections requires the same task as separation, but done twice. Sections may not disconnect or reconnect if the Structure of any section of the ship, or the ship as a whole, has been damaged or disabled.



POINT DEFENSE SYSTEM

Requirement: Security 3+

The ship is equipped with a system of small energy weapon emitters that operates independently from the main weapons systems. When a torpedo targets the ship, these emitters start firing in the direction it is traveling from, potentially destroying it before it impacts the shields or the ship's hull. This system only works at subwarp speeds. The ship is considered to have Cover 2 against torpedo attacks.

POLARIZED HULL PLATING

The ship does not have deflector shielding, but rather is equipped with layers of hull plating that can be polarized to resist attack. This functions in the same way as Shields, with one difference: the ship suffers a Breach if 4+ Stress is suffered after deductions for Resistance.

RAPID-FIRE TORPEDO LAUNCHER

The vessel's torpedo launchers have been designed to allow the ship to fire multiple torpedoes much more quickly and accurately. Whenever the crew adds to Threat to fire a torpedo salvo, they may re-roll a single d20 on the attack, and any number of on the Stress roll.

REDUNDANT SYSTEMS

The ship has multiple additional redundancies that allow it to withstand severe damage more easily. Nominate a single system. When that system becomes damaged or disabled, the crew may choose to activate the backups as a minor action; if the system was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. A system's backups may only be activated once per adventure, so subsequent damage will have the normal effect.

REGENERATIVE HULL

Requirement: 25th century or later

The ship's hull is infused with reverse-engineered Borg nanite technology that seeks out and repairs the hull immediately when it is damaged, often preventing a breach before it can happen. The amount of Stress needed for the ship to sustain a breach is increased by 1.

RUGGED DESIGN

The ship is designed with the frontier in mind, with a durable construction and easy access to critical systems that allow repairs to be made easily. Reduce the Difficulty of all tasks to repair the ship by 1, to a minimum of 1.

SAUCER SEPARATION

Requirement: *Galaxy* class or gamemaster's discretion

The ship is designed so that the saucer section can be separated from the engineering section to operate as two distinct ships. Each section has the same systems, talents, and weapons, but their Scale is one lower than the whole ship (recalculate anything derived from Scale), and each section only has half the Power (rounded down) that the ship had before separation. Further, if the ship has suffered any Stress, ongoing effects of that damage apply equally to both sections. The saucer section, which contains the crew quarters and recreation areas, does not have the capacity to go to warp.

Separating is a **Control + Conn** task with a Difficulty of 3, assisted by the ship's **Structure + Engineering**, performed from the internal sensors or main engineering areas. Reconnecting requires the same task with a Difficulty of 1, but from the crew in both parts of the ship; if either task fails, the reconnection fails. Separating and reconnection cannot be done if the Structure of either ship has been Damaged or Disabled.

SECONDARY REACTORS

The ship has additional impulse and fusion reactors that allow the ship to generate far greater quantities of energy. Increase the ship's Power capacity by 5.

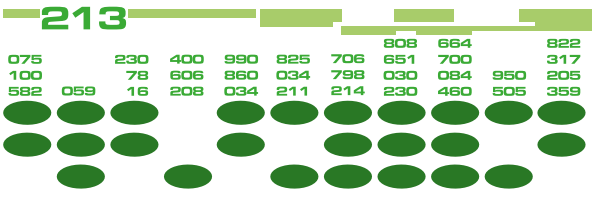
SELF-REPLICATING MINES

Requirement: 2371 or later, Security 4+

The ship carries mines that are capable of replicating themselves over time, allowing for a more thorough spread filling the area they're deployed in. The Difficulty of any task made to avoid the mines does not reduce when mines are detonated.

SIPHONING SHIELDS

The vessel's shield emitters are connected to a network of particle siphons that capture some of the energy released when hit by an energy weapon, channeling it back into the shields. When the ship is hit by an energy weapon, after Stress is rolled, roll 1 for each point of Shields lost, then regain a number of Shield points equal to the number of effects rolled.



SLIM SENSOR SILHOUETTE

Through a combination of advanced alloys, EM shielding, and electronic countermeasures, the starship is difficult to detect via electromagnetic radiation and subspace sensors. While not a true cloaking device, these vessels can sneak into star systems entirely undetected. Like a cloaking device, utilizing the EM shielding and ECM systems on board requires a **Control + Engineering** task with a Difficulty of 2. If this task is successful, the maximum Power rating of the ship is reduced by 2 to represent the power usage of the systems and "running silent," and shields are deactivated. All tasks to detect the stealthy starship have their Difficulty increased by 1. There are no restrictions on weapons fire from the ship using this talent.

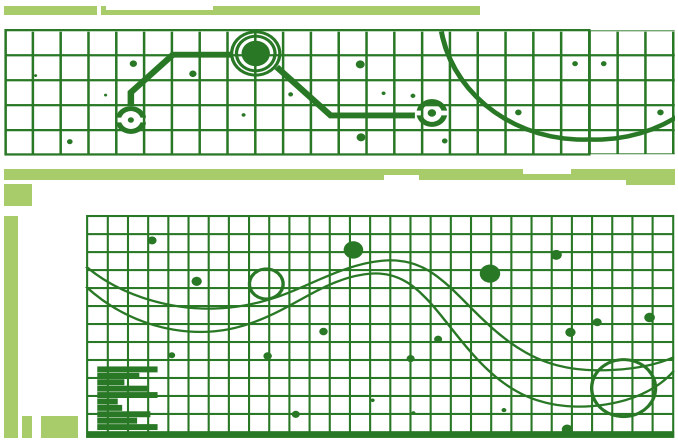
TACHYON DETECTION FIELD

Requirement: 25th century or later, Science 3+

The ship is equipped with a field generator that projects a cloud of tachyons around it. Activating the field generator requires a **Control + Engineering** task with a Difficulty of 2, assisted by the ship's **Sensors + Science**, and has a Power requirement of 2. The field remains active until the ship moves. While the field is active, the ship is notified of any cloaked vessels that are within or pass into Close range. The ship may attack a cloaked target within the field, though the Difficulty for the attack is increased by 2.

VARIABLE GEOMETRY WARP FIELD

An extension of the variable pitch warp nacelles seen on the *Intrepid* class and the warp vector technology found on many Vulcan-designed starships, a ship with a variable geometry warp field can adjust its subspace field in highly turbulent spacetime and can continue to provide propulsive force even then. These vessels provide the advantage of Variable Geometry Warp Field in any scene involving a disadvantage related to difficulties forming or maintaining a stable warp field.



VERSATILE TRACTOR BEAM

Requirement: 25th century or later

The ship has exotic particle emitters integrated with its tractor beam system. With a few simple adjustments, the tractor beam can become even more useful against ships trapped within. When the tractor beam is activated, the operator may choose to add one of the following effects:

- **Depleting:** At the end of each round a target remains within the tractor beam, it loses 1 Shield.
- **Draining:** At the end of each round a target remains within the tractor beam, it loses 1 Power.

WORMHOLE RELAY SYSTEM

Requirement: 2371 or later

The ship has an additional sensor system outfitted with high-energy transceivers, verteron sensors, and neutrino sensors. These sensors, combined with field-generation devices, allow the ship to send and receive data streams through wormholes. The Difficulty of all Science tasks to send or receive data through a wormhole is reduced by 2 to a minimum of 0.

SPACE STATION TALENTS

The following talents are specifically for space stations or ground-based installations. They could be adapted for use with extraordinarily large spaceframes, subject to gamemaster approval.

DOCKING CAPACITY

The station had additional ports, pylons, and gantries that allow it to support a greater number of docked vessels, as well as larger vessels than would normally be the case. The starbase has a number of docking ports equal to one-and-a-half times its Scale (rounding down), instead of half its Scale. The maximum Scale of any ship that may dock at the station is increased by 2.

DRYDOCK

A space station with this talent has facilities that can assist in construction or repair of starships, including the fabrication facilities for equipment, and limited refining capabilities for producing alloys from raw material. Space stations with this talent provide an advantage called Drydock that applies to all repairs and construction tasks involved with starships docked to it.

ENHANCED DEFENSE GRID

The station's Shields are increased by an amount equal to half the station's Scale.

FIREBASE

The station is built to defend itself and surrounding space from attack and can unleash colossal firepower. Whenever a character makes an attack with the station, they may use the Swift Task Momentum spend for 1 Momentum instead of the normal 2, so long as their second task is also an attack.

REPAIR CREWS

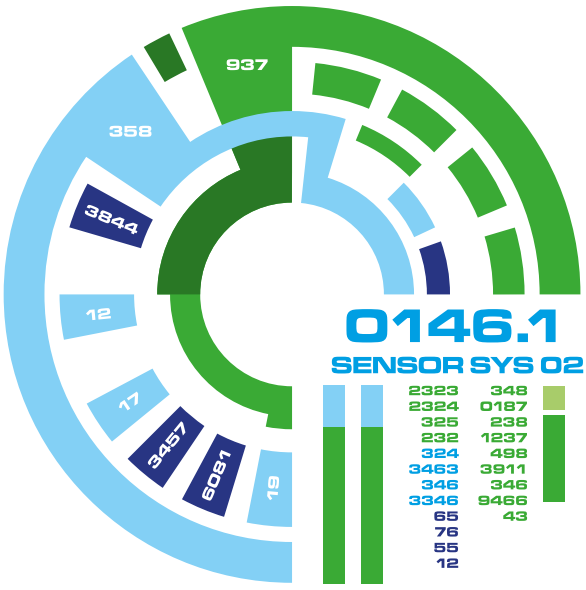
With additional personnel to support repair and maintenance work, the station may prioritize repairs to a number of ships equal to its Engineering department.

SELF-PROPELLED

All space stations have limited propulsive capabilities to adjust their orbit around a planetary body or move slowly through empty space to new positions. A space station with this talent has the ability to not only move through regular space, but to also move at warp speeds. The majority of space stations with this talent are self-propelled drydocks capable of assisting stranded starships or moving between star systems to where they are most needed. All Power requirements for tasks related to warp speeds are doubled to represent the bulk and mass of the station.

STURDY CONSTRUCTION

When the station suffers Stress, after Resistance, from an attack or hazard, it suffers a breach if 8 or more Stress is inflicted, rather than 5 or more as is normally the case.

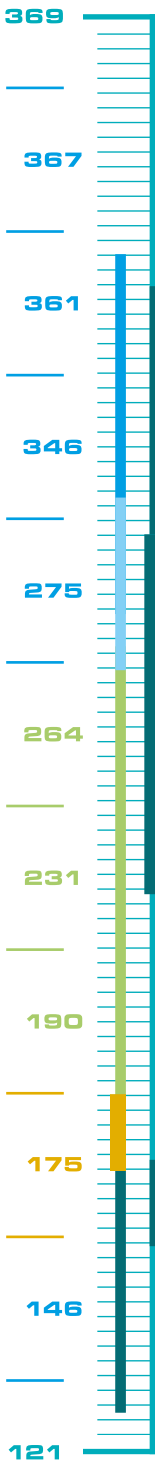


04.00

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FEDERATION SPACEFRAMES

INTRODUCTION

***"U.S.S. Enterprise*, shakedown crew's report. I think this new ship was put together by monkeys. Oh, she's got a fine engine, but half the doors won't open, and guess whose job it is to make it right."**

– CAPTAIN MONTGOMERY SCOTT

SPACEFRAME EVOLUTION

Star Trek Adventures has been in publication for over five years, and, in that time, the rules have adapted to feedback from the writers, developers, and fans alike. In addition, new *Star Trek* series have been released, presenting new options for starships all across the franchise's timeline.

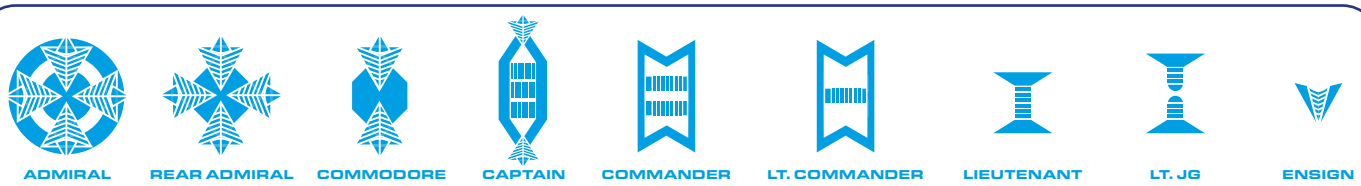
As a result, the design philosophy behind the systems used for spaceframes has changed, so you may see differences in the spaceframe mechanics here from those previously published. The statistics for a spaceframe presented in this chapter represent adherence to the revised rules presented in ***Chapter 3*** of this book for constructing spaceframes.

As always, use whichever published material you feel is right for your game.

SPACEFRAME DETAILS

Each spaceframe includes the following key information:

- **LAUNCH YEAR:** The year the spaceframe entered service.
- **PRIMARY SHIPYARDS:** The primary shipyards responsible for building the spaceframe.
- **OVERVIEW:** Information about the spaceframe's design history and purpose.
- **CAPABILITIES:** Details about the spaceframe's capabilities.
- **REFITS AND VARIANTS:** Any information regarding upgrades the spaceframe has received over time, or specific variants of the spaceframe in service.
- **SUGGESTED MISSION PROFILES AND CAMPAIGNS:** Suggestions on which mission profiles best suit the spaceframe, and suggestions on what types of campaigns the spaceframe best supports.
- **NAMING CONVENTIONS:** Details on naming conventions for the spaceframe.
- **TRAITS:** Traits related to the spaceframe.
- **SYSTEMS:** Statistics for the stock spaceframe's systems.
- **DEPARTMENTS:** Statistics for the stock spaceframe's departments.
- **SCALE:** The Scale of the spaceframe.
- **WEAPONS:** Any weapons installed on the spaceframe.
- **TALENTS:** The talents the stock spaceframe includes.
- **NOTABLE STARSHIP:** An example starship of the spaceframe's class.



STARFLEET COMMISSIONED OFFICERS RANK INSIGNIA (2290)

94.4

MISSION POD

Certain spaceframes have the ability to be fitted with a single mission pod, chosen from the list below. The talents provided by the pod may not be swapped out normally, but the entire mission pod (and all of its benefits) may be swapped out as if it were a single talent.

- **Astrometrics and Navigation:** This pod contains sensors specially tuned to detect, triangulate, and time distant quasar signals and map gravitational distortions. Combined with a secondary navigational deflector, this pod allows a vessel to be highly accurate in warp and quickly ascertain its position even after travel through wormholes. The spaceframe has +1 Computers, +1 Engines, and +1 Conn. The spaceframe gains the Improved Warp Drive and Advanced Sensor Suites talents.

- **Command and Control:** This pod contains additional subspace antennae and supplementary computer cores, allowing it to serve as a command vessel for fleet actions. The spaceframe has +1 Communications, +1 Computers, and +1 Command. The spaceframe also gains the Command Ship and Electronic Warfare Systems talents.

- **Defensive Shield Enhancement:** This pod contains extra shield generators, structural integrity field systems, and a network of graviton emitters capable of improving the defensive field around a starship. The ship has +1 Engines, +1 Structure, and +1 Engineering. The ship also gains the Advanced Shields and Improved Shield Recharge talents.

- **Emergency Recovery:** The pod contains extensive and robust tractor beam emitters and graviton buffers, along with mission-adaptable cargo space to allow the vessel to act as a fleet tender, or emergency recovery starship for vessels without propulsion. The ship has +1 Engines, +1 Structure, and +1 Conn. The ship also gains the High-Power Tractor Beam and Redundant Systems (of the players' choice) talents.



- **Field Hospital:** The pod has an isolated environment able to contain even the most virulent diseases known to Federation science, along with an independent life support system, holoemitters, medical replicators, and facilities able to house hundreds of patients. The ship has +2 Computers and +1 Medical. The ship also has the Emergency Medical Hologram and Advanced Sickbay talents.

- **Fleet Carrier:** The pod contains a cavernous shuttlecraft bay along with the maintenance facilities for them. It is capable of handling craft as large as runabouts. The ship has +1 Communications, +1 Structure, and +1 Security. The ship also has the talents Extensive Shuttlebays (which the ship may have twice for a total of 3x the normal shuttlecraft it would normally allow) and Command Ship.

- **Fleet Command Support:** This is a specialized pod containing subspace communications transceivers that link into powerful sensor arrays, allowing starships in communication with the command ship to synchronize their fire systems together. The spaceframe has +1 Communications, +1 Computers, and +1 Command. The spaceframe also gains the Command Ship talent and gains an advantage of "Linked Fire Control" that applies to fleet combat as determined by the gamemaster, reducing the complication range on weapons fire. This advantage takes up a normal talent slot.

- **Mobile Drydock:** This pod contains a folded dry dock that can be unfurled and deployed for assisting in repairing other starships. Inside the remaining pod there are replicator facilities capable of disassembling asteroids and comets to produce replacement parts and hull for damaged vessels, plus a large work bee bay. The ship gains +1 Structure, +1 Computers, and +1 Engineering. The ship also has the talents Improved Damage Control and Rugged Design (which can also be applied to any ship being repaired by the vessel with this pod).

- **Sensors:** The pod contains additional sensor systems, allowing the ship to serve in a range of scientific and reconnaissance roles. The ship has +2 Sensors and +1 Science. The ship also has the Advanced Sensor Suites and High-Resolution Sensors talents.

- **Warp Propulsion Pod:** The pod contains an advanced warp nacelle with paired coils, along with extra fusion reactors that can either assist the ship in maintaining a high warp velocity, or maintain a warp field after saucer separation. The ship has +2 Engines and +1 Conn. The ship also gains the Improved Warp Drive and Secondary Reactors talents. If this results in in a ship having Improved Warp Drive twice, the ship may re-roll dice after the first roll to see if Power is spent going to warp. Additionally, if Secondary Reactors is taken twice, this results in a total Power capacity increase of +10.

- **Weapons**: The pod contains additional torpedo launchers, phaser arrays, and targeting sensors. The ship has +1 Sensors, +1 Weapons, and +1 Security. The ship also has the Fast Targeting Systems and Rapid-Fire Torpedo Launcher talents.

J-CLASS/Y-CLASS

LAUNCH YEAR: 2102

PRIMARY SHIPYARDS: Newport News Orbital Complex, Earth; Copernicus Ship Yards, Luna; Lagrange Facilities, Lagrange 4 Sol

OVERVIEW: As the Human sphere of exploration expanded, humanity's need for interconnectedness did as well. The new Human colonies at Proxima, Terra Nova, and Vega required an almost constant stream of vessels to continue to exist, and these vessels were often Tellarite or Vulcan. UESPA needed a cargo hauler of its own, and the Y-class and its variants would solve many of the growing pains United Earth felt in the early years of the 22nd century. Easy to build and maintain, whole families would live and operate the vessels, often spending months or years between trade stops. The merchant families operating these vessels, known as "boomers," made each ship their own. The memories formed on these vessels would mean families wanting to continue operating them far after they became obsolete, with some continuing to operate well into the 24th century.

SPACEFRAME

TRAITS: United Earth Starship, Civilian Starship

SYSTEMS

COMMS	04	ENGINES	05	STRUCTURE	06
COMPUTERS	04	SENSORS	05	WEAPONS	04

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	–
CONN	+1	ENGINEERING	+1	MEDICINE	+1

SCALE: 2

WEAPON:
- Phase Cannons

TALENT:
- Polarized Hull Plating

CAPABILITIES: The Y-class Freighter was designed to have multiple mounting points along a long spine designed for large, isolated cargo pods. Each of these mountings had spare warp coils that acted as field repeaters, allowing the spaceframe to maintain a weak but stable warp field that could propel the spacecraft to warp 1.8. As these vessels spent months at a time between ports, the living accommodations were spacious for the time, and the vessel was designed for heavy shielding and ease of maintenance.

The volume between the inner and outer hull was spacious enough to allow fully EVA suited crew to move through. Many crews stowed extra hull plating there for ease of repairs, but also providing extra protection against high velocity impacts from dust particles and even small kinetic projectiles.

REFITS AND VARIANTS: The largest variant produced for the Y-class was known as the J-class freighter. The J class was larger than the Y by 50%, and had a slightly higher warp speed due to much of the extra mass being dedicated to larger warp nacelles. This slight increase in speed was enough to save the crew 146 days on a round trip to Proxima from the Sol system at the price of much higher operational costs. The J-class also saw an increase in weapon emplacements and extra habitation space used for schools, larger kitchens, or, in one case, a movie theater.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Civilian / Merchant Marine, Logistical / Quartermaster, Colony Support

NAMING CONVENTIONS: Y and J-class Freighters were named by their crews in whichever way they saw fit – names of lovers, cities of birth, or even famous historical vessels. These vessels were prefixed by WS (Warp Ship), though often the crew referred to the vessel as SS (Single Screw, an outmoded water navy term). Those in service to UESPA and the Earth Cargo Service prefixed their name with ECS.

E.C.S. HORIZON (2155)

Horizon was the vessel of the Mayweather family, and ranged as far as Draylax and Trillius Prime. Travis Mayweather, the famous helmsman of NX-01 *Enterprise*, grew up on this vessel and learned many lessons in survival and how to handle contact with new life and new civilizations. *Horizon* continued to serve United Earth and her daughter colonies until the formation of the Federation, when technology was fully shared that rendered the slow old Y- and J-class vessels obsolete. The vessel was retired to lunar orbit in 2169 to the Boomer Museum, a collection of ships and artifacts left over from humanity's early push into the Milky Way.

COMMISSIONED: 2125

MISSION PROFILE: Civilian / Merchant Marine

TRAITS: United Earth Starship, Civilian Starship

SYSTEMS

COMMS	05	ENGINES	06	STRUCTURE	08
COMPUTERS	05	SENSORS	07	WEAPONS	04

DEPARTMENTS

COMMAND	01	SECURITY	01	SCIENCE	01
CONN	03	ENGINEERING	04	MEDICINE	04

SCALE: 2 **RESISTANCE:** 2
POWER: 6 **SHIELDS:** 9

WEAPON:
- Phase Cannons (Energy, Close Range, 5▲, Versatile 1)

TALENTS:
- Polarized Hull Plating
- Rugged Design



WARP DELTA

LAUNCH YEAR: 2125

PRIMARY SHIPYARDS: San Francisco Orbital Shipyards, Earth; Newport News Orbital Complex, Earth; Tokyo Geosynch Complex, Earth

OVERVIEW: The United Earth Space Probe Agency (UESPA) had access to few standardized designs at the beginning of the 22nd century that weren't fully civilian. Starfleet required a vessel capable of keeping up with the merchantmen and boomers of the time, escorting them and colony ships between the home system and nearby colony worlds of Proxima and Vega. The *Warp Delta* class was proposed, a heavily armed and nimble vessel capable of holding off all but the most insistent of pirates. The *Warp Delta* proved its worth time and again in the decades prior to the Earth-Romulan War, and was notable for being the oldest vessel to serve during the war in a front-line capability. After the founding of the Federation, *Warp Delta* vessels were slowly relegated to patrols of the Sol system and Human colony systems until being retired from Starfleet in 2190.

CAPABILITIES: The *Warp Delta* had top-of-the-line warp coils available at the time, allowing the vessel to achieve warp 2.2 with power generated from its small matter/antimatter core and auxiliary fusion reactors that also provided sublight propulsion. This speed allowed it to overtake slower merchantmen and attempt to intercept slower and less advanced Human-built spaceframes. The *Warp Delta* was heavily armed for a starship of the era, with fore and aft mounted phase cannons, along with two phase cannons mounted on turrets to cover the ventral and dorsal hull of the craft. A single launch tube for torpedoes was on the ventral hull, fed by a magazine containing ten spatial torpedoes. As the *Warp Delta* was assumed to be away from the Sol system for long periods, a maintenance space was provided inside the vessel capable of refining minerals gathered from asteroids and crafting them into hull plating and other simple-to-manufacture components.

REFITS AND VARIANTS: The *Warp Delta* saw little attempt to refit or modify the design until the success of the Warp 5 project. The vessel was quickly retrofitted with new warp coils, allowing it a maximum speed of warp 4. A crash refit program was started at the outbreak of the Earth-Romulan War to improve upon the already-impressive weapon systems inherent in the design.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Crisis and Emergency Response, Tactical Operations. *Warp Delta*s are slow and from an era where even close star systems are months apart. These vessels would work well in a high-tension campaign during the war or even in a political style campaign focused on the Sol system itself.

NAMING CONVENTIONS: *Warp Delta*s take names from across Earth's many historical navy naming styles. Many are named after cities, lakes, or famous navy heroes of the past. Lake *Geneva*, *Cunningham*, and *Khartoum* are examples. *Warp Delta*s have a United Earth UESPA registry of DX and are numbered in order of construction.

SPACEFRAME

TRAIT: United Earth Starship

SCALE: 3

SYSTEMS

COMMS	06	ENGINES	06	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	05

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	–
CONN	+1	ENGINEERING	+1	MEDICINE	–

WEAPONS:

- Phase Cannons
- Spatial Torpedoes
- Grappler Cables (Strength 2)

TALENTS:

- Grappler Cables
- Polarized Hull Plating

KYOTO, DX-103 (2155)

Kyoto was the first *Warp Delta* launched with the improved Warp 5 project propulsion systems installed as standard. Its improved warp velocities allowed it to range far from the Sol system, and it was stationed in the Terra *Nova* system for a full year after the colony had communications re-established with it. The outbreak of the Earth-Romulan War saw *Kyoto* return to the Sol System for outfitting as a combat vessel. Under the command of Captain Tomizawa Jinji, *Kyoto* served as the lead in DesRon 10, accounting for the destruction of two warbirds and the assist on three more.

COMMISSIONED: 2152

MISSION PROFILE: Tactical Operations

TRAIT: United Earth Starship

SYSTEMS

COMMS	06	ENGINES	06	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	06

DEPARTMENTS

COMMAND	02	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	03	MEDICINE	02

SCALE: 3 **RESISTANCE:** 3
POWER: 6 **SHIELDS:** 9

WEAPONS:
- Phase Cannons (Energy, Close Range, 9⮝, Versatile 1)
- Spatial Torpedoes (Torpedo, Medium Range, 6⮝)
- Grappler Cables (Strength 2)

TALENTS:
- Fast Targeting Systems
- Grappler Cables
- Polarized Hull Plating



DAEDALUS

LAUNCH YEAR: 2140

PRIMARY SHIPYARDS: San Francisco Orbital Shipyards, Earth; Newport News Orbital Complex, Earth; Copernicus Shipyards, Luna

OVERVIEW: The *Daedalus* class served Starfleet as its primary patrol, colony support, and exploration craft prior to the introduction of the NX class. The rapidly expanding influence of United Earth meant the construction of these spaceframes had to occur at a rapid pace, meaning that these vessels were built with the lowest amount of advanced technology as possible, as well as systems that would require little from shipyards for maintenance. The success of this class during the Earth-Romulan War, and its amazing adaptability, meant that it would continue to serve actively in Starfleet into the mid-23rd century, and in civilian support roles into the late 24th century.

CAPABILITIES: The low-tech design of the *Daedalus* class was due to its role as an escort for trade vessels and colony ships as well as routine scientific surveys, meaning its capabilities didn't have to be exceptional. The only area the vessel stood out was its extensive weapon emplacements, as the vessel was often the only armed vessel within months of its patrol route and would have to defend itself and its charges against any conceived threats. While primitive, the *Daedalus* class stood out during the Earth-Romulan War as it was easy for its crew to repair and maintain, and four of these vessels could be constructed for the same material it took to build one of the more advanced NX-class vessels. So many of these vessels were constructed during the war that even though shipyards stopped producing the vessel in the 2180s, there were enough mothballed and surplus supplies to keep these spaceframes functioning for centuries.

REFITS AND VARIANTS: Post-war, Starfleet began an extensive refit program that added modern shielding and weapons to the spaceframe. By the 23rd century, the largest user of these spaceframes was the Starfleet Corps of Engineers. These vessels were equipped with heavy-duty tractor beam emitters and graviton projectors to assist in towing large pieces of equipment into place for orbital constructions and terraforming structures.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Tactical Operations, Scientific and Survey Operations, Crises and Emergency Response. This vessel is ideal for a 22nd-century campaign centered on a more common vessel than the rare NX.

NAMING CONVENTIONS: *Daedalus*-class vessels are named after ships from Earth water navies, port cities, and famous admirals of the past. *Corpus Christi*, *Manila*, and *Hornet* are all examples. United Earth registry differed from the later Starfleet system. These vessels were originally numbered in order of construction followed by a "DA," meaning "*Daedalus* Block A." After the formation of the Federation, these registry numbers were often kept, with the addition of NCC.

SPACEFRAME

TRAIT: United Earth / Federation Starship

SYSTEMS

COMMS	05	ENGINES	06	STRUCTURE	06
COMPUTERS	05	SENSORS	05	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	–	ENGINEERING	+2	MEDICINE	–

SCALE: 3

WEAPONS:
- Phase Cannons
- Spatial Torpedoes
- Grappler Cables (Strength 2)

TALENTS:
- Grappler Cables
- Polarized Hull Plating
- Rugged Design

SPECIAL RULE:
- **Efficiency:** *Daedalus*-class vessels are constructed with simple systems that are easily maintained, and a highly adaptable modular construction beyond what most Starfleet vessels of even the 24th century use. These vessels may have up to five talents, rather than the three its Scale would normally permit.

U.S.S. BALIKPAPAN, UESPA N144-DA/ NCC-144 (2279)

Beginning its existence in United Earth's Starfleet, *Balikpapan* served with distinction through the final years of the war, receiving two awards for gallantry under fire and the Andorian Ring of Steel. After the war, *Balikpapan* was attached to service with the Starfleet Corps of Engineers to assist in the construction of orbital mirrors around Mars. This was the first of hundreds of assignments that saw it becoming a legend with orbital construction teams and civilian terraformers. Starfleet continued to use the vessel until finally retiring it in 2295 due to severe subspace strain in its structure.

COMMISSIONED: 2157

MISSION PROFILE: Scientific and Survey Operations

TRAITS: Federation Starship, Corps of Engineers, Long-Serving

SYSTEMS

COMMS	06	ENGINES	07	STRUCTURE	10
COMPUTERS	07	SENSORS	08	WEAPONS	08

DEPARTMENTS

COMMAND	02	SECURITY	01	SCIENCE	04
CONN	02	ENGINEERING	05	MEDICINE	02

SCALE: 3 **RESISTANCE:** 3
POWER: 7 **SHIELDS:** 11

WEAPONS:

- Phaser Banks (Energy, Medium Range, 5▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 4▲, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Advanced Sensor Suites
- Dedicated Personnel (Engineering)
- High-Power Tractor Beam
- High-Resolution Sensors
- Rugged Design



NX

LAUNCH YEAR: 2151

PRIMARY SHIPYARDS: San Francisco Orbital Shipyards, Earth; Copernicus Shipyards, Luna; Algeciras Complex, Earth

OVERVIEW: Designed and developed by Zefram Cochrane's Warp Five Project and the joint Starfleet/United Earth Space Probe Agency NX Project, the NX class was ground breaking in nearly every way. Its large saucer-like hull was different from earlier spherical or cylindrical hulls of most UESPA vessels. The ship also had two long warp nacelles connected to trailing pylons, isolating the experimental warp coils from the rest of the ship. The NX served United Earth's Starfleet during the Earth-Romulan War, but the complexity of the design and its high resource demand meant the vessels saw limited service after the war, being phased out of service as Starfleet combined technologies and vessels from all of its member fleets.

CAPABILITIES: At the time of its launch, the NX class was the fastest starship in service to United Earth. The spaceframe was capable of cruising at warp 4.5 and could produce emergency speeds of warp 5.2 in short bursts. The power to achieve these speeds was produced from a compact matter/antimatter core assisted by a fusion-powered warp field stabilizer located equidistant between the two warp nacelles. A larger warp core was installed along with a secondary hull during the Earth-Romulan War that allowed cruising speeds to be brought up to warp 5. In an era before energy shielding was manufactured for Starfleet vessels, the spaceframe boasted an impressive amount of polarized hull-plating that helped protect the inner hull and inhabited areas from weapons fire. The spaceframe was equipped with phase cannons and a torpedo launcher capable of utilizing many different torpedo types. The spaceframe had the capability of launching two small shuttlepods that could drop from the ventral saucer, with a third held in reserve that could quickly be moved to launch-ready status.

REFITS AND VARIANTS: NX-class vessels were used during the decade prior to the Earth-Romulan War and rarely in the decade afterward. The largest refit was conducted during the Earth-Romulan War that added a secondary hull containing an improved warp core and additional weapon systems. Before the retirement of *Enterprise* in 2163, some UESPA planners had suggested refitting the entire NX spaceframe with Tellarite-designed duranium-alloy structural reinforcements. The retirement of the class made the refit plan unnecessary.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Technical Test Bed. NX-class vessels are the top line vessels in the era of the Earth-Romulan War, and were involved in almost all major engagements.

NAMING CONVENTIONS: NX-class vessels utilize names from famous Earth spacecraft of the 20th and early 21st centuries. *Columbia*, *Vostok*, and *Eagle* are all examples. NX-class vessels have registries that always start with NX, and are numbered sequentially, starting with *Enterprise* NX-01.

SPACEFRAME

TRAITS: United Earth / Federation Starship, State of the Art

SCALE: 3

SYSTEMS

COMMS	05	ENGINES	06	STRUCTURE	06
COMPUTERS	05	SENSORS	06	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	+1	ENGINEERING	+1	MEDICINE	–

WEAPONS:
- Phase Cannons
- Spatial Torpedoes
- Grappler Cables (Strength 2)

TALENTS:
- Grappler Cables
- Polarized Hull Plating

ENTERPRISE, UESPA NX-01 (AS OF 2161, REFIT WITH SECONDARY HULL)

Enterprise, under the command of Captain Jonathan Archer (later Admiral in Starfleet, Earth Ambassador to Vulcan, and Federation President), set the standard for Starfleet in its leadership role in scientific discoveries, exploration of strange new worlds, and diplomatic efforts that all led to the formation of the Coalition of Worlds, and then, the United Federation of Planets.

COMMISSIONED: 2151

MISSION PROFILE: Strategic and Diplomatic Operations

TRAITS: United Earth / Federation Starship, State of the Art

SYSTEMS

COMMS	06	ENGINES	06	STRUCTURE	06
COMPUTERS	05	SENSORS	06	WEAPONS	06

DEPARTMENTS

COMMAND	03	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	03	MEDICINE	02

SCALE: 3 **RESISTANCE:** 3
POWER: 6 **SHIELDS:** 8

WEAPONS:
- Phase Cannons (Energy, Close Range, 7▲, Versatile 1)
- Spatial Torpedoes (Torpedo, Medium Range, 4▲)
- Grappler Cables (Strength 2)

TALENTS:
- Command Ship
- Grappler Cables
- Polarized Hull Plating



INTREPID TYPE (22ND CENTURY)

LAUNCH YEAR: 2152

PRIMARY SHIPYARDS: San Francisco Orbital Shipyards, Earth; Baikonur Orbital Cosmodrome, Earth; Lake Armstrong Field, Luna

OVERVIEW: UESPA and Starfleet wished to utilize the technology developed for the NX class and fit it into a smaller and less resource-intensive spaceframe. The result was a fast vessel with excellent scouting capabilities due to its dedicated data analysis systems and its low sensor silhouette. As it was based on NX technology, the *Intrepid* spaceframe was still time and resource consuming to manufacture when compared to *Daedalus*-class vessels, with the most being manufactured at a ground-based facility on Luna due to nearby metal foundries and refining plants. The Earth-Romulan War turned what was quickly becoming an abandoned design into an indispensable vessel, and the ships of this class served with distinction during the war and late into the 22nd century.

CAPABILITIES: The spaceframe had every redundant system and excess volume removed from the original NX design, with the saucer section having nearly half of the volume removed. Except for the captain, all crew shared quarters due to the lack of habitable space. The design reduced mass so much that the vessel's nacelles had to be placed closer together to generate a strong enough warp field to maintain high velocities at the expense of stability, that only offset by the addition of warp 'fins' containing stabilizers jutting off from the vessel's nacelles. This mass savings allowed the vessel to have a smaller warp core, a reduction in reaction mass and bunker space for deuterium for the fusion reactors, and extra sensor systems when compared to the NX. A position on an *Intrepid* wasn't as sought after as one on an NX, but the missions the spaceframe often undertook made them indispensable to Starfleet and United Earth.

REFITS AND VARIANTS: Only a single standardized refit was done for the *Intrepid* soon after the founding of the Federation that included improved computer systems based on Vulcan hardware. While the ship continued to serve until the late 22nd century, no further standardize refits were required, and crews often improved the vessel in ways that helped their missions most.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Pathfinder and Reconnaissance Operations, Technical Testbed, Scientific and Survey Operations. The *Intrepid* of the 22nd century is a small ship meant to augment the capabilities of the workhorse *Daedalus* and the high tech might of the NX.

NAMING CONVENTIONS: *Intrepid* type vessels are often named after famous *Lunar* craters, astronomers, and ships from history. *Shackleton*, *Galileo*, and *Beagle* are all examples. These vessels have registries that begin with FX and are numbered in order of construction.

SPACEFRAME

TRAIT: United Earth Starship

SCALE: 3

SYSTEMS

COMMS	06	ENGINES	07	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	05

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	+1
CONN	+1	ENGINEERING	–	MEDICINE	–

WEAPONS:
- Phase Cannons
- Spatial Torpedoes
- Grappler Cables (Strength 2)

TALENTS:
- Grappler Cables
- Polarized Hull Plating

NIMITZ, FX-33 (2156)

Nimitz was one of the first *Intrepid*-class vessels to commission after the beginning of the Earth-Romulan War, launching from the surface of Luna in late 2156 with the best sensors Earth could manufacture based on reverse-engineering Vulcan sensor suites. Under the command of Gretta Cristoph, *Nimitz* had the distinction of penetrating the furthest into the Romulan Empire of any vessel during the war.

COMMISSIONED: 2156

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAIT: United Earth Starship

SYSTEMS

COMMS	06	ENGINES	07	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	05

DEPARTMENTS

COMMAND	02	SECURITY	03	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	01

SCALE: 3
RESISTANCE: 3
POWER: 7
SHIELDS: 8

WEAPONS:

- Phase Cannons (Energy, Close Range, 8▲, Versatile 1)
- Spatial Torpedoes (Torpedo, Medium Range, 5▲)

TALENTS:

- High-Resolution Sensors
- Polarized Hull Plating
- Rugged Design



WALKER

LAUNCH YEAR: 2195

PRIMARY SHIPYARDS: Newark Orbital Shipyards, Earth; Tranquility Base, Luna; Hektor 624 Trojan Complex, Sol

OVERVIEW: The latter half of the 22nd century saw a stagnation in Starfleet's design bureaus. The formation of the Federation after the Earth-Romulan War and the difficulties in meshing the founding members' navies together meant that the idea of introducing many standardized designs beyond those developed during the war was put off as late as possible. The aging *Daedalus*-class vessels could only be used to push the boundaries of the Federation outward so far before their age and lack of sophistication began to show.

The other founding members continued to try and develop their own starship classes, but United Earth wasn't above taking the best design elements and ideas from all Federation members to begin a program called "Operation Next Step." The *Walker* class was one of the first spaceframes to be developed under that program, and *U.S.S. Walker* would launch in late 2195. As a multirole explorer, these vessels were tasked with the same duties that later *Constitution*- and *Galaxy*-class vessels would become famous for, and setting the stage for the Federation to expand from barely twenty allied species to over seventy by the time the spaceframe retired from active service in 2265.

CAPABILITIES: *Walker*-class vessels had a large saucer that contained the crew's quarters, weapon systems, laboratories, and sickbay. Integrated with the saucer was a secondary hull that contained the vessel's engineering section, aft-facing shuttlebay, and cargo area. Connected to the engineering section were two downward-canted warp nacelles. Initial simulations of the vessel's warp field showed that undue stress would be placed on the coils due to the large mass of the vessel and long-duration deployments away from starbases. Instead of limiting the vessel's top speed to little more than warp 5.5, engineers would integrate four separate warp field stabilizers, one at the midpoint of each warp nacelle pylon, and a small set of warp coils parallel to the centerline of the vessel in "pontoons" similar to the *NX* class. This warp field enhancement allowed the class to achieve sustained warp velocities of 5.7 and brief "sprints" of warp 6.9.

As the first design was completed and constructed, the *Walker* class had redundant weapon systems as crews were still transitioning from older-model phase cannons to newer phaser banks. The original intent for these two separate phaser systems was to allow crews to train on the newer systems and slowly phase them off the vessels, replacing them entirely with phaser banks. By 2210 Starfleet Command ordered both systems to remain as crews reported excellent layered defensive fire when combined.

REFITS AND VARIANTS: The primary refit program for *Walker*-class vessels focused on improving the vessel's sensor platforms, subspace communications equipment, and later attempting to replace portions of the class's computer subsystems with duotronic devices.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Scientific and Survey Operations, Pathfinder and Reconnaissance Operations.

NAMING CONVENTIONS: *Walker*-class vessels are often named after early aviation heroes of Earth, as well as mythological ideas of flight. *Valkyrie*, *Thunderbird*, and *Vimana* are all examples. Registry numbers of *Walker*-class vessels range from 1200 to 1249.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	06	ENGINES	06	STRUCTURE	06
COMPUTERS	07	SENSORS	07	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	–	ENGINEERING	+1	MEDICINE	+1

SCALE: 3

WEAPONS:
- Phase Cannons
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 2)

TALENT:
- Rugged Design

U.S.S. SHENZHOU, NCC-1227 (2256)

Under the command of Captain Georgiou, *Shenzhou* helped push the borders of known space further than many starships of her time. *Shenzhou* found itself mired in controversy after Georgiou campaigned to allow Michael Burnham to serve aboard the vessel as first officer without her being a graduate of Starfleet Academy. This controversy died down as Commander Burnham proved to be a capable officer, but returned with venom even after the destruction of the vessel in the opening shots of the Federation-Klingon War and the death of Captain Georgiou. While many in Starfleet consider the legacy of *Shenzhou* to be one of betrayal, there are those who whisper that the story of *Shenzhou* was only the opening chapter in a greater legacy that is still being written.

COMMISSIONED: 2199

MISSION PROFILE: Multirole Explorer

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	07	STRUCTURE	07
COMPUTERS	08	SENSORS	09	WEAPONS	06

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	03	MEDICINE	03

SCALE: 3
RESISTANCE: 3
POWER: 7
SHIELDS: 9

WEAPONS:

- Phase Cannons (Energy, Close Range, 7▲, Versatile 1)
- Phaser Banks (Energy, Medium Range, 6▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- High-Resolution Sensors
- Improved Power Systems
- Rugged Design



SHEPARD

LAUNCH YEAR: 2195

PRIMARY SHIPYARDS: San Francisco Orbital Ship Yards, Earth; ANZAC High Orbital, Earth; Planitia Bur DryDocks, Venus

OVERVIEW: During the first phases of Operation Next Step, Starfleet engineers determined that the construction of the *Walker* class would require the construction of new shipyard slips, larger than the standard by 15% in order to accommodate the vessel's volume. Starfleet felt that the limited number of facilities that could be activated would limit the modernization rate of the fleet, and a new design should be made that could utilize the smaller and ubiquitous slips used for the *Daedalus* class. With the warp field simulations already complete for the *Walker* class, a very similar vessel was designed that would become known as the *Shepard* class.

The first two vessels of the class, *U.S.S. Shepard* and *U.S.S. Gagarin* (NCC-1250 and 1309) were launched almost simultaneously on May 5, 2196. While having the honor of the ship of the class, the captain of *U.S.S. Shepard* reported trouble with her RCS thrusters, allowing *Gagarin* to move under her own power into lunar orbit first, trouble that was manufactured to give respect to *Gagarin*'s namesake as the first Human into space.

CAPABILITIES: *Shepard*-class starships had much of the same internal layout as the *Walker* class except for the support areas near the aft of the vessel. Much of the volume and mass that was removed from the vessel came from the removal of extensive laboratories, storage bays, and a reduction to the anti-matter containment volume. While containing the same M/AM warp core as her sister class, *Shepard*-class vessels' main engineering facilities were much more compact. It was not unknown for crews on these vessels to turn off artificial gravity in the engineering areas to allow the crew to move past each other more easily. This policy was frowned upon by Starfleet Command, but allowed to unofficially continue as the microgravity environment was a draw to many personnel stemming from generations of "boomers" and their acclimation to that sort of environment.

With the advent of duotronic computer systems in the 2240s by Dr. Richard Daystrom, the aging *Walker* and *Shepard* classes would get a priority upgrade. The massive integrated circuit computer cores found in these classes were replaced with duotronic systems that took up only half the volume and required far less power. Like its sister class, these vessels would be assigned to internal areas of the Federation after the introduction of the *Constitution* and *Saladin* classes in the 2240s. They would be slowly cycled to civilian use before finally being taken out of service by the 2290s.

REFITS AND VARIANTS: The most common refit performed by Starfleet was the addition of laboratories around the computer core to allow the vessel to be more effective at research assignments, but some *Shepard*-class vessels refit at the Imperial Andorian Ship Yards would install extra phaser bank capacitors that gave the vessels an impressive phaser bank recharge rate.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Pathfinder and Reconnaissance Operations, Crisis and Emergency Response

NAMING CONVENTIONS: *Shepard*-class vessels are often named after early space explorers of Earth, and early pioneers of settling the Solar System. *Laika*, *Abdulaziz*, and *Novak* are all examples. Registry numbers range between 1250 and 1325.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	05	ENGINES	07	STRUCTURE	07
COMPUTERS	06	SENSORS	07	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	+1
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 3

WEAPONS:
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 2)

TALENTS:
- Improved Impulse Drive
- Rugged Design

U.S.S. GAGARIN, NCC-1309 (2256)

Gagarin was launched as the fourth ship of her name in service in Starfleet in 2196, and was the first ship of the *Shepard* class to leave her slip ahead of *U.S.S. Shepard* herself. *Gagarin* would serve under the command of Captain T'Shen Kovil beginning in 2251. Koval would take the aging ship and produce a number of notable achievements, including clearing a dangerous drifting plasma minefield entering the volume of space around Outpost R5 on the Romulan Neutral Zone, and taking the lead on the climate catastrophe of Darat II in 2254. *Gagarin* would be heavily involved in the opening months of the Klingon-Federation War, and it was during a patrol in the Xarantine Sector that Captain Koval would be overwhelmed as the Great Houses attacked *Gagarin* and two other Starfleet vessels with overwhelming numbers, destroying them in a pitched battle.

COMMISSIONED: 2196

MISSION PROFILE: Multirole Explorer

TRAIT: Federation Starship

SYSTEMS

COMMS	05	ENGINES	09	STRUCTURE	08
COMPUTERS	08	SENSORS	07	WEAPONS	07

DEPARTMENTS

COMMAND	02	SECURITY	03	SCIENCE	03
CONN	02	ENGINEERING	03	MEDICINE	02

SCALE: 3 **RESISTANCE:** 3
POWER: 9 **SHIELDS:** 11

WEAPONS:

- Phaser Banks (Energy, Medium Range, 7▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Improved Impulse Drive
- Redundant Systems (Computers)
- Rugged Design



MAGEE

LAUNCH YEAR: 2198

PRIMARY SHIPYARDS: Baikonur Orbital Cosmodrome, Earth; UESPA L2 Slips, Earth; Ceres Belt Yards, Sol

OVERVIEW: Starfleet decided that a new science and research vessel was needed that would be primarily used inside Federation space, or would be assigned to outposts and escorted by other vessels if safety was problematic. Unlike many projects where engineers continued to add larger and more advanced systems, the Starfleet Design Bureau would see systems that were unneeded for the new class and remove them entirely. When *U.S.S. Magee* was launched from the Proxima Centauri Fleet Yards in 2198, it was considered a bold experiment for Starfleet in showing the nearby polities that the Federation wanted to be peaceful explorers rather than the skilled warriors of the Earth-Romulan War.

The *Magee* class was an experiment in many ways, utilizing new warp coil repeaters that allowed the coils to have little to no mass between them to operate. This led to a single pseudo-saucer hull with large raised pontoons down each side of the saucer containing the warp nacelles. Further, an emphasis on allowing civilian scientists assigned as mission specialists meant that the more limited recreational areas seen on Starfleet vessels would be increased in size and scale. Starfleet would later replace the *Magee* class with the smaller *Oberth*-class science vessel by the 2280s. Unlike many Starfleet vessels, the *Magee* class would see a longer active service in civilian use than in its original role. Starfleet began a demobilization project on all *Magee* hulls built and halted construction of new spaceframes by 2245. The last active vessels of the class would be moved out of Starfleet in 2261, but would see use by many Earth, Luna, Mars, and Proxima centers of higher education until the late 24th century and beyond.

CAPABILITIES: Each member of the crew had private quarters twice as large as what was in use as a commanding officer's quarters on a *Daedalus* class. This change came about due to studies showing that larger habitable spaces on board the vessel allowed personnel to better recuperate after stressful assignments in a space they could consider their own. Other morale-boosting facilities included a sizable physical fitness room that featured a small pool; two separate enlisted dining areas and a single officers' mess directly under and forward of the main bridge; and large transparent aluminum windows in many of the crew areas.

Another unique design choice for the class was its integral warp nacelles. At warp, the subspace field generated by the warp coils could have their field extended around the hull rather than through it by subspace field stabilizers positioned down the centerline of the hull, starting behind the bridge and extending beyond the edge of the saucer. At sublight velocities, the *Magee* class was able to utilize these integrated warp coils to extend the range and resolution of its sensors.

REFITS AND VARIANTS: Many of the features that made the *Magee* class desirable as a science vessel also made it difficult to keep in active service with the technological breakthroughs of the 2240s and 50s. Most of the refit programs for the class focused on improving the vessels' warp coils for higher warp velocities, and during the Federation-Klingon War, emergency improvements to the spaceframe's phaser banks.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Scientific and Survey Operations, Technical Testbed.

NAMING CONVENTIONS: *Magee*-class vessels are named after notable pilots and astronauts from Earth and United Earth history, and those who helped them achieve their missions. *Wright*, *Jemison*, and *Amosova* are all examples. Registry numbers range from 1400 to 1450.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	06	ENGINES	06	STRUCTURE	06
COMPUTERS	07	SENSORS	08	WEAPONS	05

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+2
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 3

WEAPONS:
- Phaser Banks
- Tractor Beam (Strength 2)

TALENTS:
- Advanced Research Facilities
- Dedicated Personnel (Science)

U.S.S. AMOSOVA, NCC-1415 (2252)

Amosova was the first vessel launched from Baikonur Orbital Cosmodrome in the 23rd century, and piloted out of spacedock by Lieutenant Alanya Taraenkova, a descendent of Serafima Amosova, one of the heroic female aviators of the Soviet Union on Earth during its Second World War. During its decades of service, *Amosova* surveyed the Helaspont Nebula and assisted in multiple cooperative scientific research projects with the Tzenkethi Coalition after first contact with that polity and during the long peace with them. During the Federation-Klingon War *Amosova* was redeployed to Echo 1 and acted as a rapid response vessel that could use her expansive sensor suites to keep track of the large Klingon fleet movements as they approached Andoria.

COMMISSIONED: 2201

MISSION PROFILE: Scientific and Survey Operations

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	07	STRUCTURE	06
COMPUTERS	09	SENSORS	10	WEAPONS	05

DEPARTMENTS

COMMAND	02	SECURITY	01	SCIENCE	05
CONN	02	ENGINEERING	04	MEDICINE	02

SCALE: 3
RESISTANCE: 3
POWER: 7
SHIELDS: 7

WEAPONS:

- Phaser Banks (Energy, Medium Range, 5▲, Versatile 2)
- Tractor Beam (Strength 2)

TALENTS:

- Advanced Research Facilities
- High-Resolution Sensors
- Dedicated Personnel (Science)



CARDENAS

LAUNCH YEAR: 2202

PRIMARY SHIP YARDS: San Francisco Orbital Ship Yards, Earth; Portsmouth-Avalon Transhipment Slips, Earth

OVERVIEW: The successes seen in the other classes resulting from Operation Next Step gave the Admiralty hope that other ideas that had been proposed in the first years of the project could be expanded upon and fully realized. One such concept was a "rapid response frigate" that was the same dimensions as the earlier Next Step designs. With the Federation quickly expanding across the Orion Arm, the *Cardenas*-class design only went through a single revision phase, with many of the initial engineering problems being worked out as the first spaceframes were being constructed.

The *Cardenas* class became one of the more prestigious postings a person could gain in the early 23rd century. The speed that it was designed to utilize not only saw the vessel being dispatched to star systems along the Klingon and Romulan Neutral Zones for intercepts or chasing sensor shadows, but the vessel was also used as a high-speed explorer. As this class was highly specialized with its warp propulsion systems, refitting the spaceframe proved to be time consuming, resulting in this class spending almost double the amount of time in dry dock compared to other vessels of similar displacement. This issue compounded itself with the development of duotronic computers in the early 2240s. By 2245 the vast majority of *Cardenas*-class vessels were out of active service and undergoing service or refit. The launch of the *Constitution*-class vessel would bring the end of these vessels, and Starfleet would allow the spaceframes currently undergoing refit to continue, but would order the rest of the vessels to be mothballed. The last active *Cardenas* class, *U.S.S. Van Allen,* retired in 2263.

CAPABILITIES: The first thing that drew the eye with the *Cardenas*-class fast cruiser was the use of four separate warp nacelles, the first time Starfleet utilized a vessel with more than two. Unlike later Starfleet vessels such as the *Constellation* class, *Cardenas*-class vessels typically used only two of their nacelles to generate a warp field and permanently used the other two as warp field stabilizers. Crews quickly found a workaround to use both pairs when requiring long duration high-warp travel by dropping from warp and manually rerouting the warp plasma to the other nacelles, and then entering warp again. This would allow the other warp coils to slowly cool and stabilize the field. The result was a starship that could cruise indefinitely at warp six, and achieve brief sprints of warp 7.7.

These vessels had forward- and aft-facing photon torpedo launchers with independent magazines. Phaser banks were installed straddling the centerline hull sections containing the bridge and impulse reactors. Additional phaser cannons were included near the impulse drive, the forward edge of the saucer, and along the ventral centerline utilizing secondary fusion reactors.

REFITS AND VARIANTS: The primary refit program added more powerful fusion reactors to provide an extra boost to power levels while at higher warp velocities.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Crisis and Emergency Response, Pathfinder and Reconnaissance Operations.

NAMING CONVENTIONS: *Cardenas*-class vessels often take their names from navy destroyers of Earth's past. *Buran*, *Edson*, and *Jervis* are all vessels of this class. Registry numbers for these vessels range from 1420 to 1475.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	06	ENGINES	08	STRUCTURE	06
COMPUTERS	06	SENSORS	07	WEAPONS	07

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	+1
CONN	+1	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phase Cannons
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Improved Warp Drive
- Redundant Systems (Engines)

U.S.S. EDSON, NCC-1427 (2238)

Edson had long served Starfleet as a long-range scout when something strange occurred outside claimed Federation space. In 2238, *U.S.S. Edson* encountered a battle station in orbit of a world whose species had killed themselves off in a nuclear conflict. *Edson* found itself under fire from dozens of highly maneuverable missiles armed with antimatter enhanced fusion warheads. The multi-layered defensive fire produced by the phaser banks and cannons allowed *Edson* to destroy every one of the incoming missiles before they had a chance of detonating. After securing the orbit, landing parties from the vessel were able to piece together the sad tale, another one of countless worlds battered into darkness by its own people's short-sightedness.

COMMISSIONED: 2205

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	09	STRUCTURE	06
COMPUTERS	06	SENSORS	08	WEAPONS	07

DEPARTMENTS

COMMAND	02	SECURITY	03	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	01

SCALE: 4 **RESISTANCE:** 4
POWER: 9 **SHIELDS:** 9

WEAPONS:

- Phase Cannons (Energy, Close Range, 9⮝, Versatile)
- Phaser Banks (Energy, Medium Range, 8⮝, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6⮝, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Improved Reaction Control System
- Improved Warp Drive
- Redundant Systems (Engines)
- Rugged Design



HOOVER

LAUNCH YEAR: 2209

PRIMARY SHIPYARDS: San Francisco Orbital Ship Yards, Earth; Copernicus Ship Yards, Luna

OVERVIEW: The initial reception to the *Hoover* class was tepid at first amongst the admirals of Starfleet. Being used to the "jack-of-all-traits" aspect of most cruisers produced by the fleet yards since the formation of the Federation, a more specialized starship meant for support was underutilized for decades. This lack of use in most high-profile missions of the early 23rd century would doom the spaceframe to only a single block of production. Their presence nearby major starbases would allow their crews time to learn the ins and outs of their starships. Over its decades of service, the *Hoover* class would become the spaceframe to test new technologies and engineering techniques, and their crews would by necessity become experts in their systems. By the late 2260s, the *Hoover* class became far more widely known for its versatility to the Starship Design Bureau than to the public as a symbol of Starfleet.

While this class was taken out of front-line assignments in the early 2260s, these vessels would continue to serve as testbeds for new technology for Starfleet into the mid-24th century. The last active *Hoover*-class starship was *U.S.S. Daewon*, retired in 2377 after being used as a deep space platform for work bees and engineering teams finishing the Kuiper Research Station built around Orcus in the Sol system.

CAPABILITIES: The *Hoover* class was noted for its extensive weapon emplacements. The ship had standard phaser banks installed at intervals across the dorsal and ventral edges of the primary hull, and heavier phaser cannons were mounted on the secondary hull with two forward-facing and one to the aft. One significant design advancement used in this design before others was a link to the warp plasma system for the phaser cannons, allowing for a faster recharge of the cannons' capacitors from its own reactors. While this EPS link was unable to power the cannons fully if the system's reactors were offline, the increase in rate of fire was seen as a distinct advantage. Forward and aft torpedo systems rounded out the long-range capabilities of the *Hoover* class.

With a need for a wide range of support missions to be possible with the spaceframe, two large shuttlebays were included along the dorsal side of the primary hull. These shuttlebays could hold and maintain six shuttlecraft in ready-to-launch status, with storage for twelve more along with several work bees. The shuttlebays were linked to sizable cargo bays that could be isolated from the rest of the habitable areas of the spaceframe to allow transport of dangerous or biologically hazardous material.

Hoover-class vessels were difficult to handle at speeds over warp 5, but two warp stabilizer fins on the dorsal saucer were quickly added to the design and refit onto all earlier designs. This allowed the vessel to maintain indefinite speeds of warp 5.3 and emergency velocities of 6.7.

REFITS AND VARIANTS: *Hoover*-class vessels almost universally saw improvements to their power systems to better move energy to their warp and impulse drives.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Crisis and Emergency Response, Technical Test Bed.

NAMING CONVENTIONS: *Hoover*-class vessels are often named after Earth artists and engineers of the past. *Picasso*, *Negrelli*, and *Dyson* are all examples. Registry numbers for these vessels range from 1650 to 1690.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	06	ENGINES	07	STRUCTURE	07
COMPUTERS	06	SENSORS	06	WEAPONS	08

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	+1
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Cannons
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENT:
- Extensive Shuttlebays

U.S.S. HOOVER, NX/NCC-1600 (2256)

When *Hoover* left her drydock, like all ships built in the Sol system up until the late 23rd century, she became an active ship of both Starfleet and UESPA (United Earth Space Probe Agency) for the duration of her service life. Unlike most vessels, *Hoover* remained primarily in service to UESPA as both a testbed for newly developed technologies from Earth (*Hoover* was one of the first Starfleet vessels to have duotronic equipment installed) and for rapid response to United Earth colonies within fifteen light-years of Earth. *Hoover* was lost with all hands during the defense of Aldus Prime as Klingon forces pushed their way toward Earth.

COMMISSIONED: 2209

MISSION PROFILE: Technical Testbed

TRAIT: Federation Starship

SYSTEMS

COMMS	06	ENGINES	08	STRUCTURE	08
COMPUTERS	08	SENSORS	07	WEAPONS	08

DEPARTMENTS

COMMAND	01	SECURITY	03	SCIENCE	03
CONN	02	ENGINEERING	04	MEDICINE	02

SCALE: 4 **RESISTANCE:** 4
POWER: 13 **SHIELDS:** 15

WEAPONS:

- Phaser Cannons (Energy, Close Range, 9▲, Versatile)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Shields
- Backup EPS Conduits
- Extensive Shuttlebays
- Secondary Reactors



MALACHOWSKI

LAUNCH YEAR: 2210

PRIMARY SHIPYARDS: Mizar Fleetyards, Mizar; Federation Unlimited, Alpha Fornacis; Tranquility Fleet Yards, Luna

OVERVIEW: The *Malachowski*-class escort was designed alongside the *Hoover* class and benefited from many of the design elements that went into its sister class. For this class, Starfleet felt a smaller range of mission assignments would be acceptable in order to reduce the volume needed for systems, reduce the number of personnel needed, and dedicate the vessel to operate as a heavily armed escort for the ever-growing number of merchants traveling across Federation space to newly settled colonies. As the spaceframe required fewer resources than even its sister class, *Malachowski*-class escorts were built in small numbers at shipyards around colony worlds, giving the class an almost-immediate widespread use.

With few conflicts during the 2220s and 30s, the Federation Council tasked Starfleet with building and crewing more exploratory starships, and limiting the numbers of active combat vessels in service. While not retired, the *Malachowski* class had its production ceased in 2239. The ship's utility in times of conflict meant that Starfleet typically had a *Malachowski*-class vessel assigned to one of every three outposts along the Klingon Neutral Zone through the 2260s before phasing the spaceframe out of active service and replacing them with *Miranda*-class vessels. Starfleet officially retired this class from active service in 2295.

CAPABILITIES: As the primary purpose of the vessel was to escort valuable materials between star systems and to defend colony ships and merchantmen from predation by pirates or the possibility of a Klingon raid, the *Malachowski* class devoted much of its interior volume to the forward- and aft-mounted photon torpedo launchers. Each system had four separate loading rails, along with antigrav sleds capable of moving torpedoes from the ready magazines to the launch rails quickly and safely. Refits in the 2240s would add forward and aft probe storage and maintenance areas as Starfleet attempted to repurpose the spaceframe for more peaceful endeavors.

Warp propulsion wasn't a priority in a spaceframe meant to keep pace with slower merchant vessels, but the large warp coils and nacelle assemblies also used on the *Hoover* class allowed the *Malachowski* class to maintain a very stable warp field up to its cruising speed of warp 4.8 and nearly half a standard day at its emergency speed of warp 6. Sublight propulsion was more robust, with two large impulse manifolds at the rear of the primary hull, each served by three separate fusion reactors. These manifolds were separated by a wide shuttlebay capable of serving two shuttlecraft, with an additional two stored under the landing deck.

REFITS AND VARIANTS: Early refits to the class were to upgrade the old transistor-based computer networks originally installed in the class and replace them with duotonic systems that would aid in rapid targeting of the vessel's weapon systems, and improving the vessel's subspace transceiver.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Patrol, Tactical Operations, Battlecruiser.

NAMING CONVENTIONS: *Malachowski*-class vessels primarily take their names from groupings of indigenous people of Earth and female pioneers of aerospace. *Raskova*, *Hmong*, and *Potawatomi* are all examples. Registry numbers for this class range from 1600 to 1650.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	05	STRUCTURE	08
COMPUTERS	06	SENSORS	06	WEAPONS	08

DEPARTMENTS

COMMAND	–	SECURITY	+2	SCIENCE	–
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 3

WEAPONS:
- Phaser Banks
- Photon Torpedo
- Tractor Beam (Strength 2)

TALENTS:
- Fast Targeting Systems
- Rapid Fire Torpedo Launcher

U.S.S. MOHAWK, NCC-1635 (2266)

Mohawk was one of the few *Malachowski*-class vessels to be primarily crewed by Andorians during the opening weeks of the Federation-Klingon War. Under the command of Captain th'Enel, *Mohawk* harassed the flanks of the Klingon thrusts into Federation space. During the Battle of Alpha Fornacis, *Mohawk* earned a rare Starfleet Battle Ribbon for the crew's extreme bravery in singlehandedly defeating the mighty Klingon Qoj-class dreadnaught *juj'Qar*. *Mohawk* fought its way back to Andoria and remained in the system, helping the Andorian Imperial Guard prevent Klingon incursions into the home system. *Mohawk* would survive the war, but extensive damage suffered during the continual fighting meant she was decommissioned soon after.

COMMISSIONED: 2215

MISSION PROFILE: Battlecruiser

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	06	STRUCTURE	08
COMPUTERS	07	SENSORS	08	WEAPONS	10

DEPARTMENTS

COMMAND	02	SECURITY	05	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	01

SCALE: 3
RESISTANCE: 3
POWER: 6
SHIELDS: 13

WEAPONS:

- Phaser Banks (Energy, Medium Range, 9▲, Versatile 2)
- Photon Torpedo (Torpedo, Long Range, 8▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Fast Targeting Systems
- Improved Damage Control
- Rapid Fire Torpedo Launcher



ENGLE

LAUNCH YEAR: 2224

PRIMARY SHIPYARDS: Tranquility Fleet Yards, Luna; Yoyodyne Propulsions Systems, Proxima; Van Maanen Slips, Van Maanen's Star

OVERVIEW: The *Engle* class had gone so far as to have an experimental spaceframe constructed in 2208, and was finally finished with the advent of newer warp coil designs in 2224. Fast classes of starships such as the *Cardenas* class were useful, but required large amounts of material to produce, as well as significant amounts of energy to maintain a stable warp field. The *Engle* class was smaller, and required a much smaller warp core to maintain high velocities and a stable field.

The spaceframe proved to be popular for new member worlds of the Federation to request Starfleet to build at their shipyards due to its speed and size. During the 2230s and 40s many of the first Starfleet vessels to be assigned to a newly admitted or colonized world were *Engle*s.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	08	STRUCTURE	06
COMPUTERS	08	SENSORS	06	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	–
CONN	+1	ENGINEERING	+1	MEDICINE	+1

SCALE: 3

WEAPONS:
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 2)

TALENTS:
- Improved Impulse Drive
- Improved Warp Drive

Engle-class vessels were relegated to Starfleet Medical as emergency response ships and kept in active service in that role until the late 2290s.

CAPABILITIES: The *Engle* class included the most advanced propulsion technologies available at the time of its launch. Each of its integrated warp nacelles carried twenty-four separate warp coils, each mounted on gimbals that could be controlled from the nacelle operations room in the forward section of the nacelle itself. Unlike most Starfleet vessels, the warp propulsion required at least two crew members trained in their operation to be present at all times in order to operate the complex system of chiller units, subspace field guides, and warp field stabilizers. This complexity was the trade-off for the fastest starship in service for decades, with a sustained cruising speed of warp 6.5 and emergency speeds of nearly warp 9.

As a fast response vessel, the *Engle* class had an impressive sickbay at the rear of the vessel's single extended saucer-like hull. The sickbay was adjacent to the ship's small shuttlebay and primary transporter room, allowing the command crew to isolate the sickbay and the areas that could see infectious patients from the rest of the ship. After any contagious event, the sickbay can be exposed to vacuum by opening large bay doors directly onto the shuttlebay and then scouring the surfaces with a low energy plasma beam directed from the fusion cores directly above the facilities.

REFITS AND VARIANTS: Starfleet focused on replacing the sizable deuterium storage tanks with more efficient Bussard ramscoops in order to reduce the mass of the spaceframe and increase sublight acceleration. This improved the *Engle* class's ability to withstand sudden accelerations, both intentional and otherwise.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Crisis and Emergency Response, Command Ship, Tactical Operations.

NAMING CONVENTIONS: *Engle*-class vessels take names from many traditions, but primarily from aviation pioneers and names of wet navy cruisers. *Earhart*, *Rickenbacker*, and *Euryalus* are examples. Registry numbers issued for *Engle*-class vessels range widely from 1000 to 1600 due to vacant registries being issued from other discontinued naval construction projects then assigned to this class.

U.S.S. TOYOHIRO, NCC-1048 (2265)

Toyohiro became famous in 2249 when it was the first to respond to a highly virulent strain of the Levodian flu on Deep Space K-3 and became the go-between for incoming supplies from the rest of the Federation and the stricken crew of the space station, with the worst cases being held in intensive care in her sickbay. During the Federation-Klingon War, *Toyohiro*, under the command of Doctor Raleigh Demas, again made a name for herself as the vessel would often be seen at the center of ongoing starship combat as it beamed aboard survivors or locked on tractor beams to lifeboats, only to warp away before Klingon vessels could accurately target the vessel.

COMMISSIONED: 2228

MISSION PROFILE: Crisis and Emergency Response

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	10	STRUCTURE	06
COMPUTERS	08	SENSORS	07	WEAPONS	06

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	04

SCALE: 3
RESISTANCE: 3
POWER: 10
SHIELDS: 8

WEAPONS:

- Phaser Banks (Energy, Medium Range, 6▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Advanced Sickbay
- Improved Impulse Drive
- Improved Warp Drive



NIMITZ

LAUNCH YEAR: 2235

PRIMARY SHIPYARDS: San Francisco Orbital Shipyards, Earth; Elysium Fields, Mars; Yoyodyne Propulsion Systems, Proxima

OVERVIEW: With tensions rising with the Klingon Empire and skirmishes occurring with the Kzinti, Starfleet needed to have a starship that was capable of organizing flotillas when they were not within easy communication range of starbases where commodores and rear admirals could direct actions. Engineers at the New Berlin Shipyards around Luna dusted off design work from Operation Next Step decades previous that had proposed a large single-hulled starship with heavy weapon emplacements. After sixteen months of revisions on this already capable design, the *Nimitz*-class command cruiser was finalized.

Few shipyards were capable of handling production, and only the Sol system and Andor would see these vessels leaving for assignments along the borders of the Federation. Regardless of their complexity and resource use, *Nimitz*-class vessels were highly prized by commodores along the Klingon Neutral Zone, with many claiming that their size and firepower helped keep the peace with the Empire. These vessels would see extensive use in the brief Federation-Klingon War of the late 2250s, but would also see use as diplomatic vessels in the negotiations with the Kzinti, and would stand at the center of fleet organizations in the border war with the Tholian Assembly in 2264.

CAPABILITIES: At first glance many assume that the *Nimitz* class has four warp nacelles, but the two dorsal nacelles are actually large warp field stabilizers that allow the vessel to stay at high warp speeds for long durations compared to other vessels of its mass. At subwarp speeds these same warp field stabilizers can be utilized as subspace transceivers that tie back to the communications array, giving a small amount of redundancy if the ship takes damage to that system. Sublight propulsion is achieved by six separate impulse manifolds, one located at the far aft of each nacelle and two along the aft of the vessel's 'roll-bar'.

The primary purpose of the *Nimitz* class was to be a dedicated command ship in flotilla or fleet actions. This required the design of a command "island," similar in many ways to the aircraft carriers of Earth's history. The command bridge contained C3 systems (command, control, and communications) that could support coordination of twenty starships and four fighters that were native to the vessel's ample shuttlebay.

REFITS AND VARIANTS: Much of the refit schedule for the *Nimitz* class focused on improvements to its command and control systems, installing more powerful subspace transceivers, equipping dedicated electronic warfare detection and mitigation technology, and adding a flight control specialist station adjacent to the spaceframe's shuttlebay.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Strategic and Diplomatic Operations, Flagship, Tactical Operations. This spaceframe may be a perfect choice for a campaign focusing on diplomacy during a war.

NAMING CONVENTIONS: *Nimitz*-class vessels take their names from famous admirals from Earth's history, famous vessels from Earth's Second World War, and major moons of the Sol system. *Triton*, *Amagi*, and *Nelson* are all examples. Registry numbers range from 1645 to 1675.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	07	STRUCTURE	07
COMPUTERS	07	SENSORS	07	WEAPONS	07

DEPARTMENTS

COMMAND	+2	SECURITY	–	SCIENCE	+1
CONN	–	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Banks
- Phaser Cannons
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Command Ship
- Extensive Shuttlebays
- Improved Warp Drive

U.S.S. AMAGI, NCC-1647 (2256)

Amagi was produced by the Tokyo Orbital Shipyards as a proof of concept in a dedicated command cruiser. Along with her sister ship, *Akagi*, this vessel routinely patrolled the borders of the Klingon and Romulan Empires. At the outbreak of the Federation-Klingon War, *Amagi* was under the flag of Admiral Vocul row Tandari of Tellar. Tandari would use the command and control systems to organize civilian evacuations of Ramatis, Yridia, and Nausicaa while the normal space traffic control capabilities of those systems were overwhelmed by thousands of fleeing warp-capable shuttles and hundreds of small civilian starships. *Amagi* found itself at the center of a moderately sized Starfleet fleet outside of the Nausicaa system, and the command crew expertly coordinated the fleet's defensive fire. *Amagi* was lost during the defense of Andoria in the last week of the war.

COMMISSIONED: 2246

MISSION PROFILE: Flagship

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	07	STRUCTURE	07
COMPUTERS	07	SENSORS	07	WEAPONS	07

DEPARTMENTS

COMMAND	05	SECURITY	03	SCIENCE	03
CONN	01	ENGINEERING	01	MEDICINE	01

SCALE: 4
RESISTANCE: 4
POWER: 7
SHIELDS: 10

WEAPONS:

- Phaser Banks (Energy, Medium Range, 8▲, Versatile 2)
- Phaser Cannons (Energy, Close Range, 9▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Command Ship
- Expansive Department (Command)
- Extensive Shuttlebays
- Improved Warp Drive



HIAWATHA

LAUNCH YEAR: 2235

PRIMARY SHIPYARDS: Tranquility Base, Luna; Consolidated Fleet Yards, Tellar Prime; Axanar Unified Industries, Axanar

OVERVIEW: The expansion of the Federation brought in dozens of new worlds in the early 23rd century, and with them came new diseases to which Starfleet would inevitably be the first to respond. Starfleet recognized that the fast response vessels such as the *Cardenas* or *Engle* class were not adequate for use in major medical disasters, as sickbay space was still at a premium aboard those vessels. Again Starfleet dug into the archives of Operation Next Step and drew on the expertise of the designers, along with a team from Andoria that provided essential assistance in the redesign of the vessels' propulsion systems. Interest in the medical vessel was intense and Starfleet pressed for construction of the new starship class in shipyards across the Federation.

Extraordinarily successful, the *Hiawatha* class was integral to Starfleet's response to a global outbreak of Saurian meningitis in 2238 and the Kzinti attack on Aaamazzara in late 2239. The invention of duotronic computers in 2243 would bring this class back into drydock as the new computer technology was seen as essential for faster analysis of bacterial and viral genomes. The *Hiawatha* would continue active service in Starfleet through the end of the 23rd century, with new spaceframes ceasing production in 2303. While the oldest spaceframes were scrapped soon after this time, many of these vessels have found their way into use by large Federation hospitals and medical relief services.

CAPABILITIES: Unlike many Starfleet vessels, the *Hiawatha* class was far longer than its other dimensions, a testament to the Andorian designers on Project Next Step. The ship itself had a small half-saucer at the front that housed both the Starfleet officers and their quarters, as well as the vessel's two small phaser cannons. A single deck ran the length of the ship to connect to the vessel's cargo and engineering section at the rear. This area housed the large warp core that could provide enough energy to the two nacelles that would result in a cruising speed of warp 5.75 and short (but rough) sprints of warp 6.5.

The largest section of the vessel was the hospital pods, four on each side of the structural "spine" of the vessel. Each of these hospital pods had its own life support system, small fusion reactor, living quarters for doctors and nurses, a small two-person transporter, and a sickbay capable of housing up to forty patients each. Each of these pods was entirely independent from the rest of the vessel and could be isolated in the case of highly infectious diseases, and could even be ejected from the vessel if needed.

REFITS AND VARIANTS: Numbers of these vessels were produced as civilian merchant ships that utilized cargo pods in place of the hospital pods.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Crisis and Emergency Response, Colony Support, Reserve Fleet.

NAMING CONVENTIONS: *Hiawatha* class vessels don't have a specific naming style, and often are named at the whim of the shipyard or the group to which the ship will be delivered for service. Notable vessels of this class are *TradeWinds*, *Respite*, and *Magna Carta*. Starfleet vessels use registry numbers as yet unassigned to other vessels ranging from 400 to 1200.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	06	STRUCTURE	07
COMPUTERS	08	SENSORS	08	WEAPONS	05

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	–	ENGINEERING	–	MEDICINE	+2

SCALE: 3

WEAPONS:
- Phaser Cannons
- Tractor Beam (Strength 2)

TALENTS:
- Advanced Sickbay
- Redundant Systems (Structure)

U.S.S. RESPITE, NCC-447 (2256)

Respite was initially a reserve vessel serving in the Federation Relief Agency after its launch, being deployed to colony worlds struggling with outbreaks of new native disease. *Respite* would be 'drafted' into service along with many others of her class in civilian service at the outbreak of the Federation-Klingon War. Put under the command of Doctor Amanda Nufield, *Respite* would linger in systems far longer than its escorting Starfleet vessels would have liked as the medical vessel packed its hallways full of medically vulnerable citizens that had no other options to escape the oncoming wave of Klingon forces. *Respite* would survive the war and re-enter civilian service, continuing operations until 2298.

COMMISSIONED: 2242

MISSION PROFILE: Crisis and Emergency Response

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	06	STRUCTURE	08
COMPUTERS	08	SENSORS	09	WEAPONS	05

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	01	MEDICINE	05

SCALE: 3 **RESISTANCE:** 3
POWER: 6 **SHIELDS:** 10

WEAPONS:

- Phaser Cannons (Energy, Close Range, 7▲, Versatile 2)
- Tractor Beam (Strength 2)

TALENTS:

- Advanced Sickbay
- Dedicated Personnel (Medicine)
- Redundant Systems (Structure)



HERMES

LAUNCH YEAR: 2242

PRIMARY SHIPYARDS: San Francisco Orbital Shipyards, Earth; Newport News Orbital Complex, Earth; Copernicus Shipyards, Luna

OVERVIEW: The *Hermes* class was designed in conjunction with the *Constitution*-class spaceframe, and benefitted from the research and development choices that went into improving her sister class, and would become a highly successful short mission duration vessel. Like the *Constitution* class, the *Hermes* had the same saucer-like primary hull and 'neck', but instead of a secondary hull that allowed that legendary class to perform so well on its five-year missions, it connected to the vessel's single large warp nacelle.

CAPABILITIES: The *Hermes* class was able to form a stable warp field with a single nacelle due to closely paired warp coils. While not as stable as two widely separated pairs of coils, this allowed a steep subspace field gradient to be maintained, allowing *Hermes* class vessels to maintain a cruising speed of warp 7 in flat space-time and brief 'sprints' above warp 9. As this spaceframe was seen as a short-range scout, Starfleet didn't require the vessel to have the sizable photon torpedo launch system and magazines installed. The space this freed allowed for extra crew berths, a small probe launcher, additional multipurpose compartments, and more data processing hubs for the vessel's extensive sensor suites. While the spaceframe wasn't equipped with a shuttlebay, the vessel's port and starboard docking ports could have travel pods or small shuttlecraft hard docked with the vessel.

REFITS AND VARIANTS: The most common variant produced was the torpedo-equipped "armed scout" produced at the Andorian Imperial Ship Yards. Often referred to as a "destroyer" by the primarily Andorian crews, these vessels saw extensive use along the Klingon and Romulan borders during the spaceframe's service life.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Pathfinder and Reconnaissance Operations, Scientific and Survey Operations, Crisis and Emergency Response. *Hermes*-class vessels work well as starships attached to starbases or in campaigns operating closer to home.

NAMING CONVENTIONS: *Hermes*-class vessels saw names taken from messenger deities, rivers, and Starfleet heroes from across the Federation. *Papsukkal*, *Thames*, and *T'Kala* are examples. The destroyer variant had more martial names or places on Andoria such as *Emarni*, *Princess of Shessk*, and *Razorclaw*.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	09	STRUCTURE	08
COMPUTERS	06	SENSORS	08	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	+2	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Banks
- Tractor Beam (Strength 3)

TALENTS:
- Improved Reaction Control System
- Independent Phaser Supply
- Rugged Design

SPECIAL RULE:
- **Armed Scout:** Approximately one third of *Hermes*-class vessels were produced as armed scouts at the Andorian Imperial Ship Yards. A *Hermes* that has this trait adds photon torpedoes to its weapons, but at the cost of crew space and replacement supplies. To represent this, the torpedo-armed *Hermes* has its Scale and Resistance reduced to 3 due to the smaller amount of crew able to be housed aboard and the torpedo magazines having to remove bulkheads.

U.S.S. RIVER ROUGE, NCC-1557 (2284)

After its launch, *River Rouge* was assigned to a semi-permanent duty station at Starbase 11. Under the command of Captain Ariel Tan (2251–2268), *River Rouge* would begin an extensive survey of the Betreka Nebula and would assist the Shamin people in multiple natural disasters that plagued their world in the 2260s. After first contact with the Talosians and subsequent quarantine of the system, this vessel would perform six-month survey missions into the Talos Star Group, searching for more ancient ruins and signs of former habitation. Due to its long service in the sector, *River Rouge* was chosen to host the Shamin delegation to the Federation for its formal induction into the Federation as full members in 2284.

COMMISSIONED: 2251

MISSION PROFILE: Scientific and Survey Operations

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	09	STRUCTURE	08
COMPUTERS	08	SENSORS	10	WEAPONS	06

DEPARTMENTS

COMMAND	02	SECURITY	01	SCIENCE	04
CONN	04	ENGINEERING	03	MEDICINE	02

SCALE: 4 **RESISTANCE:** 4
POWER: 9 **SHIELDS:** 9

WEAPONS:
- Phaser Banks (Energy, Medium Range, 6▲, Versatile 2)
- Tractor Beam (Strength 3)

TALENTS:
- High-Resolution Sensors
- Improved Reaction Control System
- Modular Laboratories
- Rugged Design



CONSTITUTION

LAUNCH YEAR: 2243

PRIMARY SHIPYARDS: San Francisco Orbital Shipyards, Earth; Newport News Orbital Complex, Earth; Copernicus Shipyards, Luna

OVERVIEW: The symbol of Starfleet in the mid-to-late 23rd century, the *Constitution* class would become legendary across the Orion Spur due to its five-year missions.

Construction of the vessels was accomplished primarily in the Sol system, but after the initial block of vessels was completed and the first five-year missions were at an end, spaceframes were manufactured in other core world systems capable of handling the large spaceframe. The *Constitution* class would become the testbed of new technologies in the early 2270s that were developed out of the same classes' five-year missions and lessons learned from the brief war with the Klingon Empire. The spaceframe continued in service until the mid-24th century.

CAPABILITIES: The *Constitution* class defined what a starship should be able to accomplish when on extended deep-space exploration assignments for Starfleet. The spaceframe had accommodations for over 400 crew members, enough to provide redundancy for crew positions ranging from astrocartographers to xenobiologists. A cylindrical secondary hull contained the primary power plant for the vessel, a matter/antimatter warp core with a horizontal intermix chamber that supplied warp plasma for two warp nacelles.

REFITS AND VARIANTS: Vessels produced by other founding members of the Federation tended to focus on their own fleets' specialties. Andorian-built vessels had larger fusion reactors, and Tellarite-built vessels were sought after for their larger and more powerful duotronic computer networks. Vulcan-produced vessels focused on improving sensors and communications.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Strategic and Diplomatic Operations, Flagship, Scientific and Survey Operations.

NAMING CONVENTIONS: *Constitution*-class vessels are typically named after famous Earth navy vessels. NCC numbers range from 1700-1799.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	08	STRUCTURE	07
COMPUTERS	07	SENSORS	08	WEAPONS	07

DEPARTMENTS

COMMAND	+1	SECURITY	+1	SCIENCE	+1
CONN	–	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Modular Laboratories
- Rugged Design

SPECIAL RULE:
- ***Constitution* Saucer Separation:** All *Constitution*-class vessels have the capability to detach their saucer section in an emergency to be used as a lifeboat. However, unlike the Saucer Separation talent, the *Constitution* class is unable to re-dock the detached saucer with the secondary hull outside of a drydock. Ship's systems are halved (round down) for the saucer and the secondary hull when separated, the saucer is unable to enter warp speeds, and each section is considered a Scale 3 vessel. However, the saucer is able to land on a planetary surface with extended landing legs that fold down from the ventral side of its hull. In the original series era, the saucer has both phasers and photon torpedoes, and the secondary hull has only phasers, but the opposite is true after the refit program of the 2270s.

U.S.S. ENTERPRISE, NCC-1701 (2269)

Famous for her five-year missions under Captains Kirk, Pike, and April, *Enterprise* was one of the few from the original block of *Constitution*-class vessels to survive into the 2270s when the refit program began. This vessel, during its active service, saw first contact with over 40 species, participated in war with the Klingon Empire and prevented another with the Romulan Empire, and surveyed nearly three full sectors of star systems in total. While not the first ship to be named *Enterprise*, this vessel cemented the name for flagships of the Federation in the following centuries.

COMMISSIONED: 2245

MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship, Renowned, Long-Serving

SYSTEMS

COMMS	08	ENGINES	08	STRUCTURE	07
COMPUTERS	08	SENSORS	08	WEAPONS	07

DEPARTMENTS

COMMAND	03	SECURITY	03	SCIENCE	03
CONN	02	ENGINEERING	02	MEDICINE	02

SCALE: 4 **RESISTANCE:** 4
POWER: 8 **SHIELDS:** 10

WEAPONS:
- Phaser Banks (Energy, Medium Range, 8▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:
- Improved Power Systems
- Independent Phaser Supply
- Modular Laboratories
- Rugged Design



ANTARES

LAUNCH YEAR: 2245

PRIMARY SHIPYARDS: Copernicus Shipyards, Luna; Ceres REO Yards, Main Belt; Consolidated Marine Yards, Tellar Prime

OVERVIEW: UESPA and the Tellar Consolidated Fleet saw a need for a small vessel that could fill the role of a fleet support vessel, but also act in multiple roles when larger and more capable vessels were unavailable. Designed by a combined team from Copernicus Shipyards and the Consolidated Marine Yards, the *Antares*-class vessel would quickly become a common sight along the trade routes of the Federation and supporting fleet operations along its borders. Small and easy to maintain, even after its active service life came to an end in the early 24th century, *Antares*-class vessels would continue to see service in the civilian sector for decades more, mainly as automated terraforming ships collecting icy debris in a system's far reaches and bringing them into the inner planetary system.

CAPABILITIES: At its base, the *Antares* class could operate entirely automated, the ship's computer keeping the vessel on course and communicating any difficulties back to its home base. In that capacity, the *Antares* acted as a low-value or logistical transport inside a well-patrolled star system. The preferred operation for the vessel was with a crew of between five and twenty people, housed in a special "command" section at the fore of the spaceframe. The vessel was powered with a small warp core that was just a scaled down version used in the *Constitution*-class vessels, powering two small warp nacelles and giving the ship a cruising speed of warp 3.5 and a maximum speed of warp 6. As the class was intended as a fleet support vessel, the majority of the interior space was modular and empty, able to be filled with material to be shipped or for equipment for the crew to use while on assignment. This mission-specific adaptability led to the long service life of the *Antares* class.

REFITS AND VARIANTS: UESPA and Tellar operated *Antares*-class vessels saw a standard refit program that improved the vessel's computer systems for automated use, and also saw engine upgrades for faster support. Civilian-operated *Antares* vessels saw refits that their operators felt the most important, from extra phaser banks to fight off pirates, to extra cargo bays along the port and starboard frames.

Most refit automated systems would include guided antigrav sleds that could load and unload the vessel on their own, or even eject cargo in extreme situations. Vessels used as automated terraformers had extensive tractor beam emitters retrofitted and backup fusion reactors to help power them.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Civilian/Merchant Marine, Logistical/Quartermaster, Scientific and Survey Operations

NAMING CONVENTIONS: *Antares*-class vessels take their names from every tradition in the Federation, and if automated, often only have numbers associated with them. Starfleet support vessels or those on active service in some role to Starfleet use NCC registry numbers ranging from 200 to 700. All other vessels of this class operate with standard alphanumeric transponder codes beginning with WS (warp ship).

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	07	STRUCTURE	07
COMPUTERS	06	SENSORS	08	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	–	ENGINEERING	+1	MEDICINE	+1

SCALE: 2

WEAPONS:
- Phaser Banks
- Tractor Beam (Strength 1)

TALENT:
- Rugged Design

WS/UESPA ENTRENCH, WS-ANTARES-5575364 0015 (2270)

During the 2250s, United Earth and Starfleet were looking to improve upon the multiple transhipment and docking facilities in Earth orbit. The plans for Spacedock were visionary in scope and scale, and United Earth knew that construction would require decades of effort. *Entrench* was the first *Antares* class to be assigned to assist the Starfleet Corps of Engineers in the construction of Spacedock. Initially dropping into Earth's atmosphere and tractoring structural pieces up into orbit, *Entrench* would move on to transporting hull sections, habitation sections, and refined materials from mines and refineries in Sol's asteroid belt to Earth orbit. *Entrench* was the only vessel assigned to the project that operated for the entire construction phase of Spacedock, and continued to operate in the Sol system until 2319.

COMMISSIONED: 2248

MISSION PROFILE: Logistical/Quartermaster

TRAIT: UESPA Starship

SYSTEMS

COMMS	08	ENGINES	07	STRUCTURE	08
COMPUTERS	08	SENSORS	08	WEAPONS	06

DEPARTMENTS

COMMAND	01	SECURITY	01	SCIENCE	03
CONN	03	ENGINEERING	04	MEDICINE	03

SCALE: 2
RESISTANCE: 2
POWER: 7
SHIELDS: 8

WEAPONS:

- Phaser Banks (Energy, Medium Range, 4▲, Versatile 2)
- Tractor Beam (Strength 3)

TALENTS:

- High Powered Tractor Beam
- Rugged Design



CROSSFIELD

LAUNCH YEAR: 2255

PRIMARY SHIPYARDS: Neptune Test Facilities

OVERVIEW: Designed and produced in secret, the *Crossfield* class was produced solely to test the theoretical "displacement-activated spore hub drive" developed by Doctors Paul Stamets and Justin Straal. The launch of *U.S.S. Crossfield* in 2255 was a success for starship research and development for Starfleet, but initial tests of the spore drive were unsuccessful. By early 2256, these flaws in the drive system were ironed out and the spaceframes were launched just prior to the outbreak of hostilities with the Klingon Empire.

With the limited number of spaceframes produced and the loss of both *Glenn* and *Discovery* to drive failures in 2256 and 2258 respectively, only *U.S.S. Crossfield* was left in service, and further spaceframes had their production canceled. *Crossfield* herself would continue in service with the Starfleet Corps of Engineers until a collision with a sizable piece of an asteroid rendered the vessel unsalvageable after being towed back to Spacedock in 2273. It remained there in use as a testbed for new technologies until it was finally broken up in 2290.

CAPABILITIES: Externally, each starship of the class consisted of a large saucer for a primary hull that included the majority of crew quarters, the command bridge, and the primary sickbay. An angular secondary hull contained the vessel's engineering areas, including the warp core and two separate impulse reactor rooms along the aft of the two-deck-thick warp nacelle struts. *Crossfield* had a solid saucer section, but later tests involving the spore drive indicated that a large rotating subspace field was required to "activate" the drive. *Glenn* and *Discovery* were then heavily converted by removing the outermost part of the saucer section and converting it into a rotating ring housing subspace coils; adding fusion reactors to power the coils; and installing heavy shield emitters to protect the crew in the inner ring and command section from the intense subspace field generated when utilizing the spore drive.

The removal of so much habitable volume from the saucer section necessitated moving many of the crew quarters and laboratories into the engineering section of the vessel. This extensive redesign of the entire volume of the spaceframe meant that large internal areas of the vessel were modular, including the primary scientific research laboratories and the spore drive research lab that included the spore growth chambers. The removal of much of the cargo and storage areas of the secondary hull was offset by the inclusion of a sizable shuttle and work bee bay, capable of storing large amounts of cargo rather than flight-ready shuttles.

SPACEFRAME

TRAITS: Federation Starship, Experimental

SYSTEMS

COMMS	07	ENGINES	08	STRUCTURE	07
COMPUTERS	08	SENSORS	08	WEAPONS	07

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+2
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Extensive Shuttlebays
- High-Resolution Sensors
- Modular Laboratories
- Dedicated Personnel (Science)

SPECIAL RULE:
- As the *Crossfield* class was a highly experimental spaceframe, Starfleet only outfitted this class with the mission profiles of Scientific and Survey Operations and Technical Testbed. Only three spaceframes were ever built: *U.S.S. Crossfield* (NX/NCC-1029), *U.S.S. Glenn* (NCC-1030, destroyed in 2256 after a drive malfunction), and *U.S.S. Discovery* (NCC-1031). Gamemasters who wish to use a *Crossfield* class starship in their game could include a fourth spaceframe, but it is recommended that it not include an experimental spore drive as Starfleet would have quickly put an end to experimentation with the drive following the events of seasons 1 and 2 of *Discovery*.

U.S.S. DISCOVERY, NCC-1031 (2255)

Discovery was the most advanced vessel of its time. *Discovery* was outfitted with an experimental drive system that utilized mycelium spores harvested from a species of fungus found in the mycelial network, a subspace domain that spreads throughout the universe. As such, *Discovery* was one of Starfleet's most coveted and secretive test vessels. Any serving aboard her were required to maintain strict confidentiality as *Discovery*'s capabilities could easily have been weaponized by a hostile species and endangered the Federation. *Discovery* was lost in 2258.

COMMISSIONED: 2255

MISSION PROFILE: Technical Testbed

TRAITS: Federation Starship, Experimental

SYSTEMS

COMMS	07	ENGINES	08	STRUCTURE	07
COMPUTERS	08	SENSORS	08	WEAPONS	07

DEPARTMENTS

COMMAND	01	SECURITY	02	SCIENCE	04
CONN	02	ENGINEERING	04	MEDICINE	02

SCALE: 4
RESISTANCE: 4
POWER: 8
SHIELDS: 9

WEAPONS:

- Phaser Banks (Energy, Medium Range, 7▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Dedicated Personnel (Science)
- Extensive Shuttlebays
- High-Resolution Sensors
- Modular Laboratories

SPECIAL RULE:

- Additional Propulsion System: Displacement-activated Spore Hub Drive



ARCHER

ENTERED SERVICE: 2258

PRIMARY SHIPYARDS: San Francisco Ship Yards, Earth; ANZAC High Orbital, Earth; Tranquility Base, Moon

OVERVIEW: The *Archer* class was designed to be a next-generation pathfinder, intended for long-range scouting missions and for pushing the boundaries of the Federation out farther and faster than any other Starfleet ship class. The class's design team benefitted from the research gained via more than a decade's worth of technological advances installed on *Constitution*, *Hermes*, *Ptolemy*, and *Saladin* class vessels, resulting in the *Archer*-class boasting some of the most advanced impulse drives and RCS thruster suites yet installed on a Starfleet vessel. The ship's design is compact, consisting of a three-deck primary hull containing all ship systems save for the two outboard warp nacelles connected by short struts to the primary hull. Archer class vessels would continue in service until the mid-24th century when *Danube*-class runabouts began to take over the roles they once filled.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	08	STRUCTURE	06
COMPUTERS	08	SENSORS	08	WEAPONS	06

DEPARTMENTS

COMMAND	-	SECURITY	-	SCIENCE	+1
CONN	+2	ENGINEERING	-	MEDICINE	-

SCALE: 3

WEAPONS:
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 2)

TALENTS:
- Advanced Sensor Suites
- Improved Impulse Drive

CAPABILITIES: The *Archer* class is one of the first classes to feature modular components, making it possible to rapidly reconfigure the ship for different mission profiles. Capable of extended high-warp travel, this scout ship is both fast and highly maneuverable at impulse speeds. It relies primarily on its speed, agility, and reduced sensor profile for defense, though it is armed with two phaser emitters and a single photon torpedo/probe launcher with a magazine containing up to four torpedoes.

While these ships are fast and maneuverable, they are very small and rather cramped. Of the standard crew complement of 14, only the captain and first officer enjoy their own quarters. The remainder of the crew members share four single-bed compartments by "hot bunking." The ship is also too small to have a turbolift system, so the crew relies on ladders to travel between decks. Because of its limited crew capacity, personnel assigned to *Archer*-class vessels tend to be cross-trained in multiple disciplines essential to shipboard and mission operations. Regular duties are often shared by several personnel during the course of a tour of duty.

Due to the close-knit nature of a small crew serving together for a long time in a cramped space, *Archer*-class captains tend to run a more informal ship, encouraging crew members to wear plain jumpsuits adorned with ship-specific insignia and name plates only, eschewing rank insignia and department colors in favor of a unified ship *esprit de corps*.

REFITS AND VARIANTS: *Archer* class vessels received the same refit package as *Constitution* class vessels in the late 2270s and early 2280s, improving their warp speeds further through better subspace coils and an improved warp core. Further refinements to subspace sensors and communication equipment meant the *Archer* class could continue functioning as a long-range scout well into the 24th century.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Pathfinder and Reconnaissance Operations, Multirole Explorer. This starship is suited for small and close knit teams of characters, and players wanting to really explore interpersonal dynamics of their crew.

NAMING CONVENTIONS: *Archer*-class vessels are named after constellations of Earth history, often of the zodiac. *Gemini*, *Sagittarius*, and *Canis Major* are examples. Registry numbers range from 1880–1930.

U.S.S. CENTAURI, NCC-1898 (2296)

After receiving her refit package in 2278, *Centauri* became the fastest starship currently in service with Starfleet for a short time. Under the command of Commander Running Fox, *Centauri* performed an entire tour of the Romulan Neutral Zone border outposts in record time before leaving Federation space coreward and 'north' of the galactic plane. Assumed lost after she didn't report in after some months, *Centauri* reappeared on Starfleet sensor networks in the Hromi Cluster in 2289. In the interval, *Centauri* and her small crew had fallen victim of a transient wormhole and had been moved nearly a thousand light-years spinward of even the furthest then-known Cardassian system, and forward in time, only returning with the assistance of an Iconian gateway that burned itself out after their transit back. Having spent two of their own years outside of contact and eleven years for those that stayed home, the commanding officer elected to continue his 'five-year mission' by continuing to seek out ancient Iconian ruins for further research by Federation scientists.

COMMISSIONED: 2265

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	06
COMPUTERS	08	SENSORS	09	WEAPONS	06

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	03
CONN	04	ENGINEERING	02	MEDICINE	01

SCALE: 3
POWER: 10
RESISTANCE: 3
SHIELDS: 8

WEAPONS:

- Phaser Banks (Energy, Medium, 6▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long, 5▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Advanced Sensor Suites
- High-Resolution Sensors
- Improved Impulse Drive



MIRANDA

LAUNCH YEAR: 2264 (re-engineered 2274)

PRIMARY SHIPYARDS: Copernicus Ship Yards, Luna; Eros Fleet Facilities, Sol; High Imperial Fleet Complex, Andoria

OVERVIEW: Starfleet conceived the *Miranda* class as a dual-purpose patrol and combat vessel to counter the most advanced Klingon D7s seen coming out of the shipyards at Qo'noS. The Treaty of Organia had peace break out across the shared border, and manufacturing of the *Miranda* was halted. A radical redesign was proposed using the systems and design philosophy that was going into the new refit of the *Constitution*-class vessels, and in 2264 the *Miranda* was welcomed into the fleet as a multipurpose cruiser.

CAPABILITIES: The *Miranda* class was originally intended to have nearly double the weapons systems of the *Constitution* class, but the excess weapons were removed and replaced with other ship systems designed to assist the spaceframe in succeeding in exploration and survey tasks, such as extra sensor platforms on the dorsal and ventral sections of the forward hull. Originally the photon torpedo systems were located inside the hull of the spaceframe, but necessity moved the launcher to a separate pod at the apex of a "roll-bar." This made the launchers more difficult to repair, but also allowed the addition of aft-facing launch tubes to give the vessel a wider range of fire for the torpedoes. One holdover kept from the original design was the inclusion of two large shuttle and cargo bays at the aft of the spaceframe. Once meant to house armed shuttles or landing craft, these bays give this spaceframe an excellent reputation for performing rescue operations and conducting planetary surveys. The redesign was so successful that this class of starship quickly became seen as a "jack of all trades," and would see continual use through the late 24th century.

REFITS AND VARIANTS: Through its entire service life, *Miranda*-class vessels saw refit programs that followed along paths determined by their typical crew. Vulcan-crewed vessels tended to upgrade sensors and computers at a higher priority, while Tellarite-crewed vessels would see improvements to subspace communications and structural integrity. By the outbreak of the Dominion War, most *Miranda*-class vessels were nearing the limits of what their spaceframe could handle with improvements to systems and technology, but some saw the addition of quantum torpedoes to their weapons pod, and some would even see the testing of transwarp engines at the turn of the 25th century.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Cruiser, Scientific and Survey Missions, Tactical Operations

NAMING CONVENTIONS: *Miranda*-class vessels take names from nearly every aspect of naval traditions from across the Federation. *Empress Sh'Thia XI*, *Repulse*, and *Lake Baikal* are just some examples of this widespread class of ships. Registry numbers range as low as 1850 and continue upward.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	08	STRUCTURE	08
COMPUTERS	08	SENSORS	08	WEAPONS	08

DEPARTMENTS

COMMAND	+1	SECURITY	–	SCIENCE	+1
CONN	+1	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENT:
- Extensive Shuttlebays

SPECIAL RULE:
- **Ploughshares to Swords:** *Miranda*-class vessels were originally designed to be vessels of war, and although the Starfleet Advanced Technologies Group redesigned and repurposed the vessel, aspects of the ship's martial pedigree show through. This spaceframe's phaser banks may be used as phaser cannons when at Close range, which increases their Stress rating by 1.

U.S.S. RELIANT, NCC-1864 (2285)

Commissioned in 2264, *Reliant* only saw a single commanding officer during her service, Captain Clark Terrell of Earth. During her commission, *Reliant* was attached to the Starfleet Corps of Engineers and Project Genesis and tasked with finding both suitable locations for the small-scale experiments in quantum terraforming and also a suitable planetary system that could be utilized by the Genesis Device. *Reliant* became cemented in Starfleet history when Khan Noonien Singh hijacked the vessel. *Reliant* was defeated by Admiral Kirk in command of *Enterprise* and became ground zero for the detonation of the first full-scale Genesis Device.

COMMISSIONED: 2276

MISSION PROFILE: Multirole Explorer

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	08	STRUCTURE	08
COMPUTERS	08	SENSORS	09	WEAPONS	08

DEPARTMENTS

COMMAND	03	SECURITY	02	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	02

SCALE: 4 **RESISTANCE:** 4
POWER: 8 **SHIELDS:** 10

WEAPONS:

- Phaser Banks (Energy, Medium Range, 7▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Sensor Suites
- Extensive Shuttlebays
- Improved Power Systems
- Redundant Systems (Sensors)



OBERTH

LAUNCH YEAR: 2269

PRIMARY SHIPYARDS: Tranquility Fleet Yards, Luna; Utopia Planitia Fleet Yards, Mars; Baikonur Orbital Complex UESPA, Earth

OVERVIEW: Starfleet saw the success of the *Hermes* class as a short-duration scout as evidence that there was a need for a more dedicated science vessel that could also be deployed on short duration missions to perform detailed biological surveys, assist Starfleet rescue and recovery operations, and test new technologies and train crew members to utilize them. Launched in 2269, the *Oberth* class was seen as a resounding success, but one that was short-lived. The rapid advancements in technology and engineering techniques for starship construction in the late 2290s meant the *Oberth* class became increasingly difficult to refit. The class itself was retired from active deployments in 2310, but continued to be used in a reserve role and for rescue operations well into the late 24th century. Oberth-class vessels would more commonly be seen in operation by civilian organizations as research vessels, or the Advanced Starship Design Bureau as a test platform for experimental technologies.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	07	STRUCTURE	06
COMPUTERS	09	SENSORS	09	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+2
CONN	+1	ENGINEERING	–	MEDICINE	–

SCALE: 3

WEAPONS:
- Phaser Banks
- Tractor Beam (Strength 2)

TALENTS:
- High-Resolution Sensors
- Improved Warp Drive

CAPABILITIES: The *Oberth* class utilized highly efficient warp coils, allowing the vessel to only carry small amounts of antimatter and freeing up more space to be dedicated to sensors and a small shuttlebay at the far forward of the primary hull. These warp coils were powered separately by their own small reactors, allowing each of them to operate on lower settings to reduce strain on the power systems and to interfere less with sensitive detection devices in the secondary hull. The secondary hull was inaccessible except through access tubes during normal operation. Inside was the planetary survey and subspace scanning equipment that made the *Oberth* class useful for research. The isolated sensor networks, dedicated duotronic computer core, and shielded electronics were mirrored on the port and starboard sides of the hull, giving the ship interferometric sensor readings that were more detailed than what most starship systems could provide.

REFITS AND VARIANTS: The primary refit program for the *Oberth* class involved improving or replacing the vessel's already advanced warp coils developed from the *Excelsior* transwarp project. Refit programs beyond those of the 2280s and 90s saw the *Oberth* customized more for their specific university or test program than any fleet-wide program. A large number of these vessels saw use in the Denobulan Relief Force, and were specifically designed as medical vessels. These Denobulan *Oberth*-class ships saw their sensor platforms reduced in the secondary hull, and isolated medical bays installed that allowed for safety in highly communicable diseases.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Technical Testbed, Scientific and Survey Operations, Crisis and Emergency Response. *Oberth*-class vessels are perfect for campaigns with a heavy science aspect to them, and fit into the same role as *Nova*-class vessels of the 24th century.

NAMING CONVENTIONS: *Oberth*-class vessels are named after physicists from across the Federation. *Newton*, *Hawking*, and *Von Neumann* are examples. *U.S.S. Oberth* had a registry number of NX/NCC-602. Most original vessels of this class had registry numbers ranging from 650 to 900, though vessels manufactured later in the 24th century for specific equipment testing had registries as high as 60000.

U.S.S. CHANDRASEKHAR, NCC-841 (2285)

Chandrasekhar's achievements in the transwarp program of the 2280s were overshadowed by that of *U.S.S. Excelsior*. This vessel had its standard fusion impulse system replaced with a third antimatter reactor to help in powering its experimental transwarp coils. While not a true transwarp system, *Chandrasekhar* improved its maximum warp velocity from warp 8 to 10.2. The research conducted using this vessel under the command of the Tellarite Ganehg hok Yanas would continue to influence Starfleet transwarp research into the late 24th century.

COMMISSIONED: 2270

MISSION PROFILE: Technical Testbed

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	08	STRUCTURE	07
COMPUTERS	09	SENSORS	09	WEAPONS	06

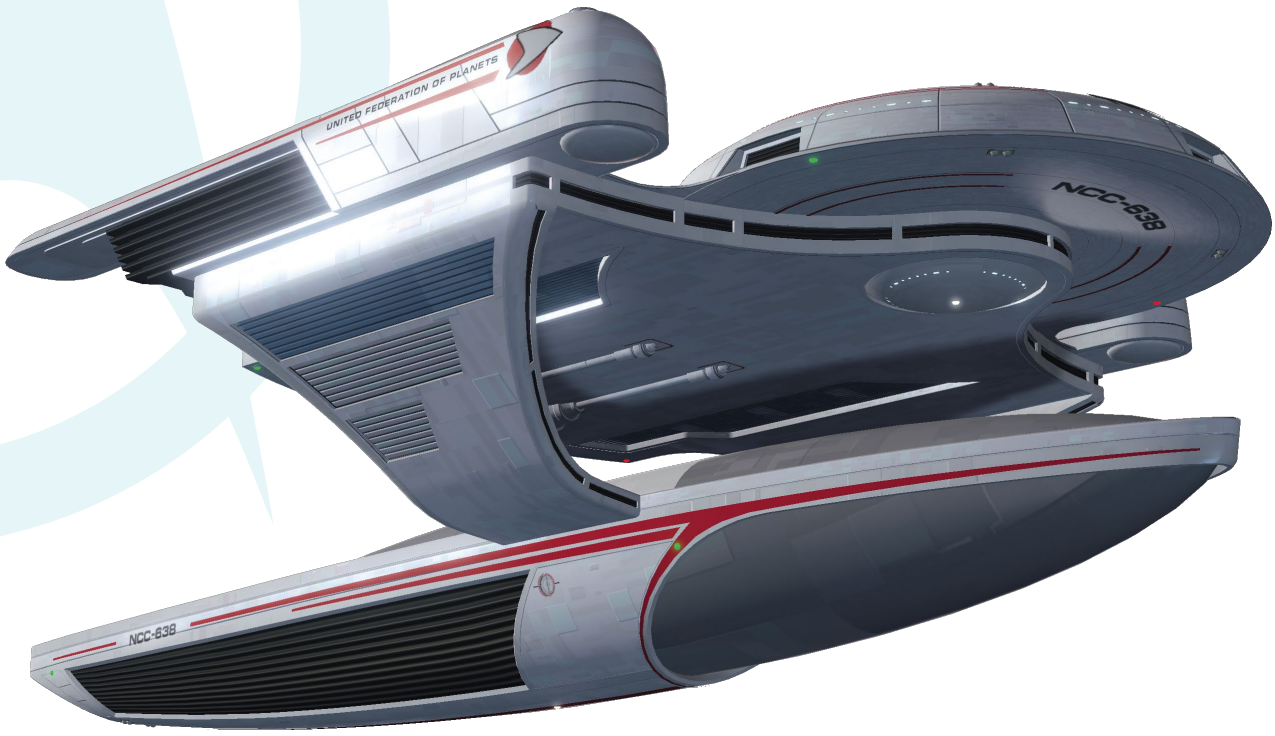
DEPARTMENTS

COMMAND	01	SECURITY	02	SCIENCE	04
CONN	03	ENGINEERING	03	MEDICINE	02

SCALE: 3 **RESISTANCE:** 3
POWER: 8 **SHIELDS:** 9

WEAPONS:
- Phaser Banks (Energy, Medium Range, 6▲, Versatile 2)
- Tractor Beam (Strength 2)

TALENTS:
- High-Resolution Sensors
- Improved Power Systems
- Improved Warp Drive



SOYUZ

LAUNCH YEAR: 2269

PRIMARY SHIPYARDS: Antares Fleet Yard, Antares; Imperial Fleet Yards, Andoria

OVERVIEW: The original *Miranda* spaceframe was intended as a warship before it began to be redesigned, becoming a workhorse of Starfleet. During that same time, the Antares Fleet Yard and the Andorian War College began a program that took the *Miranda* spaceframe and improved upon it using technologies developed for the *Constitution* refit program. The resulting *Soyuz* class was an impressive ship of war, but also one that could be used for Starfleet's primary purpose of exploration. The *Soyuz* was seen as a specialist design, and few spaceframes were manufactured at Andoria and Antares. The spaceframe was typically assigned to border starbases for security purposes, or kept in active reserve status at member worlds near the borders of the Klingon or Romulan Empires in case of hostilities. The spaceframe never saw the same support as the *Miranda*, and the *Soyuz* was retired from active service in 2310, then brought back into emergency service during the Dominion War.

CAPABILITIES: Unlike her sister class, the *Soyuz* spaceframe didn't have a modular weapons pod above its primary hull. Instead, the *Soyuz* had a hard-mounted sensor and deflector array paired with similar mounts on port and starboard that had gimbal-mounted torpedo launchers and phaser cannons. These widely-spaced sensor arrays gave the spaceframe's weapon targeting computers excellent resolution, but also allowed the vessel to perform detailed surveys of spatial anomalies and smaller objects such as asteroids, comets, and moons. The aft of the hull was extended further to allow for the addition of two large backup multistage fusion reactors that assisted in powering the multiple phaser systems. These reactors could have their power diverted to all ship's systems, but outside of combat they were primarily used to augment the primary warp reactor to produce a larger warp field than her sister class.

REFITS AND VARIANTS: Refits of the spaceframe were done on an individual basis, though the vessels produced at Andoria typically had their warp and impulse systems augmented over the decades, and the Antares spaceframes focused more on improving the vessel's weapon systems. Spaceframes reactivated for the Dominion War focused on updating their weapon and power systems before all others, replacing the phaser banks with more modern phaser arrays.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Tactical Operations, Multirole Explorer, Technical Testbed. The *Soyuz* class works well in a campaign where there will be lots of action paired with some standard Starfleet mission profiles.

NAMING CONVENTIONS: *Soyuz*-class vessels take names from Earth history, often Eastern European names. *Rachmaninoff*, *Raskova*, and *Lazarev* are all examples. Registry numbers range from NX/NCC-1940 for *Soyuz* upward.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	07	ENGINES	07	STRUCTURE	08
COMPUTERS	07	SENSORS	08	WEAPONS	09

DEPARTMENTS

COMMAND	–	SECURITY	+2	SCIENCE	+1
CONN	–	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Banks
- Phaser Cannons
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- High-Resolution Sensors
- Secondary Reactors

U.S.S. BOZEMAN, NCC-1941 (2370)

Launched with the rest of the first production block from the Andorian yards, *Bozeman* had an unremarkable career as a system picket vessel until 2274. Under the command of Captain Morgan Bateson, the ship began an impressive five-year mission to explore previously catalogued but unidentified spatial phenomena. For four years, scientific breakthroughs in astrophysics and subspace phenomena had a significant chance to have *Bozeman* to thank. Then the ship was lost in a temporal rift and transported to the year 2368. While outdated, the vessel was quickly assigned to assist Starfleet Command in investigating temporal disturbances.

COMMISSIONED: 2269

MISSION PROFILE: Multirole Explorer

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	09	STRUCTURE	10
COMPUTERS	09	SENSORS	10	WEAPONS	11

DEPARTMENTS

COMMAND	02	SECURITY	04	SCIENCE	03
CONN	02	ENGINEERING	02	MEDICINE	02

SCALE: 4 **RESISTANCE:** 4
POWER: 14 **SHIELDS:** 14

WEAPONS:

- Phaser Banks (Energy, Medium Range, 9▲, Versatile 2)
- Phaser Cannons (Energy, Close Range, 10▲, Versatile 2)
- Photon Torpedoes (Torpedoes, Long Range, 7▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- High-Resolution Sensors
- Improved Power Systems
- Rapid-Fire Torpedo Launcher
- Secondary Reactors



SYDNEY

LAUNCH YEAR: 2279

PRIMARY SHIPYARDS: Luna Ship Yards, Luna; Baikonur Orbital Complex UESPA, Earth; Ceres Belt Facilities, Ceres

OVERVIEW: Colonization efforts across the Federation began to increase in the 2270s and 2280s with the introduction of more efficient terraforming techniques and the expansion of the Federation into new sectors, opening dozens of new worlds. A new vessel was designed at the Luna Shipyards in the Sol system that could transport a large group of colonists along with their equipment and supplies. It was dubbed the *Sydney*-class transport, a boxy, angular, but highly effective and adaptable starship. In service with Starfleet in both its personnel and logistics branches, along with multiple civilian agencies beginning in 2279, it would continue to be used into the late 24th century in a multitude of configurations.

CAPABILITIES: The *Sydney*-class was designed specifically to carry the greatest number of personnel to a colony as quickly as possible. This meant a compromise between size and speed. The same nacelle and warp coil sets as the *Constitution*- and *Miranda*-class starships were utilized, along with a powerful warp core allowing the vessel to achieve warp 6. Sublight propulsion was accomplished via a series of impulse reactor ports at the aft and on the ventral surface of the transport. This not only gave it an incredible agility, it also allowed it to land on a planet's surface safely and launch again with its cargo holds full. This class didn't have to land on a planet to deliver its supplies as it had some of the largest transporters developed at the time. These vessels proved to be so useful that many private groups began requesting them as they wished to use them as merchant craft, trading goods throughout the quadrants.

REFITS AND VARIANTS: The primary configuration for this ship was the one used for the vast majority of vessels produced, but a single variant was manufactured at the Consolidated Fleet Yards at Tellar Prime. These spaceframes, known as *Sid-Nala*, took out the extra bulkheads and many of the system redundancies on board to make room for a sizable shuttlebay and attached cargo compartment, making these excellent heavy planetary lifting vehicles.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Crisis and Emergency Response. This vessel is an excellent choice for 23rd to early 24th century campaigns that have crews that may not be Starfleet, but are either composed of civilians or Federation merchant marines attached to Starfleet.

NAMING CONVENTIONS: *Sydney*-class vessels take names from places from the Australian continent of Earth. The Tellarite *Sid-Nala* class ships are named for Tellarite shipping concerns of the past. Both classes have registry numbers that range from 1990 and higher. Examples of names are *Didgeridoo*, *Murrumbidgee,* and *Kinanat Express*.

SPACEFRAME

TRAIT: Federation Starship

SCALE: 4

SYSTEMS

COMMS	08	ENGINES	08	STRUCTURE	08
COMPUTERS	07	SENSORS	09	WEAPONS	07

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	–
CONN	+2	ENGINEERING	+1	MEDICINE	–

WEAPON:

- Tractor Beam (Strength 3)

TALENTS:

- Improved Impulse Drive
- Rugged Design

SPECIAL RULE:

- **Sid-Nala Variant:** Built around Tellar Prime, these heavy-lift versions of the *Sydney* class replace the Rugged Design talent with the Extensive Shuttlebay talent.

W.S. *YUL'ANA CONTAGI*, CFN-18-A74 (NCC-2066-A74) (2318)

As one of the Tellarite-built *Sydney*-class vessels, Starfleet expected *Yul'Ana Contagi* to be attached to one of the many merchant marine forces operating out of 61 Cygni. Instead, this vessel was staffed with personnel from the Tellar Prime Institute of Higher Cooking, and began a slow tour of the core worlds of the Federation before slowly circling out and visiting every world of the Federation. The arrival of *Yul'Ana Contagi* would be seen as cause for celebration, as each new world it visited meant the chefs on board broadened their culinary skills, the best chefs of each world contributing to their art and some even joining the crew for a time to hone their skills. As the Federation grew, the goal of this vessel to visit each world in the polity became nearly impossible, but the Institute of Higher Cooking stated, "Perfection can never be achieved, but each world has a failure that we can learn from." The spokesperson then went on to list the worst foods from each world the ship had visited and what that failure showed about each culture.

COMMISSIONED: 2295

MISSION PROFILE: Crisis and Emergency Response

TRAIT: Federation Starship, Tellarite Starship

SYSTEMS

COMMS	09	ENGINES	09	STRUCTURE	10
COMPUTERS	07	SENSORS	09	WEAPONS	07

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	02
CONN	04	ENGINEERING	02	MEDICINE	03

SCALE: 4 **RESISTANCE:** 4
POWER: 9 **SHIELDS:** 12

WEAPON:
- Tractor Beam (Strength 3)

TALENTS:
- Advanced Sickbay
- Diplomatic Suites
- Extensive Shuttlebay
- Improved Impulse Drive



EXCELSIOR

LAUNCH YEAR: 2285 (re-engineered 2291)

PRIMARY SHIPYARDS: San Francisco Orbital Ship Yards, Earth; Utopia Planitia Fleet Yards, Mars; Yoyodyne Propulsion Systems, Proxima Centauri

OVERVIEW: What was originally intended as a testbed for the highly experimental "transwarp" propulsion system, the "Great Experiment" was seen as a disaster after the complete failure of *Excelsior*'s propulsion systems in 2285. After a total redesign was performed on nearly all ship's systems, the transwarp propulsion was replaced with standard warp propulsion. The versatile *Excelsior* spaceframe became a standard sight across the Federation and beyond, and continues to be manufactured into the 2390s.

CAPABILITIES: Originally intended for the large transwarp coils, the spaceframe's nacelles provided ample room for a number of extra standard coils that has allowed the *Excelsior* class to have some of the highest sustained warp speeds for a ship of its displacement, a feature that has led to more than one spaceframe threatening to overheat its warp core before its warp coils would overload. Stemming from the initial high power needs for the transwarp system, the spaceframe had nearly double the amount of fusion reactors required for secondary power systems and the impulse drive. These same reactors provide extra power to the ship's defensive shielding, extending the depth of the energy field surrounding the ship and making it far stronger than the equivalent defensive strength of the *Constitution* class.

REFITS AND VARIANTS: A single standard variant built at San Francisco Ship Yards spread across the Federation. While visually similar to the standard spaceframe, the saucer section of the vessel contained double the number of fusion reactors and added two additional impulse drive units. The incredible sublight acceleration this provided meant the secondary hull had to have two extensions built to contain improvements to the vessel's inertial dampeners.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Strategic and Diplomatic Operations, Multirole Explorer, Technical Testbed.

NAMING CONVENTIONS: *Excelsior*-class vessels take names from concepts of exploration, achievement, and great leaders from across the Federation. *Forrest*, *Archer*, and *Victory* are examples. *U.S.S. Excelsior* was NX/NCC-2000, and all subsequent spaceframes have numbers higher than her.

SPACEFRAME

TRAITS: Federation Starship, The Great Experiment

SYSTEMS

COMMS	08	ENGINES	09	STRUCTURE	09
COMPUTERS	08	SENSORS	08	WEAPONS	08

DEPARTMENTS

COMMAND	+1	SECURITY	–	SCIENCE	–
CONN	–	ENGINEERING	+2	MEDICINE	–

SCALE: 5

WEAPONS:
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENTS:
- Improved Warp Drive
- Secondary Reactors

SPECIAL RULE:
- ***Excelsior* Saucer Separation:** All *Excelsior*-class vessels have the capability to detach their saucer section in an emergency to be used as a lifeboat. However, unlike the Saucer Separation talent, the *Excelsior* class is unable to re-dock the detached saucer with the secondary hull outside of a drydock. Ships' systems are halved (round down) for the saucer and the secondary hull when separated, the saucer is unable to enter warp speeds, and each section is considered a Scale 4 vessel. However, the saucer is able to land on a planetary surface with extended landing legs that fold down from the ventral side of its hull.

U.S.S. ENTERPRISE, NCC-1701-B (2318)

Under the command of Captain John Harriman, *Enterprise*-B had a rocky start with a catastrophic shakedown cruise. After the loss of Admiral Kirk, the ship became famous for far more, initiating first contact with eighteen new civilizations, assisting in exploration of the sectors adjacent to the Shackleton Expanse, and even participating in a short shooting war with the Tholian Assembly in 2318. *Enterprise*-B was retired from active service in 2325 and placed into the Starfleet Museum's Orbital Annex at Earth.

COMMISSIONED: 2293

MISSION PROFILE: Strategic and Diplomatic Operations

TRAITS: Federation Starship, The Great Experiment, Legendary

SYSTEMS

COMMS	08	ENGINES	10	STRUCTURE	09
COMPUTERS	08	SENSORS	09	WEAPONS	08

DEPARTMENTS

COMMAND	04	SECURITY	02	SCIENCE	02
CONN	01	ENGINEERING	04	MEDICINE	02

SCALE: 5 **RESISTANCE:** 5
POWER: 15 **SHIELDS:** 11

WEAPONS:
- Phaser Banks (Energy, Medium Range, 8▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 4)

TALENTS:
- Command Ship
- Diplomatic Suites
- Improved Impulse Drive
- Improved Warp Drive
- Secondary Reactors



CENTAUR

LAUNCH YEAR: 2285

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; Proxima Fleet Yards, Proxima Centauri; Voloanti Slips, Andoria

OVERVIEW: In the mid-2280s, Starfleet felt that the next generation of light cruisers should begin development based on the new technologies being developed in tandem for the *Excelsior* class. The failures of the prototype transwarp systems in the *Excelsior* class meant delays for the light cruiser, then named the *Centaur* class. Extensive redesigns of most systems were undertaken by the mid-2290s, with additional vessels of the class beyond the prototype coming into service. Externally this class resembles the *Excelsior* class in many regards, including sharing the same saucer for its primary hull and elongated transwarp-style nacelles. Not as modular and mission-customizable as the *Miranda* class, the *Centaur* class would only be produced in small numbers, and was seen as a specialist vessel during an age when multipurpose vessels were in ascendancy in Starfleet Command.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	10	STRUCTURE	07
COMPUTERS	07	SENSORS	08	WEAPONS	08

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	–
CONN	+2	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Improved Impulse Drive
- Improved Warp Drive

CAPABILITIES: While not considered a true interceptor, the *Centaur* class was designed around the idea of speed. The impulse deck of the vessel was designed to operate with the full bulk of an *Excelsior*-class vessel, but without the sizable secondary hull, this gave the *Centaur* spaceframe an incredible sublight acceleration. The same mass reduction also improved the spaceframe's warp speeds over her sister class, increasing it by over ten percent. This speed was utilized primarily for rapid emergency response, making *Centaur*-class vessels excellent first responders after an attack on Federation assets or territory. To aid in this task the design included a significant number of phaser emplacements, as well as fore- and aft-mounted photon torpedo launchers. One significant different from her sister class was the inclusion of a forward-facing shuttlebay, capable of launching and recovering shuttles while at high sublight velocities with the use of multiple short-range high-efficiency tractor beam emitters and a complex graviton mesh.

REFITS AND VARIANTS: With the small numbers produced, no formal refit program had ever been designed by Starfleet, and each vessel often improved systems they felt were more useful for their typical assignment. A one-off variant was constructed at the Betazed Clarity Fields in 2340 as a proof of concept, *U.S.S. Elysium*. The vessel improved upon the impressive maneuverability of the spaceframe by improving the Bussard collectors and storage tanks for the collected material to augment the vessel's reaction control systems.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Crisis and Emergency Response, Tactical Operations, Pathfinder and Reconnaissance Operations. The *Centaur* class can fill a role in a campaign taking place in the late 2200s or early 24th century when the players want to use a warship.

NAMING CONVENTIONS: *Centaur*-class vessels are named after warriors, mythical beasts, and athletes from across the Federation. *Cossack*, *Titania*, and *Elok the Brave* are examples. Registry numbers range from 2100 and higher, often with large gaps in the registries due to the small number constructed.

U.S.S. ELYSIUM, NCC-39851 (2340)

When the Houses of Betazed wished to build a *Centaur*-class vessel, Starfleet Command was surprised until the Houses explained they wished to use the construction of the vessel as proof that the shipyards across the system were capable of producing vessels so large. The result was *Elysium*, a highly maneuverable vessel that utilized the already impressive warp and fusion reactors standard in the class, but produced double the power output through additional fusion reactors and two small secondary antimatter pods. Sizeable reaction mass containment systems linked to reinforced RCS thrusters that produced high thrust through heating from the vessel's EPS conduits. *Elysium* would remain in service as a highly sought after posting until the Dominion War, when it was destroyed during the attack and occupation of Betazed in 2374.

COMMISSIONED: 2340

MISSION PROFILE: Technical Testbed

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	12	STRUCTURE	08
COMPUTERS	09	SENSORS	09	WEAPONS	08

DEPARTMENTS

COMMAND	01	SECURITY	03	SCIENCE	02
CONN	04	ENGINEERING	03	MEDICINE	02

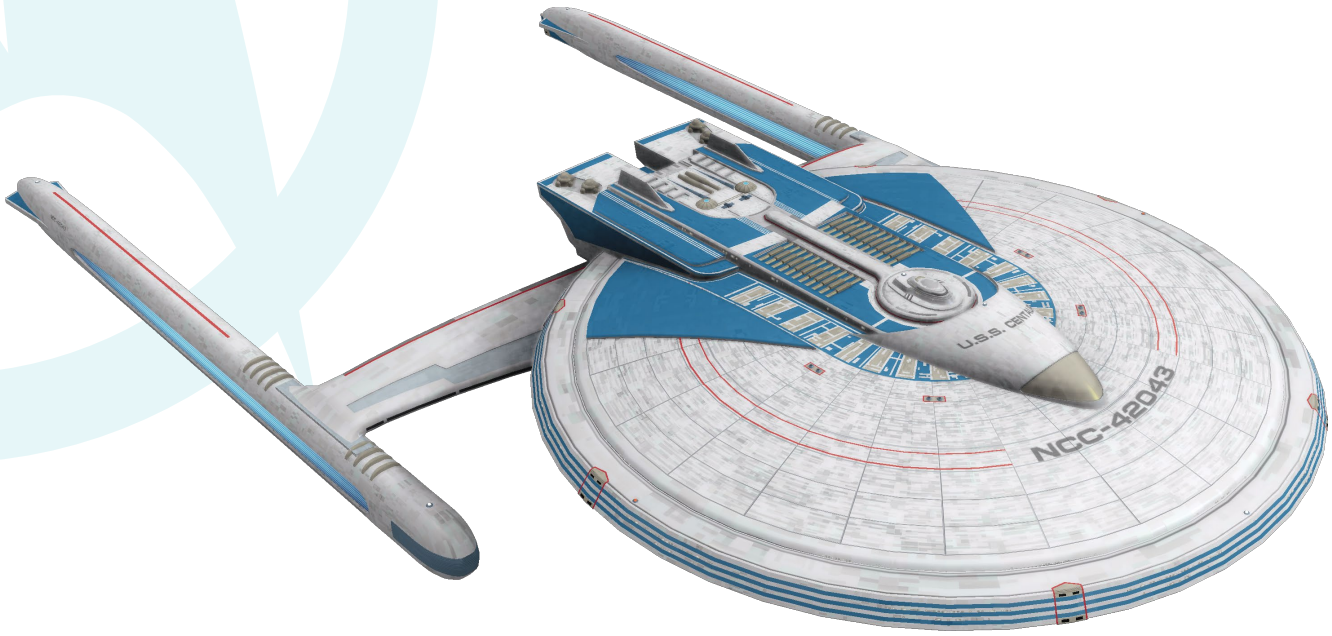
SCALE: 4
RESISTANCE: 4
POWER: 17
SHIELDS: 11

WEAPONS:

- Phaser Banks (Energy, Medium Range, 8▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Improved Impulse Drive
- Improved Reaction Control System
- Improved Warp Drive
- Secondary Reactors



CONSTELLATION

LAUNCH YEAR: 2285

PRIMARY SHIPYARDS: Titan Orbital Complex Prime, Titan; High Imperial Fleet Complex, Andoria; Federation Space Systems, Terra Nova

OVERVIEW: The *Constellation* class was developed in the mid 2280s as both a response to increasing tension with the Klingon Empire and to the difficulties in the development of the new transwarp system for *Excelsior*-class vessels. The vessel was never intended as a warship of the kind used by the Empire, nor did it have as much weaponry as a fully-armed *Miranda*-class ship, but *Constellation*-class vessels were intended to be able to intercept incursions from the Empire at high warp speeds and survive until heavier reinforcements could arrive. This class's intended use would never occur, as the Khitomer Accords were signed soon after the class's widespread deployment. Instead of being taken out of service or redeployed, *Constellation*-class vessels were given different assignments, acting as first responders to crises across the Federation and the unclaimed sectors surrounding its slowly expanding borders.

CAPABILITIES: The use of four warp nacelles on starships hadn't been common in Starfleet prior to the *Constellation*, as it was difficult to maintain a stable warp field geometry with the extra two nacelles interfering with the field generation from the two active nacelles. The problem had been previously overcome with sheer power in the *Nimitz* and *Cardenas* classes of the 2250s, but third-generation duotronic computer systems allowed even greater response time to changes in the warp field and a higher degree of control when in turbulent space-time. The *Constellation* class would use only two nacelles actively while utilizing the inactive nacelles' warp coils to act as field repeaters, strengthening the field and allowing the vessel to cruise at higher warp velocities for far less energy than other classes of vessels. Additionally, high warp velocities could be maintained for extended periods by switching which nacelles were being actively used, allowing the other overtaxed warp coils to slowly cool.

REFITS AND VARIANTS: Refit programs for the *Constellation* class have primarily focused on improving the spaceframe's power generation and warp coils, but also reinforcing the vessel's structural integrity to assist in withstanding the stresses that high acceleration puts on the spaceframe.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Crisis and Emergency Response, Multirole Explorer, Courier.

NAMING CONVENTIONS: *Constellation*-class vessels are named after terms for astronomers, constellations in the skies of member worlds, or mythological sky deities. *Cassiopeia*, *Nyx*, and *Ratri* are examples. As the class has been in production for nearly a century, NCC numbers begin in the 2100 range and increase as the decades progress.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	09	STRUCTURE	08
COMPUTERS	07	SENSORS	09	WEAPONS	07

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	–
CONN	+1	ENGINEERING	+1	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Banks
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Extensive Shuttlebays
- Improved Warp Drive

SPECIAL RULE:
- **Four-Nacelle Stability:** *Constellation*-class vessels can generate an incredibly stable warp field by using their two standby nacelles as warp field repeaters/stabilizers. Any task that involves the warp drive for movement, or while moving, may have its Difficulty reduced by a maximum of 1 by spending 2 Power.

U.S.S. ERANOS EAOTH, NCC-2106 (2375)

The ship of her subclass, *Eranos Eaoth* is named after a goddess from a culture on ancient Andoria that painted the stars on the canvas of the sky. This ship has been traditionally crewed by Andorians, with a small number of other member species that can tolerate the vessel's non-standard life support settings. The vessel began its service exploring the Cardassian Union border region soon after its launch, and took part in the first Cardassian War in numerous engagements. During the Dominion War, *Eranos Eaoth* became instrumental in gathering intelligence from deep behind Dominion lines and then using her high warp velocities and ability to sprint away at extreme sublight accelerations to keep ahead of any patrols that spotted her.

COMMISSIONED: 2295

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAITS: Federation Starship, Long-Serving, Traditionally Andorian

SYSTEMS

COMMS	10	ENGINES	11	STRUCTURE	08
COMPUTERS	09	SENSORS	11	WEAPONS	08

DEPARTMENTS

COMMAND	02	SECURITY	03	SCIENCE	02
CONN	04	ENGINEERING	03	MEDICINE	01

SCALE: 4
RESISTANCE: 4
POWER: 11
SHIELDS: 12

WEAPONS:

- Phaser Banks (Energy, Medium Range, 8▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Extensive Shuttlebays
- Improved Impulse Drive
- Improved Warp Drive
- Rugged Design



AMBASSADOR

LAUNCH YEAR: 2335

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; Cochrane Ship Yards, Proxima Centauri; Eridani A Federation Fleet Docks, Vulcan

OVERVIEW: The Starfleet Exploratory Division and the Federation Science Council began to see a steady decline in scientific returns from deep space missions by the beginning of the 24th century. Starfleet had been relying on *Excelsior*-class and the few *Constitution*-class starships still in service to continue its aims of discovery, but even with the planned refits of those spaceframes, they still required visits to logistical hubs every five years as systems wore down. Utopia Planitia Fleet Yards began to develop a new deep-space exploration cruiser that would address these concerns and allow a spaceframe to go deeper into the unknown. The *Ambassador* class was developed and launched in 2335, and many of the engineering techniques, design ideas, and technologies created for this starship would continue to be refined over the coming decades and become the basis for the *Galaxy* class.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	09	STRUCTURE	09
COMPUTERS	09	SENSORS	09	WEAPONS	09

DEPARTMENTS

COMMAND	+1	SECURITY	–	SCIENCE	+1
CONN	+1	ENGINEERING	–	MEDICINE	–

SCALE: 5

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENTS:
- High-Resolution Sensors
- Improved Impulse Drive
- Saucer Separation

CAPABILITIES: The *Ambassador* class was designed in a similar way to previous Starfleet cruisers, with a saucer-shaped primary hull and a cylindrical secondary engineering hull. The most obvious difference is the then-unique warp nacelles that contained high-efficiency warp coils with directional subspace buffers. This meant that subspace distortions and stress could be directed away from weaker coils when they began to show stress during periods of extreme warp speeds, or long-duration warp journeys. The fine-scale monitoring and field manipulation that this required was only possible with the newly developed FTL isolinear computer cores that the *Ambassador* class was fitted with, in combination with highly sensitive subspace sensors placed inside the nacelles. The *Ambassador* class was wildly successful, but also a victim of its own innovation. Research and development continued on the ground-breaking systems, improving them faster than they could be installed in the vessels, and it quickly became apparent that the *Ambassador* class wasn't able to keep up with technological development. Production was halted on further spaceframes, replacing newer construction with the vastly superior *Galaxy* class beginning in the 2360s.

REFITS AND VARIANTS: Two separate refit programs were used across the majority of these spaceframes. The Enterprise program, named after the flagship of the Federation, saw improvements to the vessel's subspace communication and sensor platforms, helping it in deep space exploration missions. The Pollux program was dedicated to improving the vessel's weapon systems and warp drive in order to make it a better deterrent after the events of Narendra III in 2344.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Scientific and Survey Operations, Strategic and Diplomatic Operations. *Ambassador*-class vessels fill the same niche in Starfleet as earlier *Constitution*, *Excelsior*, and later *Galaxy*-class vessels, and as such, fit into numerous different styles of play.

NAMING CONVENTIONS: *Ambassador*-class vessels are often named after important ambassadors in Federation history, great battles and ships of the past, or hopeful ideas of the future. *T'Pau*, *Merrimack*, and *Progress* are all examples. *U.S.S. Ambassador* had a registry of NX/NCC-10521 and all other vessels have registries higher than this.

U.S.S. CUMBERLAND, NCC-27885 (2366)

Cumberland began its career as a part of Starfleet's Gorn Task Force, operating out of the Starfleet Logistics Depot GH-99X, one light-year coreward of the Cestus system. Under the command of Captain Anastasia Cortmon, *Cumberland* would explore the border regions of the Hegemony, intercede in diplomatic crises in the region, and make first contact with dozens of species. After ten years, *Cumberland* was recalled to the core worlds, and acted as a diplomatic vessel, moving ambassadors and VIPs between Sol and Qo'noS. The vessel was being refit again for exploration when the Borg attack on Wolf 359 occurred. The vessel and her crew repeatedly put themselves in the path of the Cube, being struck by cutting beams several times to allow smaller ships to pull back. The ship was lost with all hands when her warp core detonated near the end of the battle.

COMMISSIONED: 2338

MISSION PROFILE: Multirole Explorer

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	09	STRUCTURE	09
COMPUTERS	10	SENSORS	11	WEAPONS	09

DEPARTMENTS

COMMAND	03	SECURITY	02	SCIENCE	03
CONN	03	ENGINEERING	02	MEDICINE	02

SCALE: 5
RESISTANCE: 6
POWER: 9
SHIELDS: 11

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Advanced Sensor Suites
- High-Resolution Sensors
- Improved Hull Integrity
- Improved Impulse Drive
- Saucer Separation



CHEYENNE

LAUNCH YEAR: 2350

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; Antares Fleet Yards, Antares; Proxima Fleet Yards, Proxima

OVERVIEW: The *Cheyenne* class was initially intended as a proof of concept, attempting to bring the aging *Constellation*-class starship into the 24th century. The Advanced Starship Design Bureau at Utopia Planitia produced the vessel in 2350 with experimental warp coil technology that they felt would improve upon the older standard coils. The new starship was surprisingly versatile, so much so that at first Starfleet ordered three produced to act as high-speed couriers to move between Human colonies in the core worlds region of the Federation. The United Planets of Tellar followed suit, and soon multisystem species in the Federation were asking for a handful of these vessels each. Full production began at Utopia Planitia in 2354 and Starfleet feels the *Cheyenne* will see continued service to Federation member worlds well into the 25th century.

CAPABILITIES: Unlike the earlier *Constellation* class, the *Cheyenne* didn't alternate between nacelle pairs while at high warp velocities. The experimental nacelles contained two sets of specialty coils: at the front were warp field stabilizers that decreased the strain on the rear warp coils that generated the subspace distortions needed for warp travel. As all four nacelles were in use, the overall strain on them was low, meaning the *Cheyenne* could stay at its maximum speed of warp 9.6 for much longer than similar vessels. The spaceframe required extensive power systems to run its cooling systems that allowed it to maintain those high velocities, with six small two-stage fusion reactors and the ship's primary warp core. The high speeds made it suited for more than acting as a courier for the core worlds; Starfleet would assign *Cheyenne*-class vessels to deep space starbases as they could range far from the Federation's borders.

REFITS AND VARIANTS: The unique experimental nacelles of the vessel make it difficult to upgrade the warp propulsion systems for the *Cheyenne* class, and Starfleet has asked the member worlds utilizing the spaceframe to install newly designed subspace communication arrays and advanced isolinear computer systems to allow these vessels to stay in contact from longer distances and to try and improve their systems at analyzing sensor data from science missions. In 2405 the *Dakota* subclass of the *Cheyenne* first appeared. The spaceframe had its entire structure redesigned, but the core systems remained almost unchanged, with the same subspace stabilizer/field generator nacelles being used. The updated spaceframe saw a drop in maximum sustained warp speeds, but improved the vessels' combat utility.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Pathfinder and Reconnaissance Operations, Courier/Cargo Transport.

NAMING CONVENTIONS: *Cheyenne*-class vessels tend to be named for places located in vast open spaces on member worlds. *Ogallala*, *T'mani's Run*, and *Endless Skies* are all examples.

SPACEFRAME

TRAIT: Federation Starship

SCALE: 4

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	09
COMPUTERS	09	SENSORS	09	WEAPONS	09

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	–
CONN	+2	ENGINEERING	+1	MEDICINE	–

WEAPONS:

- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:

- Improved Reaction Control System
- Improved Warp Drive
- Secondary Reactors

U.S.S. AHWAHNEE, NCC-73620 (2367)

Ahwahnee began its service to United Earth in 2360 and was used as a diplomatic vessel to move United Earth ambassadors from world to world in the Federation. In 2365, she was reassigned to Proxima Centauri so she could undergo testing for new warp coils and subspace-field-accelerated impulse drives. The ship was still undergoing testing when the Borg incursion of 2367 occurred, and *Ahwahnee* was within range to help intercept the Cube at Wolf 359. *Ahwahnee* was severely damaged in the skirmish, with most of the crew lost, including her entire command staff after the bridge was removed with a cutting beam. As the rest of the vessel was mostly intact, *Ahwahnee* was towed to the Proxima Fleet Yards where she was repaired and returned to duty as a diplomatic vessel.

COMMISSIONED: 2360

MISSION PROFILE: Technical Testbed

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	09
COMPUTERS	10	SENSORS	09	WEAPONS	09

DEPARTMENTS

COMMAND	01	SECURITY	02	SCIENCE	02
CONN	04	ENGINEERING	04	MEDICINE	02

SCALE: 4
RESISTANCE: 4
POWER: 15
SHIELDS: 12

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 6▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Backup EPS Conduits
- Improved Reaction Control System
- Improved Warp Drive
- Secondary Reactors



SPRINGFIELD

LAUNCH YEAR: 2352

PRIMARY SHIPYARDS: Antosian Equatorial Belt, Antos; Inferna Heavy Industries, Zeta Hercules; Keyhole Prime, Rhaandar

OVERVIEW: The *Springfield* class was launched two years after the *Cheyenne* and proved to be a popular vessel for new member worlds to produce in the 2350s, often crewing them entirely with their own people in a similar manner to the *Constitution*s of the 23rd century. The *Springfield* was an impressive design that was overcome by technological progress and repeated wars in the 2360s and 70s, and the design was superseded by more advanced spaceframes while those already produced continued operation until the 2410s in the home fleets of the member worlds that built them.

CAPABILITIES: The *Springfield* class utilized the same warp nacelles as the *Cheyenne* class – nacelles that contained warp field generators and stabilizers – though it only equipped two of them. Instead of speed or energy efficiency, Starfleet designers optimized for this spaceframe to move more mass per coil than her sister class. Warp field geometry also necessitated that the long axis of the warp field have no obstructions, so engineers designed a small engineering hull "under" the primary saucer that was mounted to it with two separate pylons, similar to the older *Oberth* class. A mission-specific pod was housed between the vessel's warp nacelles, but it was more akin to the semi-permanent installations on *Miranda*-class vessels than the later, highly adaptable *Nebula* and *Luna* mission pods. These often included a small shuttle launch bay and any sensor platforms the crew felt they would need on deep space assignments.

REFITS AND VARIANTS: The vessel has many minor differences depending on the member world of its construction, but not formal variants.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Scientific and Survey Operations, Pathfinder and Reconnaissance Operations.

NAMING CONVENTIONS: *Springfield*-class vessels take the names of either regional capitals or noteworthy traditions of the member worlds that constructed them. *Boston*, *Paniala City*, and *Here's Fine* are examples.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	08
COMPUTERS	09	SENSORS	10	WEAPONS	08

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	+1
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- High-Resolution Sensors
- Rugged Design

SPECIAL RULE:
- **Springfield Separation:** *Springfield*-class starships can take the **Saucer Separation** talent. This uses the standard rules presented on page 91, except re-docking the two pieces requires a drydock. Additionally, the secondary hull has no propulsion systems, but contains the vessel's warp reactor. The primary hull has the warp drive mounted to it, and very low warp speeds (1.5–2) can be generated by the ship's fusion reactors.

U.S.S. RHAANDAR'S CURIOSITY, NCC-55702 (2387)

Rhaandar's Curiosity was the first vessel built at the Keyhole Prime facility in Rhaandar and was commanded by a husband and wife from that world, the Yanaba family. Over the vessel's first ten years, the Yanabas led *Rhaandar's Curiosity* on a deep space assignment that pushed the endurance of the *Springfield* class to the limit as they reached hundreds of light-years spinward from their homeworld, into the Helical Nebula and back. *Rhaandar's Curiosity* would continue the tradition of ten-year deep space missions, beginning with a long trek coreward past Alpha Scorpii in 2387.

COMMISSIONED: 2357

MISSION PROFILE: Multirole Explorer

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	08
COMPUTERS	10	SENSORS	12	WEAPONS	08

DEPARTMENTS

COMMAND	02	SECURITY	03	SCIENCE	03
CONN	02	ENGINEERING	03	MEDICINE	02

SCALE: 4
RESISTANCE: 4
POWER: 10
SHIELDS: 11

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- High-Resolution Sensors
- Redundant Systems (Engines)
- Redundant Systems (Sensors)
- Rugged Design



RAVEN TYPE

LAUNCH YEAR: 2354

PRIMARY SHIPYARDS: Newport News Shipping, Earth; 40 Eridani Ship Yards, Vulcan; Frontier Flats, Denobula

OVERVIEW: The Federation Science Council wanted to have a vessel capable of housing scientists, students, and a limited number of dependents on deep space missions. They felt this kind of starship was needed as cutting-edge research stemming from exploration had become almost entirely the realm of Starfleet, and civilian scientists had a unique perspective on problems. Newport News Shipping, a minor shuttlecraft manufacturer on Earth, designed what would become known as the *Raven* type (a formal class designation never being approved). A large vessel resembling the *Danube*-class runabout in later decades. The vessel would become popular among the Science Council, and even become a common sight as private owners used them as personal warp vessels to move between star systems. After the introduction of the more advanced *Danube*-class runabout, the *Raven* type began to fall out of favor for the more adaptable craft.

CAPABILITIES: The *Raven* type was designed with long duration, deep space missions in mind. The quarters on board were spacious, and recreation facilities such as prototype holodecks were provided for the scientists on board. Capable of handling a crew of up to twelve, these vessels could operate with a crew of as few as two, greatly extending the vessels' mission duration as long as fuel for the fusion and warp reactors was still available. With replicators and adding material collected from the Bussard ramscoops, this vessel could theoretically cruise indefinitely. The spaceframe was large enough that landing on a planetary surface could be difficult for untrained scientists, so the vessel was equipped with a small shuttle pod to allow for physical landings on planetary surfaces when transporters were not an option. The Federation Science Council also felt that a basic amount of defensive armament was needed so far from the safety of the Federation, and reliable phaser banks were emplaced at the junction of the warp pylons and the primary hull.

REFITS AND VARIANTS: Only a single refit program was ever put forward for the *Raven* type before the *Danube* class effectively replaced it. This refit involved replacing and improving the vessel's warp coils to make more efficient use of the spaceframe's on-board antimatter stores. Further refits have been accomplished at the discretion of the civilian agency deploying them. As an example, two of these vessels are in the service of the Daystrom Institute (*Nobel* and *Zee-Magnees*) and were refit with experimental positronic neural networks in the mid-2360s. Yoyodyne Propulsion modified *Carruthers* with experimental warp coils prior to the 2370s, and again with reverse-engineered Borg transwarp coils after the return of *Voyager* to Federation space in 2378.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Scientific and Survey Operations, Technical Testbed. This vessel is an excellent choice for a small and personal campaign in which delving deep into the unknown will be a major part.

NAMING CONVENTIONS: *Raven*-type vessels are named in any way that their research crews wish, often after their university or notable professors from it. Registry codes for the vessels start with NAR and range from the 32000s and higher. Most *Raven* type vessels were removed from Nautical Reserves by Starfleet in 2395 and had their registry prefix changed to WSR (Warp Ship – Research).

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	11	ENGINES	08	STRUCTURE	07
COMPUTERS	11	SENSORS	11	WEAPONS	05

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+2
CONN	–	ENGINEERING	–	MEDICINE	+1

SCALE: 2

WEAPON:
- Phaser Banks

TALENT:
- Advanced Sensor Suites

RAVEN, NAR-32450 (2354)

Raven left Federation space soon after its commissioning under the command of the Hansens, a husband and wife, with their young daughter. They wished to explore past the far reaches of the Romulan Empire and the Shackleton Expanse, searching for a rumored cybernetic polity that would turn out to be the Borg. *Raven* was drawn into the Delta Quadrant through a transwarp conduit where they studied the Borg for three years before being caught and assimilated. The wreckage of *Raven* was discovered by *U.S.S. Voyager* in 2374 with the now-grown daughter, Annika Hansen, on board.

COMMISSIONED: 2354

MISSION PROFILE: Scientific and Survey Operations

TRAIT: Federation Starship

SYSTEMS

COMMS	11	ENGINES	08	STRUCTURE	07
COMPUTERS	11	SENSORS	11	WEAPONS	05

DEPARTMENTS

COMMAND	02	SECURITY	01	SCIENCE	05
CONN	02	ENGINEERING	03	MEDICINE	03

SCALE: 2 **RESISTANCE:** 2
POWER: 8 **SHIELDS:** 8

WEAPON:
- Phaser Banks (Energy, Medium Range, 4▲, Versatile 2)

TALENTS:
- Advanced Sensor Suites
- High-Resolution Sensors



NIAGARA

LAUNCH YEAR: 2358

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; Yoyodyne Propulsion Systems, Proxima Centauri; Starbase 318, Deep Space Alpha Quadrant

OVERVIEW: During the development and design phase of the *Galaxy* class, new techniques and technologies were being developed faster than they could all be pieced together for the massive deep space cruiser. One of these technologies was improved warp coils, and Starfleet wished to see them in action before *U.S.S. Galaxy* was launched for trials. A testbed vessel was designed to showcase the warp technology: the *Niagara* class. It was so successful that Yoyodyne Propulsion systems of Proxima wished to produce the spaceframe in limited numbers. While the *Niagara* class was never as widely produced as the older *Constellation* class, Starfleet began to use the newer vessels in the same types of assignments where speed was of the utmost priority. The class was successful enough that addition shipyards would also manufacture this spaceframe in limited numbers through the beginning of the 25th century.

SPACEFRAME

TRAITS: Federation Starship, Cutting Edge (2358–2360)

SYSTEMS

COMMS	09	ENGINES	11	STRUCTURE	09
COMPUTERS	09	SENSORS	10	WEAPONS	08

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	+1	ENGINEERING	–	MEDICINE	+1

SCALE: 5

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENTS:
- High-Resolution Sensors
- Improved Warp Drive

CAPABILITIES: The most distinct feature of the *Niagara* class is its three warp nacelles. The two dorsal nacelles produce the vessels' warp field and the single nacelle on the ventral secondary hull acts as a warp field repeater and stabilizer. This setup allows the *Niagara* class to maintain warp 7 for indefinite periods and sustain an emergency speed of warp 9.7 for nearly 18 hours. Time during the design phase was saved by utilizing a standard *Ambassador*-class secondary hull and its internal components, but the primary saucer was newly designed and incorporated sensor platforms that would also find their way into the *Galaxy*-class spaceframe. While it was a sizable vessel, the internal components for the advanced warp drive and the multispectral sensor pallets took up much of the internal volume, leaving this class able to house only four hundred crew for normal operations, and double that in emergencies.

REFITS AND VARIANTS: Yoyodyne Propulsion handles the refits for the *Niagara* class at its Proxima facilities. Data from the Borg attack on Wolf 359, and the loss of one of the class there, showed that the spaceframe required more offensive firepower. Extra phaser arrays and capacitors were installed during the first refit phase. Plans for the future include further refinements to the warp stabilizer system and a deployable long-range subspace transceiver array. Further plans submitted by the Andorian Imperial Guard included retrofitting the entire class with quantum torpedo launchers and the installation of a spinal mount phaser cannon.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Pathfinder and Reconnaissance Operations, Technical Testbed. *Niagara*-class vessels worked well as experimental vessels in their early years, and went on to be more generalized fast exploration cruisers for Starfleet, and thus fit into many campaign styles.

NAMING CONVENTIONS: *Niagara*-class vessels initially took names from regions, rivers, cities, and landmarks around the Great Lakes region of North America on Earth. Further names stem from other waterfalls on other member worlds. *Ontario*, *Water Wheel*, and *Saint Lawrence* are all examples.

U.S.S. KITCHENER, NCC-71519 (2376)

Kitchener was one of the first *Niagara*-class vessels to be purpose-built with the first weapon refits proposed by Yoyodyne as standard. *Kitchener* was initially assigned to operate deep coreward in the Spica Sector to assist other starships that found themselves too far from other Starfleet assets for timely assistance in emergencies. In between these times, *Kitchener* ranged farther coreward on exploration assignments, and was the first to discover ruins of an extinct multisystem polity calling themselves the Ziox. After this discovery, Captain Troy Rowsdower and *Kitchener* was ordered to focus entirely on uncovering more ruins and discover why this ancient civilization disappeared.

COMMISSIONED: 2370

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	11	STRUCTURE	09
COMPUTERS	09	SENSORS	11	WEAPONS	09

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	04
CONN	03	ENGINEERING	02	MEDICINE	01

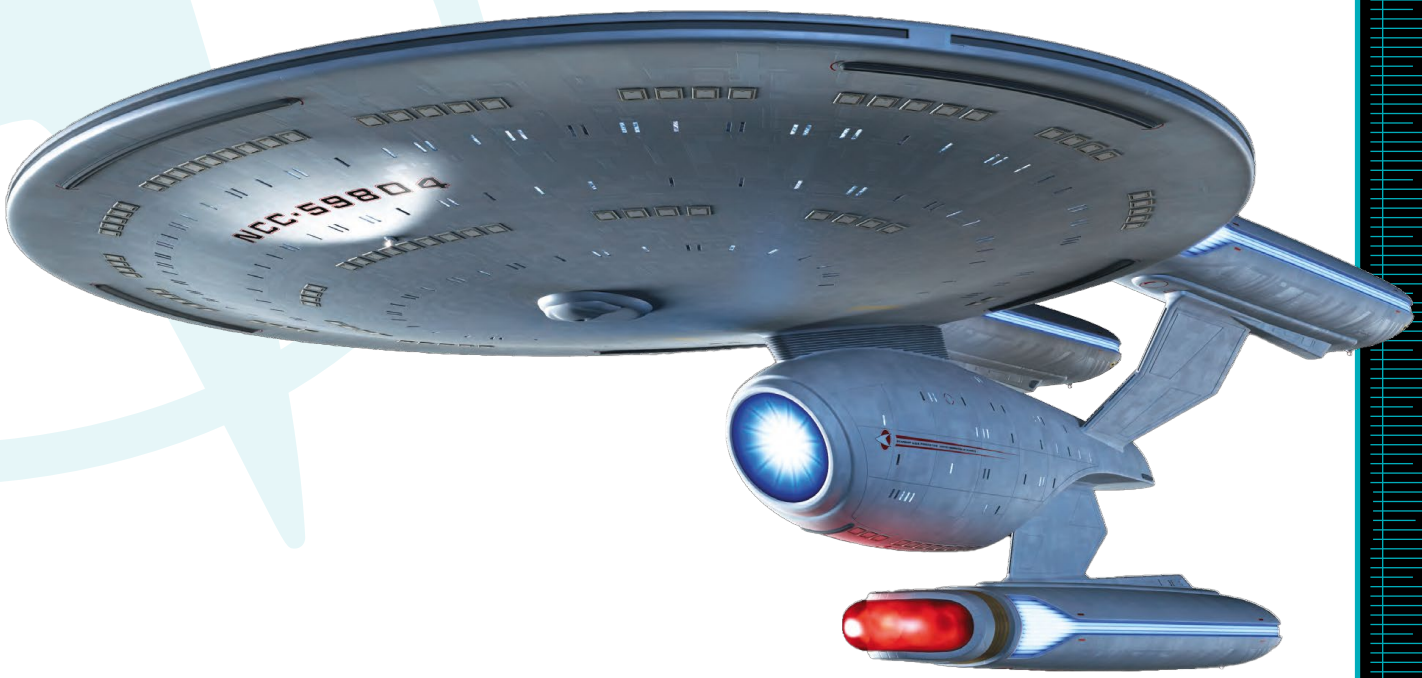
SCALE: 5
RESISTANCE: 5
POWER: 11
SHIELDS: 11

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Advanced Laboratories
- High-Resolution Sensors
- Improved Warp Drive
- Redundant Systems (Engines)
- Rugged Design



GALAXY

LAUNCH YEAR: 2359

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; 40 Eridani A Starfleet Construction Yard, Vulcan; Tellar Consolidated Fleet Yards, Tellar Prime

OVERVIEW: The *Galaxy* class was designed to surpass any exploration and science vessel ever developed by Starfleet, including the most advanced technologies of the 2350s. This spaceframe also represented a totally new philosophy for crew mental well-being on long duration, deep space assignments, as it saw Starfleet providing facilities and living quarters for civilian dependents and volunteers. The concept centered on not separating families from loved ones for years at a time, and the morale on *Galaxy*-class vessels was correspondingly high.

CAPABILITIES: As one of the largest spaceframes manufactured by Starfleet at the time of its launch, it was surprising that the interior volume of the *Galaxy* class was often not fully allocated by the time it began its first mission assignment. Starfleet maintained a policy that the large amount of modular space inside could be expanded into as needed by the crew. This modular customization, and the sheer scale of the *Galaxy* class, meant that these vessels often had civilian specialists on board for even the most obscure research paths. As the *Galaxy* class was meant to probe far away from Federation space, the vessel had both the most powerful warp core of its day and the most advanced warp coils, allowing even a ship of its size to maintain a cruising warp velocity of 6 and a maximum velocity of warp 9.8.

REFITS AND VARIANTS: During the Dominion War, *Galaxy*-class vessels that were nearing completion were repurposed as command-and-control vessels for rear admirals to use in fleet actions. These vessels would coordinate action over a sector of the combat zone or direct squadrons of detached *Excelsior*- or *Miranda*-class vessels in combat.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Strategic and Diplomatic Operations, Scientific and Survey Operations, Multirole Explorer.

NAMING CONVENTIONS: *Galaxy*-class vessels take their names from many different naming conventions from across the Federation. Most are associated with exploration and scientific discovery. Some are associated with famous vessels of the past. *Yamato*, *Challenger*, and *Surok* are examples. *U.S.S. Galaxy* was NX/NCC-70637 and all vessels of the class have code numbers higher than this unless using a legacy number.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	10
COMPUTERS	10	SENSORS	09	WEAPONS	10

DEPARTMENTS

COMMAND	+1	SECURITY	–	SCIENCE	+1
CONN	–	ENGINEERING	–	MEDICINE	+1

SCALE: 6

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 5)

TALENTS:
- Modular Laboratories
- Redundant Systems
- Saucer Separation

SPECIAL RULE:
- **A Galaxy of Civilian Specialists:** Prior to the outbreak of the Dominion War, *Galaxy*-class vessels had numerous civilian experts on board of various career paths, often having brevet ranks as officers in the Science Division of Starfleet. Once per adventure, a newly-created supporting character may begin as though they had already been activated once before (see page 134 of the core rulebook) to represent the expertise typically found on a *Galaxy*.

U.S.S. ENTERPRISE, NCC-1701-D (2371)

For its entire service life, *Enterprise*-D was commanded by legendary Captain Jean-Luc Picard. The vessel was the first to encounter the Q Continuum, made contact with the Romulan Star Empire after decades of isolation, survived one of the first encounters with the Borg, and would assist in the destruction of the Borg Cube that perpetrated the massacre of Wolf 359. *Enterprise*-D was destroyed in the Veridian system in 2371 after a duel with the Duras sisters and attempting to stop the genocide of the civilization on Veridian IV from a weapon that could destroy the world's star.

COMMISSIONED: 2363

MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship, Federation Flagship, Sixth to Bear the Name "*Enterprise*"

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	10
COMPUTERS	10	SENSORS	10	WEAPONS	10

DEPARTMENTS

COMMAND	03	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	02	MEDICINE	03

SCALE: 6
RESISTANCE: 6
POWER: 15
SHIELDS: 12

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 8, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 5, High Yield)
- Tractor Beam (Strength 5)

TALENTS:

- Captain's Yacht
- Extensive Shuttlebays
- Modular Laboratories
- Redundant Systems (Structure)
- Saucer Separation
- Secondary Reactors



CHALLENGER

LAUNCH YEAR: 2360

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; Yoyodyne Experimental Facilities, Titan Sol; Tellar Consolidated Fleet Yards, Tellar Prime

OVERVIEW: Utilizing the warp coil and subspace field theory work done for the *Galaxy* class starships wasn't something a single class of vessels could do. One piece of research that came out of Yoyodyne Propulsions was a warp field repeater, similar to warp field stabilizers used on many other older starships. This technology could allow advanced materials to appear 'transparent' to a propulsive subspace field, giving a spaceframe many more options on how to generate a propulsive warp field and stabilize it. The *Challenger* class was one of the first designs to use these repeaters, and Starfleet quickly began to assign the spaceframe to exploration duties in regions of space where as small of a subspace disturbance as possible was desired. These vessels were some of the first to demonstrate a lack of subspace damage at high warp velocities and many systems and procedures developed for this class would assist in the design of later, more subspace friendly designs.

CAPABILITIES: The warp nacelles of the *Challenger* class are close together, making the subspace field it generates small and with a high gradient. This means high warp velocities can be achieved at low amounts of power and with minimal damage to subspace. A unique intercooler chamber cycles coolant through the outer nacelles and through the warp field repeaters, also giving this design long periods at high-warp velocities. As this vessel could be used in regions of high subspace and space-time distortion, Starfleet ensured the vessel would have the best sensor platforms available at launch, including duplicate platforms on opposite sides of the spaceframe to provide redundancy and interferometric capabilities.

REFITS AND VARIANTS: Starfleet planned on improving the vessel's warp field repeaters, but rising tensions with the Klingon Empire, and then the Dominion War, changed refit plans. The first major refit for the class was scheduled for 2380, when the ships would have their sensors improved and the latest generation of warp field repeaters developed for the *Defiant* class could be installed. Yoyodyne has experimented with a single vessel as a variant, *Red Baron*. This vessel has its warp nacelles entirely replaced with ones found on the *Sovereign* class, and reinforced nacelle struts that allow for an improved intercooler system.

Some *Challenger* class vessels went into service with Starfleet Intelligence due to the small subspace field generated making long range detection difficult. These vessels often had extensive upgrades to their sensors and communications arrays included in their refit program, and high energy pulsed subspace 'screechers' were installed along the vessel's warp nacelles to assist in jamming subspace communications and sensors from hostile polities.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Technical Testbed, Multirole Explorer, Crisis and Emergency Response.

NAMING CONVENTIONS: *Challenger*-class vessels take names from famous air and spacecraft from history, and often their pilots. *Rodina*, *Hercules*, and *McAuliffe* are all examples.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	08	ENGINES	11	STRUCTURE	08
COMPUTERS	10	SENSORS	11	WEAPONS	08

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	+1	ENGINEERING	+1	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Improved Warp Drive
- Redundant Systems (Sensors)

U.S.S. RED BARON, NX-53196 (2380)

Since its launch in 2365, *Red Baron* has been assigned as an experimental starship for the use of Yoyodyne Propulsion Systems at Titan in the Sol System. Staffed primarily with a crew of engineers, *Red Baron* has only been assigned important missions three times. The first of these was during the Borg attack on Earth in 2373, in which it assisted in attacking the Cube. The second was during the Breen attack on Earth in 2375 when it assisted in rescue efforts across the planet. The third was under the command of Yoyodyne Manager Clifford Thalisman when all ships were needed for the final push on Dominion positions in the Cardassian home system. The experimental intercoolers allowed *Red Baron* to operate at extreme warp velocities for extended periods, allowing the vessel to operate as a fighter group lead.

COMMISSIONED: 2365

MISSION PROFILE: Technical Testbed

TRAITS Federation Starship, Yoyodyne Experimental Starship

SYSTEMS

COMMS	08	ENGINES	12	STRUCTURE	09
COMPUTERS	10	SENSORS	11	WEAPONS	08

DEPARTMENTS

COMMAND	01	SECURITY	02	SCIENCE	03
CONN	03	ENGINEERING	04	MEDICINE	02

SCALE: 4 **RESISTANCE:** 4
POWER: 12 **SHIELDS:** 11

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 6▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Backup EPS Conduits
- Improved Power Systems
- Improved Warp Drive
- Redundant Systems (Sensors)



FREEDOM

LAUNCH YEAR: 2361

PRIMARY SHIPYARDS: Antares Fleet Yards, Antares; Imperial Ship Yards, Andoria; Consolidated Fleet Yards, Tellar Prime

OVERVIEW: In the early 2360s, Starfleet and the Federation didn't see much on the horizon that would entail designing a starship capable of fulfilling the role of a battleship, but the Andorian Imperial Guard disagreed. While the Andorian military strongly felt that Starfleet was letting its guard down while neighboring polities improved upon their warships, Starfleet's policy at the time was one of peaceful exploration. A compromise of sorts was made in the design and manufacture of the *Freedom* class, using already researched and tested equipment for the *Galaxy* class, but still equipped with impressive defensive and offensive capabilities. The *Freedom* class would see extensive use during the Dominion War and later inside the remnants of the Romulan Star Empire after the supernova that caused that polity to collapse. The majority of these vessels serve in the Andorian and Tellar Prime Fleets, but those in Starfleet service are expected to remain active until at least 2450.

CAPABILITIES: The *Freedom* class utilizes a single nacelle much like the 23rd century *Hermes* class, generating a propulsive warp field via closely paired warp coils. The warp field was able to be compact enough that the spaceframe could maintain a cruising speed of warp 6.9 and emergency "sprints" of 9.2. The spaceframe's impulse drive was unique in that it used a two-stage subspace acceleration technique, the first inside the impulse manifold itself, the second through always-active subspace field generators located down the spine of the warp nacelle, pushing the spaceframe to the edges of the inertial dampener's capabilities to keep the crew alive. Unique for the time, the *Freedom* class had two separate phaser systems installed: the standard arrays that Starfleet used in almost every starship, plus a powerful phaser cannon mounted on a massive turret on the underside of the saucer. The spaceframe's armament was rounded out by a dual photon torpedo launcher mounted just above the vessel's Bussard collector.

REFITS AND VARIANTS: In late 2379, the Andorian Imperial Guard began building new *Freedom* class vessels equipped with quantum torpedo launchers. A second variant began trials the same year in the Tellar system that replaced the vessel's main deflector with a dual-purpose deflector and subspace transceiver capable of real-time subspace communications over distances up to 90 light-years. While both are as capable as the standard spaceframe, Starfleet has utilized them in very different ways, with the Andorian vessels being the core of destroyer squadrons and Tellarite-built vessels being used for command and control for starship groups operating far from Federation subspace relay networks.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Strategic and Diplomatic Operations, Tactical Operations, Pathfinder and Reconnaissance Operations.

NAMING CONVENTIONS: Many *Freedom*-class vessels take names that refer to the concept of freedom, equality, and a strong defense. *Minuteman*, *Liberty*, and *Glasnost* are all examples.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	09	STRUCTURE	08
COMPUTERS	09	SENSORS	11	WEAPONS	10

DEPARTMENTS

COMMAND	+1	SECURITY	+1	SCIENCE	+1
CONN	–	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Arrays
- Phaser Cannon
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Improved Impulse Drive
- Secondary Reactors

U.S.S. WATER WHEEL, NCC-68724 (2395)

When the attack on Mars occurred in 2385, and the Federation rescue mission to the Romulan Empire was canceled, saving the innocent Romulan people and the Empire's subject species fell to the individual member worlds and their fleets of vessels. Tellar Prime was the first Federation member world to pledge its starships and colony vessels, led by Captain Valot jal a'Rantin on *Water Wheel*. Her vessel would act as a command ship for a small flotilla of six colony ships that would transport refugees out of the Empire and guard them against predation by pirates and rogue Romulan forces. As the evacuation slowed, *Water Wheel* continued operations in the former Neutral Zone to help protect neutral worlds against encroachment by criminal organizations.

COMMISSIONED: 2363

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAITS: Federation Starship, Tellarite Starship

SYSTEMS

COMMS	10	ENGINES	11	STRUCTURE	08
COMPUTERS	09	SENSORS	11	WEAPONS	10

DEPARTMENTS

COMMAND	03	SECURITY	03	SCIENCE	03
CONN	02	ENGINEERING	02	MEDICINE	01

SCALE: 4 **RESISTANCE:** 4
POWER: 16 **SHIELDS:** 11

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7▲, Versatile 2, Area or Spread)
- Phaser Cannon (Energy, Close Range, 9▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Command Ship
- Improved Impulse Drive
- Rugged Design
- Secondary Reactors



NEBULA

LAUNCH YEAR: 2361

PRIMARY SHIPYARDS: 40 Eridani A Starfleet Construction Yards, Vulcan; Utopia Planitia Fleet Yards, Mars; Regulus Prime Orbital Construction Yards, Regulus

OVERVIEW: During the development phase of the *Galaxy* class, Starfleet felt that it could make the next evolutionary step of the *Miranda* class based on the design elements of the future flagship class of the Federation, in the same way the *Miranda* had incorporated elements from the refit of the *Constitution* class. The initial design and production contracts were awarded to Yoyodyne Propulsion Systems, ensuring that the best elements of the older cruiser were kept, such as the modularity of its systems. The *Nebula* would prove to be even more adaptable than the aging *Miranda*, but full-scale replacement of the older class would become impossible with the outbreak of the Dominion War.

CAPABILITIES: Internally, the *Nebula* had less mission-adaptable volume than her sister class, but the roll-bar mount was much stronger structurally and provided more EPS connections than found on the *Miranda* class. This allowed a far wider selection of modular pods to be made available for use on the design. Initially the types of pods were limited to a command-and-control pod with a dedicated computer core and subspace transceivers, a sensor pod that greatly enhanced the vessel for scientific and reconnaissance missions, and a weapons pod containing phaser and photon torpedo systems. Yoyodyne continued development of pod systems during the Dominion War and is currently testing a quantum slipstream pod, an emergency medical pod, and a deployable Corps of Engineers drydock.

REFITS AND VARIANTS: Most *Nebula*-class vessels went through a single refit cycle before the outbreak of the Dominion War, the standard being improvements in the sensitivity of their on-board sensor platforms.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Any. The *Nebula* class is incredibly adaptable to individual missions and play styles.

NAMING CONVENTIONS: *Nebula*-class vessels take their names from across the Federation, based on famous ships in a planet's past. *Bennion*, *Beagle*, and *Golden Hind* are all examples. While most *Nebula*-class vessels have registries in the 60000+ range, some of these vessels have very low numbers that were reserved for shipyards that built few vessels.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	09
COMPUTERS	10	SENSORS	08	WEAPONS	09

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	–
CONN	–	ENGINEERING	+2	MEDICINE	–

SCALE: 5

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENT:
- Saucer Separation

SPECIAL RULE:
- **Mission Pod:** All *Nebula*-class vessels have a mission pod. This mission pod provides two talents to the vessel that count toward the maximum normally allowed. The talents provided by the pod may not be swapped out normally, but the entire mission pod (and all of its benefits) may be swapped out as if it were a single talent. Replacing a mission pod at a starbase is not as time consuming as a full refit, and a gamemaster should keep this in mind when determining the length of time replacing it may take in their game.

U.S.S. SEQUOYAH, NCC-66177 (2375)

Sequoyah was initially launched to supplement Starfleet's diplomatic expansion deep rimward toward the Tholian Assembly in 2365. The officers and crew had made deep inroads into including two new civilizations into the Federation in the Grazer Sector when the Dominion War broke out. *Sequoyah* was recalled, and under the command of Captain Pil Rufan of Tellar, this vessel took the command position in a squadron of starships, coordinating deep scouting raids and attacks deep into Cardassian Union territory coreward of the Talarian Republic.

COMMISSIONED: 2365

MISSION PROFILE: Strategic and Diplomatic Operations

TRAITS: Federation Starship, Flagship, Command and Control Pod

SYSTEMS

COMMS	11	ENGINES	10	STRUCTURE	09
COMPUTERS	11	SENSORS	08	WEAPONS	09

DEPARTMENTS

COMMAND	04	SECURITY	02	SCIENCE	02
CONN	01	ENGINEERING	04	MEDICINE	02

SCALE: 5 **RESISTANCE:** 5
POWER: 10 **SHIELDS:** 16

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Advanced Shields
- Command Ship
- Electronic Warfare Systems
- Redundant Systems (Communications)
- Saucer Separation



NEW ORLEANS

LAUNCH YEAR: 2364

PRIMARY SHIPYARDS: San Francisco Orbital Shipyards, Sol; Brasília Slips, Terra; Tycho Lunar Propulsion Limited, Luna

OVERVIEW: Soon after the development of the *Galaxy* and *Nebula* class starships, Starfleet saw the new design style as innovative, but requiring large amounts of resources for each of the ships to be constructed. Starfleet Command issued directives to shipyards across the Federation to design and produce starships for various mission profiles using the same design elements of their newest vessels, but keeping the crew sizes smaller than the *Galaxy* and *Nebula* classes as Starfleet Academy was still opening new facilities on many member worlds and had a limited pool of graduating officers in the early 2360s. The *New Orleans*-class was considerably more compact than most vessels in service at the time, and its non-modular primary and secondary hulls made construction easier and took nearly quarter the time to build compared to a *Nebula* class.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	08
COMPUTERS	10	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	+1	ENGINEERING	+1	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- High-Resolution Sensors
- Modular Laboratories

CAPABILITIES: The *New Orleans* class has two main features that make it highly desired for planetary survey and patrol missions: a mission-adaptable sensor pod on its ventral secondary hull, and two interlinked subspace and EM sensor strips down the side of its secondary hull and along its warp nacelles. The sensor pod closely resembles the two photon torpedo / probe launch systems on the spaceframe's dorsal primary hull, but it contains its own isolinear computer core and as many planetary sensors as a *Galaxy* class vessel had installed from the same time period. In addition, this sensor pod contains six fully automated remote sample probes that can enter a planet's atmosphere and return biological and geological samples to isolation chambers that are physically separate from the rest of the vessel, making contamination highly unlikely, and having a mission duration of months in low gravity environments and days in an Earth standard environment. These same sensor networks give the spaceframe the ability to form a map of subspace fluctuations and turbulence around it, allowing its warp coils to tweak power output in such a way that it mimics the variable warp geometry of an *Intrepid*-class starship without the adjustable-pitch warp pylons.

REFITS AND VARIANTS: Current refit plans for the class center on improving its already-impressive sensor capabilities. Only one variant of the class has been proposed by the Imperial Shipyards of Andoria, that replaces the sensor pod on the class with a self-contained weapons platform containing phaser cannons and a quantum torpedo launcher. A prototype of this variant, Hasano, was launched in 2380 but only had photon torpedo launchers installed rather than the more advanced quantum systems.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Scientific and Survey Operations, Technical Testbed, Multirole Explorer. The *New Orleans* class fits into a generalized role in Starfleet with its mix of adaptable laboratories and weapon systems, and thus can fit into a wide range of possible campaigns.

NAMING CONVENTIONS: *New Orleans*-class vessels are often named after places or people of the Mississippi Delta of North America. As more ships are produced, places in deltas from other Federation worlds will be used. Examples include *Metairie*, *Laveau*, and *Natchez*.

U.S.S. HIGGINS, NCC-64229 (2376)

Since her commissioning, *Higgins* has been attached to the Starfleet Corps of Engineers as a survey vessel dedicated to geological surveys intended to discover asteroids and moons that have deposits of minerals the Corps needs to build large space-based facilities such as terraforming platforms or starbases. Upon entering a star system, the crew of *Higgins* not only performs orbital scans of larger bodies and subspace sensor probes of smaller objects, but also deploys the "Rock Hounds," the vessel's squadron of shuttles, to gather samples of material from a planet, moon, or asteroid to bring back and study on the ship if anything out of the ordinary is detected. The crew lounge on *Higgins* is filled with wondrous examples of minerals and rocks from across Federation space and beyond.

COMMISSIONED: 2365

MISSION PROFILE: Scientific and Survey Operations

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	08
COMPUTERS	10	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	02	SECURITY	01	SCIENCE	04
CONN	03	ENGINEERING	04	MEDICINE	02

SCALE: 4
RESISTANCE: 4
POWER: 10
SHIELDS: 9

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 5▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 4▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Sensor Suites
- Extensive Shuttlebays
- High-Resolution Sensors
- Modular Laboratories



AKIRA

LAUNCH YEAR: 2368

PRIMARY SHIPYARDS: Antares Ship Yards, Antares; Utopia Planitia Fleet Yards, Mars; Tranquility Base Shipyards, Luna

OVERVIEW: In the aftermath of the Battle of Wolf 359, Starfleet saw the need for a heavily armed and combat-capable starship that could perform patrol assignments and maintain a constant presence in a sector of space to provide support or direct action in combat assignments, but still be able to contribute to the primary goal of Starfleet in exploration and discovery. The design that the Advanced Starship Design Bureau chose for this project was one that had been first proposed in the mid-23rd century, but technological limitations prevented its proper construction until then. When updated with the latest technologies, the new *U.S.S. Akira* was so successful in its initial patrols that Starfleet immediately ordered the class into wide production.

CAPABILITIES: *Akira*-class starships are considered cruisers by Starfleet Command, but unlike other cruisers in service, the *Akira* doesn't utilize a secondary hull. The vessel is designed to present the smallest sensor profile possible to augment the small surface area for its defensive shields. The highly-sloped surfaces of the outer hull were also augmented with ablative duranium armor plating, providing additional protection to C&C systems and power distribution nodes. The *Akira* wasn't only designed with defensive measures in mind; the vessel contained more firepower for a ship of its displacement than any other vessel then in service. The saucer of the vessel was equipped with extensive Class XII phaser arrays capable of covering every angle of attack. The ship's weapons pod, located between its large "pontoons" that were attached to the saucer and also mounted the vessel's warp nacelles, contained the same phaser arrays and forward and aft firing photon torpedo systems. These same torpedo launchers were also serviced by magazines containing the vessel's probe stores to augment the vessel when it was conducting survey and exploration assignments. The vessel's quantum torpedo systems were dedicated solely to the new technology and were not serviced by the same probe magazines. The vessel was also designed with spacious shuttlebay flight decks and maintenance areas, allowing for the vessel to deploy runabouts, fighters, or shuttlecraft in a variety of mission profiles.

REFITS AND VARIANTS: The 2378 refit program for the *Akira* class involved installation of bioneural computer pathways to augment its isolinear core. Future refits currently being considered include the installation of further sensor networks tied directly into the torpedo launch and control systems, as well as duranium armor to improve survivability of the class after shields have been depleted. In 2380, a single variant began construction at Utopia Planitia Fleet Yards called the Armitage block. This variant replaces much of the extra shuttlecraft and runabout bay space with extra sensor pallets and dedicated processing cores for the vessel's fire control systems.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Tactical Operations, Battlecruiser, Crisis and Emergency Response.

NAMING CONVENTIONS: *Akira*-class vessels are often named after famous and fictional warriors or fighting vessels, ones that stood up to impossible odds. *Thunderchild*, *Gawain*, and *Argo* are some examples.

SPACEFRAME

TRAIT: Federation Starship

SCALE: 5

SYSTEMS

COMMS	09	ENGINES	09	STRUCTURE	10
COMPUTERS	09	SENSORS	09	WEAPONS	11

DEPARTMENTS

COMMAND	–	SECURITY	+2	SCIENCE	–
CONN	–	ENGINEERING	–	MEDICINE	+1

WEAPONS:

- Phaser Arrays
- Quantum Torpedoes
- Tractor Beam (Strength 4)

TALENTS:

- Ablative Armor
- Extensive Shuttlebays
- Rapid-Fire Torpedo Launcher

U.S.S. HARRINGTON, NCC-75941 (2379)

The first of her class built at the Lighthouse Cairn Fleet Yards in the Cait system, *Harrington* took the name of the Starfleet captain that made first contact with the Caitians in the late 2260s before dying in the following months during a fierce starship battle with the Kzinti. *Harrington* forms the center of Task Force Orange-8, the two squadrons of starships assigned to patrol the borders of the Patriarchy. In its first three years of deployment, *Harrington* was involved with the capture or destruction of sixteen Kzinti destroyers. While this combat history was impressive, Captain Ka'lanas of Cait made it a point of detaching her vessel to perform stellar survey missions. Along with her task force consort, *U.S.S. Copernicus Bay*, *Harrington* made first contact with two warp-capable species coreward of the Patriarchy, one of which became a Federation member in 2380.

COMMISSIONED: 2369

MISSION PROFILE: Strategic and Diplomatic Operations

TRAITS: Federation Starship, Blooded

SYSTEMS

COMMS	09	ENGINES	09	STRUCTURE	10
COMPUTERS	09	SENSORS	10	WEAPONS	11

DEPARTMENTS

COMMAND	03	SECURITY	04	SCIENCE	02
CONN	01	ENGINEERING	02	MEDICINE	03

SCALE: 5 **RESISTANCE:** 7
POWER: 9 **SHIELDS:** 14

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 9▲, Versatile 2, Area or Spread)
- Quantum Torpedoes (Torpedo, Long Range, 8▲, Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Ablative Armor
- Command Ship
- Electronic Warfare Systems
- Extensive Shuttlebays
- Rapid-Fire Torpedo Launcher



NOVA

LAUNCH YEAR: 2368

PRIMARY SHIPYARDS: Tellar Consolidated Fleet Yards, Tellar Prime; Utopia Planitia Fleet Yards, Mars; Baikonur Orbital Complex, Earth

OVERVIEW: Starfleet Command and the Federation Science Council formed a committee in 2363 to discuss the state of Starfleet's aging science and exploration vessels. While the *Galaxy* class was considered a success, the amount of personnel and resources required to construct one of the massive exploration cruisers was significant. The end conclusion of the committee was that Starfleet required a new science and exploration vessel that was small, easy to maintain, but had the best sensor and scientific equipment possible in a small spaceframe. The *Nova* class would go on to be the inspiration for the *Intrepid* class, and lessons learned in its design would influence Starfleet designers for decades to come. *Nova* class vessels would continue to remain in active Starfleet service well into the 25th century, with many new commanding officers finding their first commands on these vessels.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	09	STRUCTURE	08
COMPUTERS	10	SENSORS	10	WEAPONS	08

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+2
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 3

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 2)

TALENT:
- Advanced Sensor Suites

CAPABILITIES: Many next-generation technologies were beginning to become more widespread at the time of its design, but the *Nova* class would instead use tried, tested, and established components instead. This was to ensure that the vessel would function exactly as intended and remain easy for crews to maintain while on assignment. Ease of maintenance was one consideration, but the driving goal for the spaceframe was to save volume and mass on any extraneous equipment so that more sensor and processing power could be installed. Two standard isolinear computer cores were included to help maintain control over the ship's small warp field, generated from subspace-friendly warp coils but mounted in standard nacelle housings. These computers had powerful subspace fields around them, allowing even faster processing time for the vessel's highly integrated sensor networks. Even with the increase in tensions with the Cardassian Union and the Borg, design teams still limited the weapon emplacements on board to small phaser arrays and a single torpedo launcher. The *Nova* class is a superb scientific research vessel, but at the expense of creature comforts, as there was little space left for recreational activities. The small crew size and the slow cruising speed of the *Nova* class mean that Starfleet typically rotates crews through assignments to the vessel every six months.

REFITS AND VARIANTS: Starfleet's current refit plans for the *Nova* class include replacement of the vessel's warp coils with smaller and more efficient systems that will also allow a greater degree of independent control over the small warp field. The success of ships such as *Canary Islands* has made Starfleet Medical consider utilizing some of these vessels for emergency medical rescue.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Pathfinder and Reconnaissance Operations, Scientific and Survey Operations, Crisis and Emergency Response. *Nova*-class vessels would be a great choice for campaigns focusing on operating out of a starbase. These are also excellent vessels for a newly-minted captain to hone their skills with their first command

NAMING CONVENTIONS: *Nova*-class vessels take names from astronomical terms from the many languages of the Federation, and place names from the worlds that manufacture the spaceframe. *Umbra*, *Zodiac*, and *Grand Spiral* are examples. *Nova*-class starships use registry numbers that begin in the 72300s.

U.S.S. CANARY ISLANDS, NCC-73998 (2379)

The Dominion War saw extreme casualties on both side, and Starfleet assigned Captain T'Hana of *Canary Islands* to use her vessel to seek out lifepods or personnel trapped in floating wreckage after the battles fought. *Canary Islands* would often begin recovery operations even while weapons fire was ongoing, the ship's small size allowing it to be ignored as Cardassian and Dominion ships chose more threatening targets. After the war, Starfleet assigned the vessel to base itself at Deep Space 9, saving the lives of even the Federation's former enemies when shipboard accidents occurred, or planetary disasters threatened to overwhelm local medical teams.

COMMISSIONED: 2369

MISSION PROFILE: Crisis and Emergency Response

TRAITS: Federation Starship, Respected

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	08
COMPUTERS	10	SENSORS	10	WEAPONS	08

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	04
CONN	02	ENGINEERING	02	MEDICINE	03

SCALE: 3 **RESISTANCE:** 3
POWER: 10 **SHIELDS:** 10

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 5▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Advanced Sensor Suites
- Advanced Sickbay
- Emergency Medical Hologram



OLYMPIC

LAUNCH YEAR: 2368

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Sol; Lagrange Slips, Denobula; 40 Eridani A Starfleet Construction Yards, Vulcan

OVERVIEW: In the 22nd and 23rd centuries, Starfleet felt that a dedicated hospital ship was a misuse of highly trained medical personnel that could be assigned across the fleet otherwise. A change in this perspective began in the late 2360s with disastrous encounters with the Borg and increased tensions with the Cardassian Union. It was also determined that a vessel that was a non-combatant and solely used for humanitarian efforts could help diplomatically with neutral systems that were wavering between joining the Federation or other polities. The *Olympic* class began limited production at various shipyards across the Federation in 2368, and immediately began to impact fleet operations during the height of the Dominion War and during the disasters of the following decades.

CAPABILITIES: The *Olympic* class was designed to look like no other Starfleet vessel in service in the late 24th century. This was to make the class unable to be confused with other Starfleet vessels so it would better stand out as a non-combatant in warzones. To help with identification, the Starfleet Medical logo is displayed prominently on each side of the primary hull. The main sickbay used for the crew was found in the primary hull, and the hospital complex was located in the secondary hull. This hospital complex could house, isolate, and treat over 500 humanoids requiring intensive care, and the crew could quickly adapt other spaces to house another 500 in triage situations.

REFITS AND VARIANTS: Two separate refit programs have been proposed for the *Olympic* class. The first proposal has a standardized upgrade package for the vessel's sensors and isolinear computer systems to improve them with bioneural gel packs for better neural networking. The other refit proposal counters the first by raising concerns of biological contamination of the gel packs by expanding the secondary hull to allow for more hospital spaces.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Crisis and Emergency Response, Scientific and Survey Operations, Multirole Explorer.

NAMING CONVENTIONS: *Olympic*-class vessels take names from famous medical professionals from across the past and present of the Federation, though other famous hospital ships of the past have also been memorialized among this class. *Nightingale*, *Quito*, and *Comfort* are all examples.

SPACEFRAME

TRAITS: Federation Starship, Non-Combatant

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	09
COMPUTERS	11	SENSORS	10	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	–	ENGINEERING	–	MEDICINE	+2

SCALE: 4

WEAPONS:
- Phaser Arrays
- Tractor Beam (Strength 3)

TALENTS:
- Advanced Sickbay
- Dedicated Personnel (Medicine)
- Modular Laboratories

SPECIAL RULE:
- **Do No Harm:** As the *Olympic* class is considered a non-combatant and its phaser system is seen as defensive only, any use of the ship's phaser system outside of self-defense or as a tool automatically generates 1 Threat per scene. In addition, the characters on an *Olympic*-class vessel may, once per adventure, gain an extra d20 for a task involving convincing another group of the good intentions of Starfleet, the Federation, or the crew themselves due to the reputation of these hospital vessels.

U.S.S. SALK, NCC-71914 (2385)

Salk spent her first four years in service assisting damaged civilian and Starfleet vessels after engineering accidents in the core worlds of the Federation. These easy years disappeared with the Federation-Klingon War in 2372, when *Salk* was assigned to Starbase 24 to provide medical relief for injured personnel returning from battles with the Empire. She was transferred to Starbase 310 during the Dominion War, where she followed behind the fleet, rescuing personnel from lifepods and treating the survivors. *Salk* became a symbol of the dedication and bravery of Starfleet Medical during those two wars, never faltering from her task of providing care and comfort to those who served.

COMMISSIONED: 2368

MISSION PROFILE: Crisis and Emergency Response

TRAITS: Federation Starship, Non-Combatant

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	09
COMPUTERS	11	SENSORS	11	WEAPONS	07

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	01	MEDICINE	05

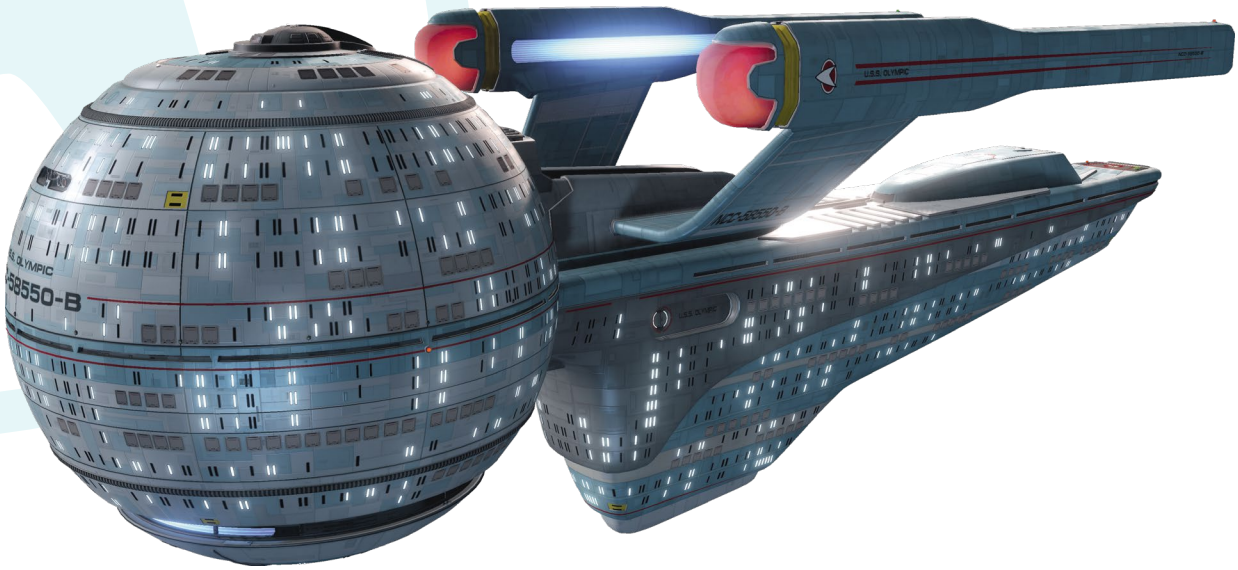
SCALE: 4 **RESISTANCE:** 4
POWER: 10 **SHIELDS:** 11

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 6▲, Versatile 2, Area or Spread)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Sickbay
- Dedicated Personnel (Medicine)
- Emergency Medical Hologram
- Modular Laboratories



STEAMRUNNER

LAUNCH YEAR: 2370

PRIMARY SHIPYARDS: Antares Fleet Yards, Antares; Copernicus Ship Yards, Luna; Imperial Fleet Yards, Andoria

OVERVIEW: Low-mass and fast, the *Steamrunner* class filled multiple roles in Starfleet, including light escort, interceptor, electronic warfare, and surveillance/intelligence. The design consisted of an angular saucer for a primary hull containing all vital systems, and a detached secondary hull that was suspended between the starship's two warp nacelles. The internal spaces of the vessel were such that it was much faster to assemble than other classes of similar volume, making this vessel surprisingly common in the home fleets of the core worlds of the Federation as they underwent shakedown cruises. During the Dominion War, many *Steamrunner*s were assigned to lead groupings of starships tasked with raiding behind enemy lines or performing high warp speed observations.

CAPABILITIES: As the primary role of the *Steamrunner* was to be intelligence gathering and surveillance, Starfleet ordered that sensor systems be given a high priority in allocation of the internal space. The number of EM and subspace scanning devices requires the use of three separate isolinear computer cores, one of which not only deals with incoming data from aft sensors and the deflector array, but also controls the electronic warfare systems, transporter systems, and the warp field stabilizer that allows the *Steamrunner* class to maintain high warp speeds for longer durations that other vessels of its mass. The high warp velocities and excellent sensors meant that Starfleet often assigned these vessels to medium-duration exploration missions or deep space patrols.

REFITS AND VARIANTS: A refit program is under way for the *Steamrunner* focusing on reinforcing the vessel's small secondary hull located at the far aft of the vessel, as well as improving some of the systems there.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Pathfinder and Reconnaissance Operations, Tactical Operations, Crisis and Emergency Response.

NAMING CONVENTIONS: *Steamrunner*-class vessels take their names from many different Earth traditions, as the majority are manufactured in the Sol system or at Human colonies. Andorian-built vessels are named after famous warriors of the past. *Phaethon*, *Novastella*, and *Diago Maru* are examples.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	11	STRUCTURE	09
COMPUTERS	09	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	+1
CONN	+1	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Advanced Sensor Suites
- Improved Warp Drive

SPECIAL RULE:
- ***Steamrunner* Separation:** The small secondary hull can be jettisoned as a sizable emergency lifeboat. This secondary hull has limited impulse power and no capability for warp. The secondary hull has no talents or weapons, and uses the systems and departments of a Type-6 shuttle. Once detached, the primary hull is unable to enter warp and has all of its systems reduced by 2. Reattaching the secondary hull requires extensive work at a drydock facility.

U.S.S. APPALACHIA, NCC-52136 (2373)

Appalachia was the second *Steamrunner* class launched from Copernicus Shipyards in 2373. Outfitted with an experimental, high energy deflector shield system that Starfleet Engineering was developing for use in a future refit of the *Sovereign* class, she was in the Sol system performing a shakedown when the Borg attack began on Earth. Without a full command staff on board, Commander Sayak intercepted and shadowed the cube as it moved through the Oort cloud, gathering detailed sensor readings in the minutes before the cube began its attack on Earth. Once the rest of the fleet was in a position to attack, Sayak ordered *Appalachia* to harass the cube, interposing herself against its attacks on other Starfleet vessels, both proving the use of the advanced shield systems, and also saving lives on other vessels.

COMMISSIONED: 2373

MISSION PROFILE: Technical Testbed

TRAITS: Federation Starship, Battle of Sector 001 Survivor

SYSTEMS

COMMS	09	ENGINES	11	STRUCTURE	09
COMPUTERS	09	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	01	SECURITY	03	SCIENCE	03
CONN	03	ENGINEERING	03	MEDICINE	02

SCALE: 4 **RESISTANCE:** 4
POWER: 11 **SHIELDS:** 17

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Sensor Suites
- Advanced Shields
- Backup EPS Conduits
- Improved Warp Drive



DEFIANT

LAUNCH YEAR: 2371

PRIMARY SHIPYARDS: Antares Fleet Yards, Antares; San Francisco Orbital Ship Yards, Earth; Copernicus Ship Yards, Luna

OVERVIEW: As Starfleet had little experience in designing a warship from the ground up, the development of the *Defiant* class began before the destruction of the fleet at Wolf 359 by the Borg in 2367, and wouldn't see the construction of the first spaceframe until 2371 – and only then after delays and massive redesigns, as new technology was developed to fight the Borg.

CAPABILITIES: The *Defiant*-class vessel consists of a single flattened hull to provide as small a silhouette as possible to incoming fire. Highly sloped surfaces give the multiple hull layers and a layer of hard duranium ablative armor the ability to deflect most physical weapon impacts and vaporize under direct energy weapons fire, clouding the region around the hull in ionized plasma and further reducing the effectiveness of the energy weapon in damaging the inner layers of hull. One reason the design was halted in its development was the power draw for its weapon systems being too much for the EPS conduits to deal with, but developments from Starfleet Research and Development meant the phaser arrays, pulsed phaser cannons, and rapid-fire torpedo systems could all operate without the crew worrying that the vessel would lose maneuvering power. In order to keep the compact silhouette, the vessel's warp coils and nacelles were integrated directly into the rest of the vessel. This compact vessel only requires 50 crew, but even then the vessel is cramped and not designed for long-duration assignments.

REFITS AND VARIANTS: The limited number of *Defiant*-class vessels constructed means there has been little opportunity to make significant changes to the design at individual shipyards.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Warship, Tactical Operations, Pathfinder and Reconnaissance Operations.

NAMING CONVENTIONS: *Defiant*-class starships are named typically after adjectives in the languages of the Federation associated with honorable combat and heroism. *Courageous*, *Dauntless*, and *Resolute* are examples. *Defiant* was NX-74205, and all further vessels of this class have higher registry numbers.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	08	STRUCTURE	08
COMPUTERS	09	SENSORS	09	WEAPONS	13

DEPARTMENTS

COMMAND	-	SECURITY	+2	SCIENCE	-
CONN	+1	ENGINEERING	-	MEDICINE	-

SCALE: 3

WEAPONS:
- Phaser Arrays
- Phaser Cannons
- Quantum Torpedoes
- Tractor Beam (Strength 2)

TALENTS:
- Ablative Armor
- Cloaking Device (If available, otherwise replace with Improved Impulse Drive)

SPECIAL RULE:
- ***Defiant* Class Cloaking Device:** The ship has a cloaking device, allowing it to vanish from view. Activating the device is a **Control + Engineering** task with a Difficulty of 2, assisted by the ship's **Engines + Security**, performed from the tactical position. This task has a Power requirement of 3. If successful, the vessel gains the Cloaked trait. While cloaked, the vessel cannot attack, nor can it be the target of an attack unless the attacker has found some way of detecting the cloaked ship. While cloaked, the vessel's shields are down. It takes a minor action to decloak. Due to incompatibilities between Romulan and Federation technology, and Federation unfamiliarity with cloaking technology, any task relating to using the cloaking device has a +1 complication range.

U.S.S. DEFIANT, NX-74205 (2371)

In 2370, at the request of Commander Sisko, *Defiant* was pulled out of mothballs and assigned to Starbase Deep Space 9, in response to the rising Dominion threat. Along with this, it was agreed that *Defiant* would be equipped with a cloaking device, on loan from the Romulan Star Empire, to allow for intelligence-gathering in the Gamma Quadrant, in exchange for sharing all intelligence on the Dominion with the Romulans. Initial flaws with the design were mostly resolved by Deep Space 9's chief of operations, Miles O'Brien, and the adaptations allowed Starfleet to place the *Defiant* class into production. *Defiant* was destroyed in action against the Dominion in 2375.

COMMISSIONED: 2371

MISSION PROFILE: Tactical Operations

TRAITS: Federation Starship, Prototype Warship, Still Working Out the Bugs

SYSTEMS

COMMS	09	ENGINES	08	STRUCTURE	08
COMPUTERS	09	SENSORS	09	WEAPONS	13

DEPARTMENTS

COMMAND	02	SECURITY	05	SCIENCE	01
CONN	03	ENGINEERING	02	MEDICINE	02

SCALE: 3
RESISTANCE: 5
POWER: 8
SHIELDS: 13

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 8▲, Versatile 2, Area or Spread)
- Phaser Cannons (Energy, Close Range, 10▲, Versatile 2)
- Quantum Torpedoes (Torpedo, Long Range, 9▲, Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 2)

TALENTS:

- Ablative Armor
- Cloaking Device
- Fast Targeting Systems



NORWAY

LAUNCH YEAR: 2371

PRIMARY SHIPYARDS: Tycho City Slips, Luna; Yoyodyne Propulsion Systems, Proxima Centauri; Lagrange Slips, Denobula

OVERVIEW: The Advanced Starship Design Bureau at Earth Spacedock designs and produces prototypes every year for Starfleet to consider for active service. One area they saw Starfleet lacking in was rapid medical emergency responders. Design and production of the *Norway*-class starship began in 2369. The ASDB gave its design a compact wedge-shaped hull with the engineering section located in the aft portion of the ship. The first two vessels of the class were launched in early 2371, *U.S.S. Norway* and *U.S.S. Finland*, both of which took part in repulsing the Borg incursion in the Sol system in 2373. The success of the two vessels there showed Starfleet that the design had capabilities as a generalized cruiser as well, and approved the design to be produced at all Federation shipyards.

CAPABILITIES: As it was originally intended as an emergency response vessel, the *Norway* class has extensive personnel transporters, an expanded sickbay, and biological science facilities to handle wounded and to research viral and bacterial infections. The spaceframe also includes a shuttlebay capable of handling two Type-6 shuttlecraft in a "ready launch" setup and a shuttle elevator providing access to a maintenance bay that typically holds at least two other shuttles of various models. Large cargo bays on the dorsal section of the starship allow significant amounts of material to be brought to a needed area, but the ASDB also included two tractor beam emitters above the shuttle launch bay that allow small cargo containers to be towed between the vessel's warp nacelles while under power in case internal cargo bays aren't adequate.

REFITS AND VARIANTS: The ASDB has proposed a single refit program for the vessel to extend through the end of the 24th century that includes expanding and improving the vessel's isolinear computer cores with extra subspace field buffers to accelerate computing speeds.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Crisis and Emergency Response, Multirole Explorer, Scientific and Survey Operations.

NAMING CONVENTIONS: *Norway*-class vessels are typically named after regions of Federation member worlds from their arctic regions. *Point Barrow, Shri'Tan*, and *Tristanov's Dream* are all examples.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	10
COMPUTERS	09	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	–
CONN	–	ENGINEERING	+1	MEDICINE	+2

SCALE: 4

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Advanced Sickbay
- Emergency Medical Hologram

SPECIAL RULE:
- **Backpacking:** *Norway*-class vessels can tow cargo containers while at warp between their widely-spaced nacelles. The extra equipment and supplies this provides produces the advantage "We Have That!" in scenes where the gamemaster feels these extra supplies and parts could come in handy. While towing these cargo containers, all Conn tasks have their Difficulty and complication range increased by 1 to represent the difficulties in keeping the cargo containers secure. Failure on these tasks could be resolved by loss of the containers, or damage to the vessel.

U.S.S. YUZHNY, NCC-72550 (2387)

While most Starfleet exploratory assignments are generalized by design, allowing a starship to perform whatever activities they see fit to expand the Federation's understanding of the universe, *Yuzhny* was more focused. Under the command of Captain (Doctor) Kyle Annatova, *Yuzhny* was assigned to the Gacrux and Proxima Hydri sectors, coreward of the Romulan Star Empire in unclaimed space, to seek out new viral and bacterial contagions before those worlds began to be settled by any polity. *Yuzhny* became one of the first Starfleet vessels to officially break the Treaty of Algeron after the Hobus supernova, when Captain Annatova ordered her vessel to render aid to fleeing ships containing heavily wounded and radiation-contaminated civilians.

COMMISSIONED: 2375

MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship, Respected in the Romulan Free State

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	10
COMPUTERS	09	SENSORS	11	WEAPONS	09

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	04

SCALE: 4 **RESISTANCE:** 4
POWER: 10 **SHIELDS:** 12

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 6▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Sickbay
- Emergency Medical Hologram
- Improved Damage Control
- Redundant Systems (Structure)



INTREPID

LAUNCH YEAR: 2371

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; 40 Eridani A Starfleet Construction Yards, Vulcan; Cochrane Complex 18X, Proxima Centauri

OVERVIEW: After a decade in service, Starfleet had seen the successes and failures of the *Galaxy*-class vessels then in service. As that large vessel was being used more as a diplomatic and command vessel than for exploration, Starfleet felt there was a need for a smaller and faster deep-space explorer. Containing the best technology of the early 2370s and evolved from the *Nova* class's design and materials, the new *Intrepid* class was a symbol of the Federation Science Council's intent to have Starfleet return to its stated goals of exploration and science. The Dominion War would reduce the number of hulls constructed, but the end of the war – and the return of *U.S.S. Voyager* to Federation space in 2378 – meant renewed passion for this spaceframe.

SPACEFRAME

TRAITS: Federation Starship, Top of the Line (2370s)

SYSTEMS

COMMS	09	ENGINES	11	STRUCTURE	08
COMPUTERS	11	SENSORS	10	WEAPONS	08

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+2
CONN	+1	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Advanced Sensor Suites
- Emergency Medical Hologram
- Improved Warp Drive

CAPABILITIES: The *Intrepid* class was designed around being as efficient in its warp field geometry as possible, while also allowing for rapid transit of turbulent space-time such as found in the Shackleton Expanse. Because of this, the hull consists of graceful curves that allow for smooth transmission of subspace field strength along it. The vessel also has variable geometry warp nacelles that allow fine adjustment to the warp field, improving warp stability, allowing high sustained warp speeds, and granting an impressive maximum emergency speed of warp 9.975. To assist in the micro adjustments of the field needed, *Intrepid*-class vessels were the first to have bioneural computer components installed to augment the already advanced isolinear computer core. These bioneural systems allowed the ship to "learn" as it formed data connections in a more efficient way than standard isolinear indexing. So advanced were these learning computers that multiple *Intrepid*-class vessels would spawn intelligent beings through their Emergency Medical Hologram system, or even from the main computer itself. These systems also fostered a high level of automation on board this spaceframe, allowing operational assignments to have as few as 150 officers and crew.

REFITS AND VARIANTS: Refit plans for the *Intrepid* class focused on improving and expanding the sensor platforms on the ship. Empty volume had been designed into the vessel's nacelles to include additional subspace distortion sensors that had yet to be fully developed, and are the likely additions most shipyards would install.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Pathfinder and Reconnaissance Operations, Scientific and Survey Operations, Technical Testbed. *Intrepid* spaceframes are well-suited for operations that involve speed or ones operating far from the logistical chains of the Federation.

NAMING CONVENTIONS: *Intrepid*-class starships take names from mythology and space exploration from across the Federation. *Pathfinder*, *Odysseus*, and *Bellerophon* are some examples. As *U.S.S. Intrepid* was NX/NCC-74600, most *Intrepid*-class vessels have registry numbers higher than this.

U.S.S. VOYAGER, NCC-74656 (2378)

Voyager was fresh out of drydock when it was flung to the far reaches of the Delta Quadrant, 70 years from home at warp. Under the command of Kathryn Janeway, *Voyager* became the symbol of the Federation seen by thousands of civilizations and became the catalyst for change in many. Crewed by a mixture of Starfleet and Maquis personnel, the officers and crew of *Voyager* came together and struggled against their isolation, encountered the Borg at its full strength, and eventually used the Collective as a means to return to Earth in 2378. The technology brought back from the Delta Quadrant was instrumental in massive changes across the Federation, and *Voyager* quickly became a byword for innovation and success against all odds.

COMMISSIONED: 2371

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAITS: Federation Starship, Top of the Line, Borg Systems

SYSTEMS

COMMS	09	ENGINES	11	STRUCTURE	08
COMPUTERS	11	SENSORS	10	WEAPONS	08

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	04
CONN	04	ENGINEERING	02	MEDICINE	01

SCALE: 4
RESISTANCE: 4
POWER: 11
SHIELDS: 10

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 6▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Sensor Suites
- Emergency Medical Hologram
- Improved Reaction Control System
- Improved Warp Drive



SABER

LAUNCH YEAR: 2371

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; Cochrane Complex 18X, Proxima Centauri; Imperial Ship Yards, Andoria

OVERVIEW: Patrolling the outer reaches of the Federation has always been a problem for Starfleet. During the rapid expansion of the Federation in the early 24th century, this became even more difficult as the volume of space needing patrols and assignments requiring escort of essential goods grew exponentially. This duty originally fell to any Starfleet vessel in the area to be called on to help in emergencies such as attacks on interstellar commercial vessels or other crimes. Starfleet felt the need to design and produce a patrol vessel dedicated to maintaining a presence on the edges of Federation space to better respond to raiders and piracy, but one that could also perform basic survey duties. This hybrid vessel was the *Saber* class. Able to be produced by most member worlds, this small and agile vessel quickly saw widespread deployment.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	08
COMPUTERS	09	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	–
CONN	+2	ENGINEERING	–	MEDICINE	–

SCALE: 3

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENTS:
- High-Power Tractor Beam
- Improved Impulse Drive

CAPABILITIES: Designed to be small and compact, the *Saber* class has an angular primary hull with an integrated engineering section at its aft. The forward section of the primary hull has a cut- out that contains two large shuttlebay doors leading inside a spacious launch and maintenance bay. As a patrol vessel, the *Saber* class has sensors specifically dedicated to detection of warp signatures and neutrinos from fusion reactors, allowing easy detection of starships and other spacecraft. The design also includes powerful tractor beams linked directly into the warp power system, capable of towing vessels much larger than it and even halting those same starships under full impulse power. To help stop fleeing criminals, these ships also include powerful impulse drives with vectored magnetic flow mounts, as well as extensive RCS systems across the rest of the vessel, providing heavy thrust in any direction needed to counter the thrust of an escaping vessel. As Starfleet wished the ship to also double as a survey vessel, all *Saber*-class vessels have an extensive sensor suite particularly suited to detecting spatial and planetary anomalies.

REFITS AND VARIANTS: The Andorian Imperial Guard has proposed a series of refits that focus on improving the *Saber* class's power systems to provide more energy to propulsion systems. Starfleet's counter-proposal sees the benefit of improving the power systems, but also feels that the spaceframe's structural members could see improvements dependent upon material research currently being developed across the Federation. Both proposals were accepted and these two separate variants were scheduled for this class of vessel as they returned for their standard refit schedule.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Crisis and Emergency Response, Tactical Operations, Pathfinder and Reconnaissance Operations. *Saber*-class vessels can fit into many campaigns, but could be excellent in a law enforcement style campaign, or for Starfleet JAG investigations.

NAMING CONVENTIONS: *Saber*-class vessels take inspiration for their names from many traditions across the Federation, though quite a few are named after famous detectives in literature. *Sherlock*, *Truncheon*, and *Poirot* are all examples.

U.S.S. PEEL, NCC-71015 (2392)

Peel was assigned to the former Romulan Neutral Zone soon after the collapse of the Romulan Empire. Operating from Starfleet Rescue Station Cheron, *Peel* became one of the well-known anti-pirate enforcement vessels from either Starfleet or the numerous Imperial Navy forces operating in the region. *Peel* participated in the 2392 raid on the Orion Syndicate-operated facility on RPR-77418, a rogue planetoid deep inside the former Neutral Zone, disabling one Orion raider and pinning another in place with its tractor beams until another *Saber*, *U.S.S. Panopticon*, was able to arrive to provide assistance. Both Captains (Uller of *Peel* and Savav of *Panopticon*) were awarded the Starfleet Distinguished Service Medal for their actions in that engagement.

COMMISSIONED: 2375

MISSION PROFILE: Tactical Operations

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	11	STRUCTURE	09
COMPUTERS	09	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	02	SECURITY	04	SCIENCE	01
CONN	04	ENGINEERING	02	MEDICINE	02

SCALE: 3 **RESISTANCE:** 5
POWER: 11 **SHIELDS:** 13

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7⮝, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 7⮝, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Ablative Armor
- High-Power Tractor Beam
- Improved Impulse Drive



SOVEREIGN

LAUNCH YEAR: 2371

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; San Francisco Orbital Fleet Yards, Sol; Antares Fleet Yards, Antares

OVERVIEW: The success of the *Galaxy*-class starship wasn't lost on Starfleet or the Federation as a whole. While there were notable losses of the class, the large size and survivability of the class made it influential on starship designers already hard at work building the next major Federation explorer. The *Sovereign* class began development in 2368 after Starfleet Command felt that starships probing deep space would need to be better equipped to handle hostile and more technologically advanced races such as the Borg. Rising tensions with the Dominion and Klingon Empire also rushed the development of this design. The first vessels were launched in the months before the conflict with the Empire began, and saw service through one of the worst conflicts the Federation had experienced since the Earth-Romulan War.

CAPABILITIES: The *Sovereign* class utilizes variable geometry warp drive, able to replicate the same qualities of the *Intrepid* class's variable pitch warp nacelles without the adjustable pylons. This advanced warp drive is only possible with small but highly specialized isolinear systems located in each nacelle, able to coordinate the movement of the warp coils inside the nacelle and their emissions through multiple subspace frequencies. Like the *Galaxy* class before it, the *Sovereign* class has extensive laboratories, sensor systems, and subspace transmitters that make it an excellent deep-space explorer. Command and control systems are integrated into the design's communications systems, allowing the *Sovereign* class to act as a flagship for fleet deployments. The design includes significant firepower, including a dedicated quantum torpedo launcher and multiple Type-10a phaser strips allowing both offensive and defensive fire modes.

REFITS AND VARIANTS: One major variant was designed and constructed at the Andorian Imperial Ship Yards, named *Sheetar,* NCC-73850. Intended as a proof of concept, the Andorian engineers who designed her wanted to show that a ship of exploration could also double as a combat vessel when the need arose. While the *Sovereign* class already had ample firepower, the vessel had extensive structural reinforcement, ablative armor, and redundant structural integrity fields at the expense of maximum warp velocities due to the extra mass of the vessel.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Strategic and Diplomatic Operations, Scientific and Survey Operations, Multirole Explorer. The *Sovereign* class is an adaptable spaceframe capable of performing nearly every type of mission Starfleet can imagine. Most *Sovereign*-class vessels have a crew that is typically more experienced than others because of the high demand this class has for their service, and many commanding officers of these vessels are destined for flag rank.

NAMING CONVENTIONS: *Sovereign*-class vessels take names from famous ships from Federation history. *Farragut*, *Wasp*, and *Shran* are all examples.

SPACEFRAME

TRAIT: Federation Starship

SCALE: 6

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	10
COMPUTERS	09	SENSORS	10	WEAPONS	10

DEPARTMENTS

COMMAND	+1	SECURITY	+1	SCIENCE	+1
CONN	–	ENGINEERING	–	MEDICINE	–

WEAPONS:
- Phaser Arrays
- Quantum Torpedoes
- Tractor Beam (Strength 5)

TALENTS:
- Command Ship
- Emergency Medical Hologram
- Improved Warp Drive

U.S.S. ENTERPRISE, NCC-1701-E (2380)

Launched under the command of Captain Jean-Luc Picard in 2373, *Enterprise*-E would immediately begin to add to the legend of the name. Taking part in the Borg incursion of 2373 at Earth, *Enterprise*-E would travel back in time and stop a Borg attack on Earth's past. The crew would go on performing critical diplomatic missions during the wars of 2373-2375, as well as stopping Son'a manipulation of the Federation and opening the Briar Patch to exploration. *Enterprise*-E was also essential in defeating the dictator Shinzon after his assassination of the Romulan Senate and his attempt to destroy the core worlds of the Federation.

COMMISSIONED: 2373

MISSION PROFILE: Strategic and Diplomatic Operations

TRAITS: Federation Starship, Flagship of the Federation

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	10
COMPUTERS	10	SENSORS	10	WEAPONS	10

DEPARTMENTS

COMMAND	04	SECURITY	03	SCIENCE	03
CONN	01	ENGINEERING	02	MEDICINE	02

SCALE: 6
RESISTANCE: 7
POWER: 10
SHIELDS: 13

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 9▲, Versatile 2, Area or Spread)
- Quantum Torpedoes (Torpedo, Long Range, 7▲, Calibration, High Yield)
- Tractor Beam (Strength 5)

TALENTS:

- Advanced Sensor Suites
- Command Ship
- Diplomatic Suites
- Emergency Medical Hologram
- Improved Hull Integrity
- Improved Warp Drive



LUNA

LAUNCH YEAR: 2372 / 2375

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; Antares Fleet Yards, Antares; Vulcan Science Academy Slips, Vulcan

OVERVIEW: With the design success of the *Intrepid* class, Starfleet immediately began the parallel development of a heavy explorer capable of all the same exploratory and scientific assignments of an *Intrepid* class, but with larger research facilities, more computer processing power, and longer mission duration. The *Luna* class exited its design phase eight months after her sister class, and while there were engineering delays, *U.S.S. Luna* NX-80101 slipped her drydock over Mars in late 2372. Further delays occurred because of the outbreak of war between the Klingon Empire, and later, the Dominion. While the *Luna* class was approved for production, further vessels weren't launched until 2375.

CAPABILITIES: Like her sister class, the *Luna* class is equipped with variable geometry warp nacelles, allowing the starship to maintain warp field stability in turbulent space-time and to generate a subspace field with less power. This allows the *Luna* class a cruising speed of warp 7 and a maximum speed of warp 9.975. Also like the *Intrepid* class, these vessels are designed to incorporate holo-emitters in sickbay to facilitate an Emergency Medical Hologram, but these emitters are also installed in mission-critical areas of the ship. Large sections of the primary hull have areas that allow for modular mission-specific research facilities that have hardwired connections into the ship's main computer arrays, as well as facilities to allow for non-Class-M environments for studying newly discovered life-forms or for hosting non-humanoid sentient species for diplomatic events, and mounts for extra sensor equipment. Unlike its sister class, the *Luna* class has a modular equipment pod much like the *Nebula* class.

REFITS AND VARIANTS: Current plans for refitting the *Luna* class involve expanding the vessel's phaser capacitors to improve fire rate and duration.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Technical Testbed, Pathfinder and Reconnaissance Operations. As adaptable as the *Nebula*, the *Luna* class works well for nearly any mission profile or style of campaign.

NAMING CONVENTIONS: *Luna*-class vessels are all currently named after moons in the Sol system if they are not currently being used by other active Starfleet vessels. As more *Luna*-class vessels are constructed, these will include moons in other member worlds' star systems. *Deimos*, *Uriel*, and *Galatea* are all examples.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	08
COMPUTERS	10	SENSORS	10	WEAPONS	08

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 5

WEAPONS:
- Phaser Arrays
- Quantum Torpedoes
- Tractor Beam (Strength 4)

TALENTS:
- Advanced Research Facilities
- Advanced Sensor Suites
- Emergency Medical Hologram

SPECIAL RULE:
- **Mission Pod**: All *Luna*-class vessels have a mission pod. This mission pod provides two talents to the vessel that count toward the maximum normally allowed. The talents provided by the pod may not be swapped out normally, but the entire mission pod (and all of its benefits) may be swapped out as if it were a single talent. If equipping a mission pod results in a talent being taken twice, a new talent may be chosen.

U.S.S. TITAN, NCC-80102 (2381)

Under the command of Captain William Riker, *Titan* became one of the most noted exploration vessels in Starfleet as it probed into the Gamma Quadrant through the Bajoran wormhole, and far rimward past the Tholian Association. Rising tensions with the Pakleds in 2381 saw *Titan* redeployed closer to Federation space as Starfleet began to see a rise in piracy.

COMMISSIONED: 2375

MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship, Sensors Mission Pod

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	09
COMPUTERS	10	SENSORS	12	WEAPONS	08

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	04
CONN	02	ENGINEERING	03	MEDICINE	02

SCALE: 5 **RESISTANCE:** 5
POWER: 15 **SHIELDS:** 10

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7▲, Versatile 2, Area or Spread)
- Quantum Torpedoes (Torpedo, Long Range, 6▲, Calibration, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Advanced Research Facilities
- Advanced Sensor Suites
- Emergency Medical Hologram
- High-Resolution Sensors
- Secondary Reactors



PROMETHEUS

LAUNCH YEAR: 2373

PRIMARY SHIPYARDS: Beta Antares Ship Yards, Beta Antares

OVERVIEW: The *Prometheus* class was a drastic step away from conventional Starfleet designs of the late 24th century, and a direct response to the beginning of hostilities with the Dominion and increasing Borg activity in Federation space. The spaceframe is a tactical combat vessel, similar to the *Defiant* class, but is also able to operate independently in deep space for extended periods of time. The development program for the *Prometheus* class and the complicated equipment vital to its operation led to delays in launch, which it did in 2375. The complexity of the spaceframe's multi-vector assault mode means that Starfleet has put a low priority on shipyards to manufacture more than the several that were in the first production block. The *Prometheus*-class vessels are highly effective warships, and Starfleet sees no reason to decommission the vessels in the near future.

SPACEFRAME

TRAITS: Federation Starship, Top of the Line (2375–2380)

SYSTEMS

COMMS	08	ENGINES	10	STRUCTURE	10
COMPUTERS	09	SENSORS	09	WEAPONS	11

DEPARTMENTS

COMMAND	–	SECURITY	+2	SCIENCE	–
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Multi-Vector Assault Mode
- Redundant Systems (Engines)

CAPABILITIES: This spaceframe is one of redundancies made specifically to allow the vessel to operate during its unique "multi-vector assault mode." The spaceframe is able to split into three separate and fully independent vessels: a command section and two combat sections. Both combat sections are able to generate their own warp fields capable of warp 8.3, while the command section has a single small nacelle and micro-warp reactor capable of maintaining an already-existing warp field or propelling itself independently at low warp speeds. When acting as a single vessel, the four primary nacelles alternate and the small command nacelle acts as a warp field stabilizer, allowing a top speed of warp 9.99 for over 12 hours. Each section is outfitted with phaser arrays and photon torpedo launchers, giving the *Prometheus* class far more firepower than other Starfleet designs. The redundant equipment needed for independent operations in each section means that space is at a premium inside the vessel and crew comforts are minimal, similar to a *Defiant*-class starship. To aid the small medical staff, holo-emitters are placed in every important location on the vessel to allow the EMH Mark II to assist with combat injuries.

REFITS AND VARIANTS: A portion of these vessels have fully integrated ablative armor on their exterior hull, and these vessels are more suited to combat assignments or exploration in highly dangerous sectors of space. As few of these vessels have been produced, Starfleet has allowed captains and crews to submit proposals on refit programs for their vessel, often deferring to the crew's own experience with the spaceframe.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Technical Testbed, Tactical Operations. While all mission profiles are appropriate for the *Prometheus* class, campaigns that may see more action would see a better use for this vessel.

NAMING CONVENTIONS: The majority of *Prometheus*-class vessels are named after descendants of the Greek Titans, with the others named after elements of Greek mythology from Earth. *Eos*, *Chiron*, and *Asteria* are all examples. *U.S.S. Prometheus* is NX/NCC-74913, and all other vessels of this class have higher registry numbers.

U.S.S. CERBERUS, NCC-75110 (2385)

Near the end of the Dominion War, Admiral Ross felt that his flagship, an aging *Galaxy* class, wasn't able to provide the combat support needed for the heavy squadrons that surrounded him. He took command of *Cerberus* in the weeks before the Battle of Cardassia, and fought that battle from the command bridge of the most advanced starship in the fleet. After the war, Ross continued to use *Cerberus* as his flagship, and became a roaming diplomat.

COMMISSIONED: 2376

MISSION PROFILE: Strategic and Diplomatic Operations

TRAITS: Federation Starship, Flagship of Admiral Ross

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	10
COMPUTERS	09	SENSORS	09	WEAPONS	11

DEPARTMENTS

COMMAND	03	SECURITY	04	SCIENCE	02
CONN	01	ENGINEERING	03	MEDICINE	02

SCALE: 4
RESISTANCE: 4
POWER: 10
SHIELDS: 14

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 8▲, Versatile 2, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 7▲, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Command Ship
- Electronic Warfare Systems
- Multi-Vector Assault Mode
- Redundant Systems (Engines)



VESTA

LAUNCH YEAR: 2380

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; Proxima Fleet Yards, Proxima; Aurora Borealis Incorporated, Regulus

OVERVIEW: Upon the return to Federation space of *U.S.S. Voyager* in 2378, Starfleet suddenly had immense amounts of technological information and engineering breakthroughs to consider from the crew of *Voyager* modifying their own technology and coming across other polities' discoveries. Some of this technology was immediately classified, but enough was similar to research being performed across the Federation that Starfleet felt a new heavy exploration cruiser should be developed that could utilize these technologies. The *Vesta* class was the result. Production of the *Vesta* class had only begun to fully get underway when the Utopia Planitia Fleet Yards were destroyed around Mars in 2385, but other Federation ship-building concerns began to pick up the needed spaceframes by 2390. As of that date, Starfleet assigned a *Vesta* to explore outward from the Federation borders in each of the cardinal directions, going as far as their quantum slipstream drives can take them.

CAPABILITIES: The primary experimental system on the *Vesta* class is the quantum slipstream drive, a faster-than-light propulsion method that was developed by Species 116 in the Delta Quadrant, and adapted originally by *Voyager* and her crew. This drive can propel the spaceframe at a speed of 310 light-years per hour, or if it could be sustained, across the entire disc of the Milky Way in less than two standard weeks. The *Vesta* class, however, can only sustain the power needed for the slipstream for two and a half hours at a time before a cooldown period of days must be completed. Without the QSD, this spaceframe is still incredibly fast, with a maximum speed of approximately 8,000 times the speed of light. Outside of the experimental propulsion systems, and Daystrom-Institute-developed experimental computer technologies, the *Vesta* class has the best sensors available to the Federation for its typical exploratory missions.

REFITS AND VARIANTS: Starfleet has held off on a refit program for the *Vesta* class in the decade after the attack on Mars, preferring to focus on construction of smaller and more modular vessels such as the *Inquiry* class. The first refit proposed would be in 2399 and include a massive upgrade to the vessel's computer networks with newly developed bioneural isolinear components for increased data processing and adaptive analysis.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Strategic and Diplomatic Operations, Technical Testbed.

NAMING CONVENTIONS: *Vesta*-class vessels are all named after places near Rome on Earth, or Roman gods. *Aventine*, *Lupercal*, and *Tyrrhenian Sea* are all examples. *U.S.S. Vesta* had a registry of NX/NCC-82601, and all *Vesta*-class starships have registries higher than this.

SPACEFRAME

TRAITS: Federation Starship, State of the Art (2380s)

SYSTEMS

COMMS	10	ENGINES	12	STRUCTURE	09
COMPUTERS	10	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	+1	ENGINEERING	+1	MEDICINE	–

SCALE: 6

WEAPONS:
- Phaser Arrays
- Phaser Cannons
- Quantum Torpedoes
- Tractor Beam (Strength 5)

TALENTS:
- Advanced Shields
- Improved Warp Drive
- Secondary Reactors

SPECIAL RULE:
- **Additional Propulsion System:** Quantum Slipstream Burst Drive (page 196)

U.S.S. OSTIA, NCC-82655 (2399)

U.S.S. Ostia is the first of the second wave of *Vesta*-class starships to be sent out on deep space exploration assignments far from the Federation after her launch from the Aurora Borealis Incorporated Shipyards. Under the command of Captain Sobav of Vulcan, the crew has been directed by Starfleet to move past the Tholian Assembly toward the Pleiades Cluster and then continue on into the region between the Orion Spur and the Perseus Arm to explore the region around NCG 2359, also known as Thor's Helmet, an emission nebula approximately 12,000 light-years from the Federation.

COMMISSIONED: 2397

MISSION PROFILE: Multirole Explorer

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	12	STRUCTURE	09
COMPUTERS	12	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	03
CONN	03	ENGINEERING	03	MEDICINE	02

SCALE: 6 **RESISTANCE:** 7
POWER: 17 **SHIELDS:** 16

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 8▲, Versatile 2, Area or Spread)
- Phaser Cannon (Energy, Close Range, 10▲, Versatile 2)
- Quantum Torpedoes (Torpedo, Long Range, 6▲, Vicious 1, High Yield, Calibration)
- Tractor Beam (Strength 5)

TALENTS:

- Advanced Shields
- High-Resolution Sensors
- Improved Hull Integrity
- Improved Power Systems
- Improved Warp Drive
- Secondary Reactors

SPECIAL RULE:

- **Additional Propulsion System:** Quantum Slipstream Burst Drive (page 196)



ROSS

LAUNCH YEAR: 2381

PRIMARY SHIPYARDS: San Francisco Fleet Yards, McKinley Station, Earth; Utopia Planitia Shipyards, Mars

OVERVIEW: The *Ross*-class exploration cruiser is an evolution of the large, long-range explorer-type vessel, building on the successes of its *Galaxy*-class predecessor. The *Ross* is a product of a variety of important advancements in Starfleet's tactical and computational systems that came about in the 2370s. The Admiralty envisioned the *Ross* as a complement to the *Sovereign*-class assault cruiser. In contrast to the *Sovereign*'s focus on combat performance and fleet command, the *Ross* used its extra tonnage to host a large suite of diplomatic quarters, crew-support facilities, science labs, and even an auxiliary warp core.

CAPABILITIES: Compared to its *Galaxy*-class predecessor, the *Ross* features a variety of technological advances both large and small. The 2370s was a decade of significant technological advancement, as Starfleet leaned heavily into research and development to address existential challenges posed by the Borg and the Dominion. Even so, the *Ross*'s design was primarily concerned with mission flexibility, endurance, and diplomatic outreach.

Most notable is the *Ross*'s secondary matter/antimatter reactor, located in its saucer section. A ring of warp coils lines the outer rim of the saucer, providing the saucer section with the ability to achieve and sustain warp speeds on its own. This secondary warp core can also feed into the main EPS grid when the ship is in its docked cruising configuration, providing significant power redundancies and even overdriving those systems that can handle the increased power load. These robust power systems drive a complex network of computing components, which include generation 2 bio-neural gel packs and an FTL ODN system. At the heart of all this computing power lies the EXEO computer core, a processor dedicated to sustaining a fully autonomous holographic crew member.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Technical Testbed, Strategic and Diplomatic Operations, Multirole Explorer. Suitable for all campaign play styles, but moreso with exploration and diplomatic style gameplay.

NAMING CONVENTIONS: The *U.S.S. Ross* is named after Mary G. Ross, one of the first Native American women engineers in Earth's early space program. Ships of the class are similarly named for other pioneering women in the fields of science and engineering. NCC numbers range from 76710 to 76799.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	10
COMPUTERS	11	SENSORS	10	WEAPONS	10

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	–	ENGINEERING	+1	MEDICINE	+1

SCALE: 6

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 5)

TALENTS:
- Diplomatic Suites
- Saucer Separation
- Secondary Reactors

SPECIAL RULE:
- **EXEO Holographic Core:** The EXEO Holographic Core allows the ship to support a holographic life form as part of its crew. This supporting character can be from any discipline and does not count against the ship's crew support total. This holographic life form also has a primitive mobile emitter. The mobile emitter provides the EXEO hologram with some EVA mobility, but it is not as advanced as the Doctor's 29th-century emitter and will not function more than 100,000 kilometers away from the EXEO core itself. Unlike a standard EMH, the EXEO may improve.

U.S.S. ROSS, NX/NCC-76710 (2381)

The prototype and thus namesake of the class, *U.S.S. Ross* (NX-76710), spent her maiden voyage in the Shackleton Expanse as part of Starfleet's 20th Fleet. Based out of Narendra Station, *Ross* found herself embroiled in intrigue involving the Borg, the Tal Shiar, and the Klingons, all while showing the Federation's flag in the remote Shackleton Expanse. Commanded by Captain Azeri Sull, *Ross* was the first Starfleet ship to have a holographic first officer (Commander EXEO) and carried a large complement of Odanian crew who worked out of the ship's expansive Cetacean Ops department.

COMMISSIONED: 2381

MISSION PROFILE: Technical Testbed

TRAITS: Federation Starship, Prototype

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	10
COMPUTERS	11	SENSORS	10	WEAPONS	10

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	03	MEDICINE	03

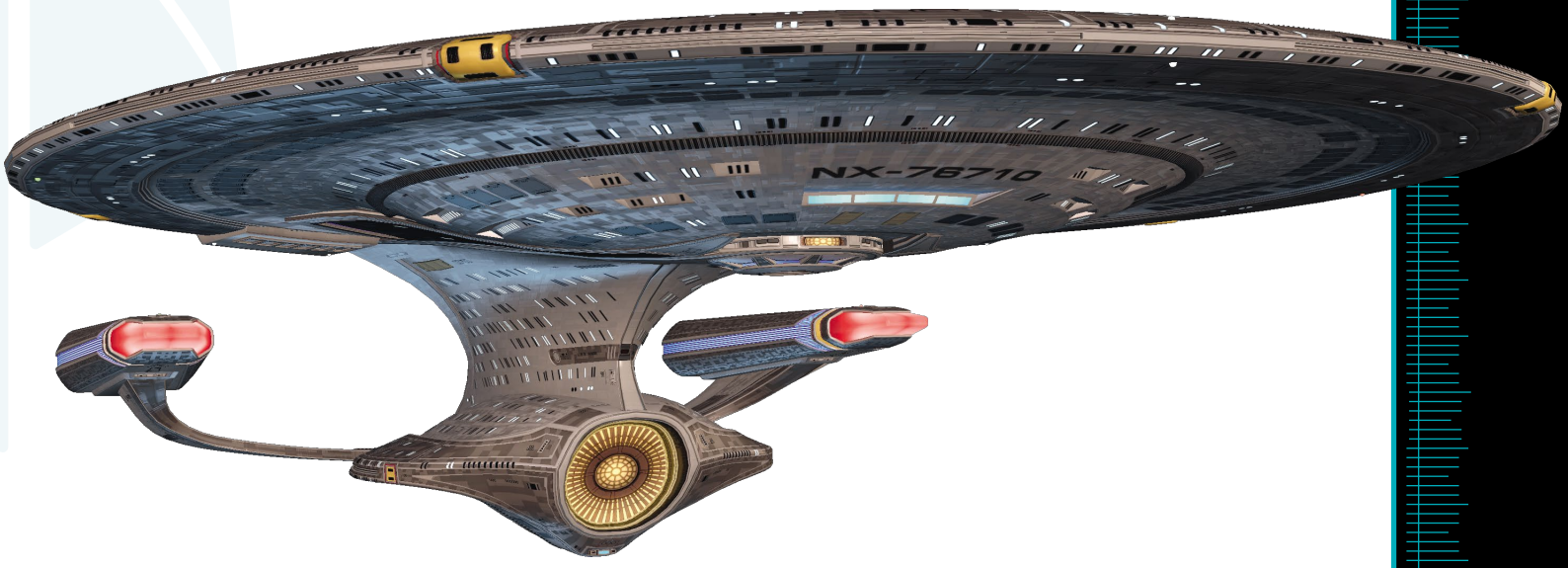
SCALE: 6 **RESISTANCE:** 6
POWER: 16 **SHIELDS:** 17

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 8▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 5)

TALENTS:

- Advanced Shields
- Diplomatic Suites
- High-Resolution Sensors
- Modular Laboratories
- Saucer Separation
- Secondary Reactors



INQUIRY

LAUNCH YEAR: 2394

PRIMARY SHIPYARDS: Utopia Planitia Fleet Yards, Mars; Imperial Fleet Yards, Andoria; Consolidated Fleet Yards, Tellar Prime

OVERVIEW: The technological renaissance for the Federation in the late 24th century produced giant strides forward in almost every aspect of life for its citizens, and Starfleet saw each of these as an opportunity to push its design philosophy forward. The success of the *Vesta* class had Starfleet attempting to build a more automated and adaptive spaceframe capable of using quantum slipstream, and to be as modular as the *Nebula* and *Luna* classes. It was determined that installing a QSD would require far too many crew members to operate, and instead focus was put upon improving the vessel's sustained cruising velocity. The *Inquiry*-class exploration cruiser was the result, and began replacing *Miranda*-class vessels almost immediately. The first large-scale deployment of these vessels was the 1st Devron Heavy Response Squadron under the command of Captain Riker in 2399.

CAPABILITIES: Starfleet saw the need for even its best exploration cruisers to be heavily armed and able to stand up to belligerent splinter forces from the Romulan Empire, renewed aggression from the Kzinti, and new Gorn pack tactics. As such, the *Inquiry* class had ablative armor systems with limited regeneration capabilities from reverse-engineered Borg nanites, a quantum torpedo launch system with an on-board manufacturing plant capable of slowly replenishing the magazine, and two phaser systems for area saturation fire from the advanced mark XV arrays and pinpoint fire from the mark VII–OF phaser banks. The vessel's warp propulsion was the most advanced yet, improved upon from the earlier *Vesta* class, with a sustained cruising speed of warp 7.5. The *Inquiry* class wasn't able to use pods like the *Nebula* or *Luna* classes, but large sections of its superstructure could be removed and replaced to allow for mission-specific equipment to be installed.

REFITS AND VARIANTS: *Inquiry*-class vessels are adaptable enough to not have any official variants produced by the shipyards of the Federation. Current refit plans reaching into the 25th century show that Starfleet continues to see improvements to the vessel's warp and sublight propulsion, with research being performed into more efficient antimatter reactors.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Multirole Explorer, Strategic and Diplomatic Operations, Crisis and Emergency Response.

NAMING CONVENTIONS: *Inquiry*-class vessels are mostly named after explorers from all Federation member worlds, though with the rapid expansion of Starfleet in the 2390s, many naming traditions have come into play. *U.S.S. Inquiry* had the registry of NX/NCC-86500, and all other vessels of this class have higher numbers.

SPACEFRAME

TRAIT: Federation Starship

SCALE: 5

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	10
COMPUTERS	10	SENSORS	11	WEAPONS	09

DEPARTMENTS

COMMAND	+1	SECURITY	–	SCIENCE	+1
CONN	+1	ENGINEERING	–	MEDICINE	–

WEAPONS:

- Phaser Arrays
- Phaser Banks
- Quantum Torpedoes
- Tractor Beam (Strength 4)

TALENTS:

- Ablative Armor
- Improved Power Systems
- Improved Warp Drive

U.S.S. ZHENG HE, NCC-86505 (2398)

Zheng He was the command ship for the 1st Devron Heavy Response Squadron, consisting of 30 *Inquiry*-class vessels assigned to explore the former Romulan Star Empire. Prior to the Romulan attack on the synth world of Coppelius, *Zheng He* was under the command of Susan Vickers. Vickers and her crew had made first contact with three separate former Romulan subject species in the Xi Hydrae sector and had returned to Starbase 718 when much of the crew had been stricken with a new form of Pilian Lung Mold. This left the ship without a commanding officer during the crisis at Coppelius, and Captain William Riker took command to lead the response to Romulan aggression.

COMMISSIONED: 2398

MISSION PROFILE: Strategic and Diplomatic Operations

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	10
COMPUTERS	10	SENSORS	11	WEAPONS	09

DEPARTMENTS

COMMAND	04	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	02	MEDICINE	02

SCALE: 5
POWER: 10
RESISTANCE: 7
SHIELDS: 12

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7▲, Versatile 2, Area or Spread)
- Phaser Banks (Energy, Medium Range, 8▲, Versatile 2)
- Quantum Torpedoes (Torpedo, Long Range, 6▲, Vicious 1, High Yield, Calibration)
- Tractor Beam (Strength 4)

TALENTS:

- Ablative Armor
- Advanced Sensor Suites
- Command Ship
- Improved Power Systems
- Improved Warp Drive



RELIANT

LAUNCH YEAR: 2397

PRIMARY SHIPYARDS: San Francisco Shipyards, Earth; Antares Ship Yards, Antares

OVERVIEW: The Admiralty needed a replacement for the *Miranda* class that could serve as the backbone of Starfleet's logistical and operational support corps. Unlike the *Miranda*, which began life as a long-range cruiser and transitioned to logistical and support duties as it became outclassed by newer constructions, the *Reliant* would be designed as a support ship from its inception. The *Reliant* was one of the first starship classes to fully embrace the "sixth generation" of Starfleet starship technology, featuring more automation, more versatile particle emitters and sensors, and a fast but limited quantum slipstream burst projector.

CAPABILITIES: The *Reliant* inherits from the *Miranda*-class starship a pair of very large shuttlebays that dominate its aft hull. These bays are equipped to support a large complement of shuttlecraft, runabouts, and work bees, or they can be used as cargo bays for moving massive quantities of essential goods and supplies across the Federation's vast territory. Even though its primary role is fleet support and logistics, the *Reliant* is also capable of defending itself and can serve capably as a screening unit in large fleet actions or as an armed tender. In a pinch the *Reliant* can also serve as a perimeter action ship, and its massive, modular cargo bays make it well-suited for disaster relief and emergency response.The *Reliant*'s new burst-rated new burst-rated quantum slipstream drive gives it an impressive operational range.

REFITS AND VARIANTS: While standard *Reliant*s could defend themselves in a pinch, the Admiralty wanted a "heavy frigate" that was even more well-equipped and could serve as a command ship for remote squadrons and outposts. To that end, several *Reliant*-class ships were refit with additional communications, sensors, and weapons systems.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Scientific and Survey Operations, Crisis and Emergency Response. Suitable for campaigns operating within the Federation and in support of other Starfleet ships.

NAMING CONVENTIONS: *Reliant*-class starships are often named after previous *Miranda*-class vessels and Starfleet officers who gave their lives in the line of duty. NCC numbers range from 90200–90799.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	10
COMPUTERS	10	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	–
CONN	+1	ENGINEERING	+1	MEDICINE	+1

SCALE: 4

WEAPONS:
- Phaser Arrays
- Quantum Torpedoes
- Tractor Beam (Strength 3)

TALENTS:
- Extensive Shuttlebays
- Redundant Systems

SPECIAL RULE:
- **Quantum Slipstream Burst Drive:** The ship mounts a quantum slipstream burst drive. This drive is a stepping stone to a fully-fledged quantum slipstream drive and is much more limited in capability. It allows the ship to enter quantum slipstream for 30 minutes at a time, moving the ship 150 light-years before shutting down. The drive takes 12 hours to reset and requires 3 Power to operate. As experimental technology, it may require extensive maintenance and be prone to failure should it see constant use. Warp drive is considered an independent system, so the crew may operate the warp drive as normal in between slipstream bursts.

U.S.S. LARKIN, NCC-90558 (2401)

U.S.S. Larkin (NCC-90558) was named in honor of Lt. Nadia Larkin, a Starfleet combat specialist killed in the Battle of AR-558 during the Dominion War. *Larkin* made a name for herself when she was able to stage an emergency evacuation of the mining colony on Omicron Iota II. *Larkin* happened to be nearby when a mining accident destabilized the orbit of a platinum asteroid and sent it hurtling toward the planet's surface. *Larkin* did not have the means to destroy the asteroid but was able to evacuate the colony's population of 800 people in under an hour, using her personnel, cargo, and even small-craft transporters to mount a daring last-minute rescue.

COMMISSIONED: 2401

MISSION PROFILE: Crisis and Emergency Response

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	10
COMPUTERS	10	SENSORS	10	WEAPONS	10

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	02
CONN	03	ENGINEERING	02	MEDICINE	04

SCALE: 4 **RESISTANCE:** 4
POWER: 10 **SHIELDS:** 12

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 6▲, Versatile 2)
- Quantum Torpedoes (Torpedo, Long Range, 6▲, Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Advanced Sickbay
- Extensive Shuttlebays
- Modular Laboratories
- Redundant Systems (Computers)

SPECIAL RULE:

- **Additional Propulsion System:** Quantum Slipstream Burst Drive (page 196)



SUTHERLAND

LAUNCH YEAR: 2398

PRIMARY SHIPYARDS: Regulus Prime Orbital Construction Yards, Regulus; McKinley Station, Earth; Utopia Planitia, Mars

OVERVIEW: The *Sutherland*-class research vessel is a long-range starship that represents a sixth-generation iteration on the medium exploration and survey cruiser, in the tradition of the *Miranda*, *Constellation*, and *Nebula* classes before it. It is a generational evolution from its *Nebula*-class predecessor and brings a selection of turn-of-the-century technologies to the long-range surveyor mission profile. The *Sutherland* design incorporates the "sixth generation" suite of starship technologies pioneered by the *Reliant* class into a much larger survey cruiser, with an emphasis on modernizing its defensive systems in addition to adding the latest research facilities.

CAPABILITIES: The *Sutherland*'s "sixth generation" aesthetic belies a variety of evolutionary improvements to its engines, computers, and defensive systems. Of special note is its diburnium hull plating, a high-efficiency warp core, mark 12 phaser arrays, and a virtual-intelligence-powered automation systems that allow it to operate with a smaller minimum crew. Its main deflector array is flanked by a suite of passive multi-dimensional sensor vanes. These sensitive instruments allow the *Sutherland* to absorb a tremendous amount of data about the space around the ship without engaging in active scanning. The signature feature of the *Sutherland* is its large mission pod, which can be replaced relatively quickly even at moderately equipped starbases. The two most common pods are a large communications and sensor dome and a heavily stocked variable payload launcher that can be loaded with a variety of probes and torpedoes.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Pathfinder and Reconnaissance Operations, Scientific and Survey Operations, Multi-Role Explorer. Suitable for most campaign styles, but especially so for those that feature exploration or a deep dive into a specific scientific curiosity.

NAMING CONVENTIONS: The prototype *U.S.S. Sutherland* is named after a *Nebula*-class ship that previously bore the name. Other ships in the class may have names of ships from cultures across the Federation, major settlements on Federation planets, or renowned treatises and scientists. NCC numbers range from 91800–91999.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	10	STRUCTURE	10
COMPUTERS	09	SENSORS	10	WEAPONS	10

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+1
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 5

WEAPONS:
- Phaser Arrays
- Photon Torpedoes
- Tractor Beam (Strength 4)

TALENT:
- Saucer Separation

SPECIAL RULE:
- **Mission Pod:** Like the *Nebula* class, all *Sutherland*-class vessels have a mission pod. This mission pod provides two talents to the vessel that count toward the maximum normally allowed. The talents provided by the pod may not be swapped out normally, but the entire mission pod (and all its benefits) may be swapped out as if it were a single talent. Replacing a mission pod at a starbase is not as time consuming as a full refit, and the gamemaster should keep this in mind when determining the length of time replacing it may take in their game.

U.S.S. HUYGENS, NCC-91814 (2400)

While in the Beta Quadrant surveying peculiar radiation phenomena thought to be a result of the Romulan supernova, *U.S.S. Huygens* intercepted a distress call from a small colony of Romulans that had claimed independence after the collapse of the Star Empire. The colony was under attack by unknown raiders, who opened fire on *Huygens* when she tried to warn them off. Though outnumbered 3 to 1, *Huygens* managed to use a tachyon particle field to drain their shields and disable their weapons, forcing them to retreat. *Huygens* then offered aid to the colonists and was rewarded with a crate of fine Romulan Ale.

COMMISSIONED: 2400

MISSION PROFILE: Multirole Explorer, Sensors Mission Pod

TRAIT: Federation Starship

SYSTEMS

COMMS	10	ENGINES	10	STRUCTURE	10
COMPUTERS	09	SENSORS	12	WEAPONS	10

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	03
CONN	02	ENGINEERING	03	MEDICINE	02

SCALE: 5 **RESISTANCE:** 5
POWER: 10 **SHIELDS:** 12

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 5▲, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Advanced Sensor Suites
- Backup EPS Conduits
- Fast Targeting Systems
- High-Resolution Sensors
- Saucer Separation
- Sensors Mission Pod



GAGARIN

LAUNCH YEAR: 2398

PRIMARY SHIPYARDS: Proxima Fleet Yards, Proxima; *Laika*n Fleet Yards, Andoria; Utopia Planitia Shipyards, Mars; Antares Fleet Yards, Antares

OVERVIEW: The latter decades of the 24th century were tumultuous. The difficult political climate gave rise to a faction of hawks in Starfleet who insisted that deterrence was an important tool. If new war did come, Starfleet would need starships capable of engaging new adversaries. The *Gagarin*-class battlecruiser is one of several designs ordered by a Starfleet shedding its isolationism and preparing to face a new century of uncertainty.

CAPABILITIES: The *Gagarin* class brings impressive firepower to bear as a mid-sized capital ship with high maneuverability for its tonnage. It is rated as a battle cruiser, which means it is faster than other ships of its size and sports heavy firepower but has a lighter hull and its defensive systems are slightly less robust.

The *Gagarin* has a variety of modular systems and special EPS power networks to facilitate rapid experimentation and situational adaptation. Captains have taken to calling the *Gagarin* and ships like it "miracle workers" thanks to their survivability, adaptability, and facility to achieve the seemingly impossible every day.

One of the most interesting modular subsystems on the *Gagarin* is a refracting energy shunt, which is integrated into the phased energy collimator network and draws power from an unfiltered EPS tap. While this configuration seems dangerous on paper, engineers surveying abandoned *Shepard*-class hulls at Yard 39 saw that this was a popular modification. The resulting burst of weapons power could be further adjusted by the tuning of the antennae on the main deflector array.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Pathfinder and Reconnaissance Operations, Tactical Operations. Suitable for campaigns where the ship will be in the thick of the action.

NAMING CONVENTIONS: *U.S.S. Gagarin* is named in honor of Yuri Gagarin, the first Human to reach Earth orbit. Subsequent ships in the class are named after notable astronauts and aviators, as well as synonyms for space, heaven, and sky. NCC numbers range from 97930-97999.

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	12	STRUCTURE	09
COMPUTERS	09	SENSORS	10	WEAPONS	11

DEPARTMENTS

COMMAND	–	SECURITY	+1	SCIENCE	–
CONN	+1	ENGINEERING	+1	MEDICINE	–

SCALE: 5

WEAPONS:
- Phaser Arrays
- Phaser Cannons
- Quantum Torpedoes
- Tractor Beam (Strength 4)

TALENTS:
- Improved Damage Control
- Redundant Systems

SPECIAL RULE:
- **Refracting Energy Shunt:** A *Gagarin*-class starship can use its deflector array to temporarily absorb energy from a target vessel and channel that back into its own power reserves. Once per scene, the crew can spend 3 Momentum to reduce an enemy starship's Power by 3 and provide their own ship with 3 bonus Power, even exceeding the ship's maximum Power rating. This is executed on a **Daring + Engineering** task with a Difficulty of 3, and, depending on the result of the check, the gamemaster may create a complication related to the ship's Power or weapons systems.

U.S.S. EMPYREAN, NCC-97949 (2410)

U.S.S. Empyrean was a *Gagarin*-class starship under the command of Captain Vianni Dice. In 2411, *Empyrean* was a crucial actor in breaking a blockade of Federation Starbase 39-Sierra. The starbase was offering shelter to Romulan refugees fleeing a warlord loyal to the collapsed Romulan Star Empire, and this warlord was determined to reclaim these emigrants by blockading the station with the loyalist fleet he commanded. In a sequence of daring maneuvers, *Empyrean* was able to break the blockade, disable the warlord's ship, and cause the rest of his fleet to disengage before the conflict spiraled out of control. For her efforts, Captain Dice earned a personal commendation and letter of thanks from D'Tan, civilian leader of the Romulan Republic.

COMMISSIONED: 2410

MISSION PROFILE: Tactical Operations

TRAIT: Federation Starship

SYSTEMS

COMMS	09	ENGINES	12	STRUCTURE	09
COMPUTERS	09	SENSORS	10	WEAPONS	12

DEPARTMENTS

COMMAND	02	SECURITY	04	SCIENCE	01
CONN	03	ENGINEERING	03	MEDICINE	02

SCALE: 5
RESISTANCE: 5
POWER: 12
SHIELDS: 13

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 9▲, Versatile 2)
- Phaser Cannons (Energy, Close Range, 11▲, Versatile 2)
- Quantum Torpedoes (Torpedo, Long Range, 8▲, Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 4)

TALENTS:

- Backup EPS Conduits
- Electronic Warfare Systems
- Fast Targeting Systems
- Improved Damage Control
- Redundant Systems (Communications)



ODYSSEY

LAUNCH YEAR: 2381 (*Verity*), 2409 (*Odyssey*)

PRIMARY SHIPYARDS: San Francisco Shipyards, Earth; Utopia Planitia Shipyards, Mars; 40 Eridani A Starfleet Construction Yards, Vulcan; Antares Fleet Yards, Antares

OVERVIEW: Following encounters with the massive starships fielded by the Borg, Dominion, and the Remans, Starfleet planners were concerned that the Federation's heavy cruisers were falling behind the curve on defensive and offensive capability. In response, the Admiralty decided to invest in an ambitious design program. The goal was to create Starfleet's own iteration of a massive "star cruiser" that could compete with these super-capital-class starships on a peer footing. The project would yield the *U.S.S. Odyssey*, the *U.S.S. Verity*, and eventually the next *Starship Enterprise*, NCC-1701-F. The *Odyssey* class would carry the Federation's flag into the 25th century as a beacon of hope during a tumultuous era.

CAPABILITIES: As the flagship star cruiser for Starfleet in the 25th century, the *Odyssey* class represents a significant evolutionary advancement in the tradition of Starfleet multi-role cruisers, but at an unprecedented scale. Requiring a crew of 1,600, the *Odyssey* was meant to show the flag of the Federation proudly and able to tackle any mission it might face, be it defensive, diplomatic, or scientific. Its sensitive suite of active and passive sensor arrays is one of the most advanced and versatile in the Federation, and it is impressively armed, able to go toe-to-toe with a Reman *Scimitar* or Dominion battleship. Its massive Yoyodyne 46A warp core powers both a standard warp drive and a quantum slipstream drive, giving it a broad operational range.

In addition to its own highly advanced systems, the *Odyssey* has another trick up its sleeve: the *Aquarius* embedded escort. Inspired by the *Prometheus* MVAM project, the *Aquarius* escort is a small frigate-sized ship that is permanently assigned to its parent *Odyssey* and is docked in a bespoke bay in the aft quarter of its mothership. Its crew is part of the *Odyssey*'s crew, and it operates at the captain's discretion. The *Aquarius* offers additional tactical flexibility, especially when deployed simultaneously with a saucer separation maneuver.

REFITS AND VARIANTS: After the Iconian War ended, Starfleet began a program to modernize and update several derelict *Odyssey* hulks. While many of the *Odyssey*'s internal systems were highly advanced, a lot had been learned since the original *Odyssey*'s keel was laid in the 2380s. Starfleet executed on three different sub-classes, each specializing in a different mission profile. The *Endeavour* subclass's focus

SPACEFRAME

TRAIT: Federation Starship

SYSTEMS

COMMS	11	ENGINES	10	STRUCTURE	11
COMPUTERS	11	SENSORS	10	WEAPONS	10

DEPARTMENTS

COMMAND	+1	SECURITY	+1	SCIENCE	–
CONN	–	ENGINEERING	+1	MEDICINE	–

SCALE: 7

WEAPONS:
- Phaser Arrays
- Quantum Torpedoes
- Tractor Beam (Strength 6)

TALENTS:
- Command Ship
- Redundant Systems (Engines)
- Saucer Separation

SPECIAL RULE:
- **Additional Propulsion System:** Quantum Slipstream Burst Drive (page 196)
- **Aquarius Escort:** The *Aquarius* escort is a small starship, about the size of a *Defiant*-class ship, embedded in a docking slip at the aft of the *Odyssey* class. The *Aquarius* is an independent starship and can travel at warp, though its endurance is relatively limited and it is not designed to go on extended missions without frequent resupply. When deployed, the *Aquarius* can be an NPC ally starship or can be commanded by a player at the gamemaster's discretion. The *Aquarius* uses the stats of a *Defiant*-class starship, but cannot have a cloaking device. When docked, the *Aquarius*'s power and defensive systems supplement that of the mothership, and so when deployed the scale of the *Odyssey*-class ship (and all derived stats except for its number of talents) is reduced from 7 to 6.

U.S.S. ENTERPRISE, NCC-1701-F (2400S)

Upon her launch, the *U.S.S. Enterprise* entered a Galaxy rife with turmoil. The ship's captain, Andorian Va'Kel Shon, saw *Enterprise* through dozens of flashpoints in every quadrant of the Galaxy during this turbulent period, beginning with another round of hostilities between the Federation and the Klingon Empire and ultimately culminating in the devastating Iconian War that heralded the return of the demons of air and darkness. Through it all, Shon and the crew of the *Enterprise* acted in the best Starfleet tradition, upholding the legacy of Starfleet's flagship.

After sustaining critical damage during the climax of the Iconian War, Starfleet refit the *Enterprise* to the advanced *Yorktown* subclass, and under Shon's command it boldly went back into the final frontier to face the next challenge already waiting for it.

COMMISSIONED: 2400s

MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship, Legacy Vessel

SYSTEMS

COMMS	11	ENGINES	10	STRUCTURE	11
COMPUTERS	11	SENSORS	10	WEAPONS	10

DEPARTMENTS

COMMAND	03	SECURITY	04	SCIENCE	02
CONN	02	ENGINEERING	03	MEDICINE	02

SCALE: 7 **RESISTANCE:** 7
POWER: 15 **SHIELDS:** 20

WEAPONS:
- Phaser Arrays (Energy, Medium Range, 11▲, Versatile 2)
- Quantum Torpedoes (Torpedo, Long Range, 8▲, Calibration, High Yield)
- Tractor Beam (Strength 6)

TALENTS:
- Advanced Shields
- Command Ship
- Diplomatic Suites
- Improved Warp Drive
- Redundant Systems (Engines)
- Saucer Separation
- Secondary Reactors

SPECIAL RULE:
- **Additional Propulsion System:** Quantum Slipstream Burst Drive (page 196)

was on tactical operations. The *Sojourner*'s focus was on engineering and operational support. The *Yorktown* was focused on exploration and scientific discovery. Each retained the core capabilities of the class but leaned into these fields as their mission profile suggested. The *Enterprise*-F herself would receive the *Yorktown* refit after taking heavy damage in the Battle at Midnight.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Strategic and Diplomatic Operations, Crisis and Emergency Response, Multirole Explorer. Suitable for all types of campaigns but recommended for challenging missions that require the best Starfleet has to offer.

NAMING CONVENTIONS: The *Odyssey* is named in honor of both *Odysseus*'s original daring voyage and the other Starfleet ships that boldly went on voyages of their own. As Starfleet's flagship class of the 25th century, other *Odyssey*-class ships might also inherit names from renowned vessels in Starfleet's past, especially the original dozen *Constitution*-class ships of the 23rd century. NCC numbers range from 97000 to 97099.



PATHFINDER

LAUNCH YEAR: 2410

PRIMARY SHIPYARDS: San Francisco Fleet Yards, Earth; 40 Eridani A Starfleet Construction Yards, Vulcan; Laikan Starfleet Yards, Andoria; Utopia Planitia Shipyards, Mars

OVERVIEW: Starfleet's order of battle has long emphasized the humble science vessel, to the point where many admiralty planners regularly complain that fleet resources are being misallocated given the recent belligerent political climate of the Galaxy. While the turn of the 25th century has certainly seen a shift in new construction away from pure research ships into cruisers and escorts, the Admiralty continues to pursue ways to build versatile starships that are useful as defense platforms but also excel at research and exploration. A sixth-generation example of Starfleet's long-range science vessel, the *Pathfinder*'s namesake is the mission that helped bring the *U.S.S. Voyager* home 40 years ago.

CAPABILITIES: Long-range science vessels are designed to be small, fast, and versatile while still capable of long mission endurance. They are well-armed for their tonnage but are also host to a suite of cutting-edge scientific equipment.A key component of the *Pathfinder*'s versatility is its modularity. Its secondary hull houses two large modular mission bays. These bays can be loaded with a variety of modules such as a runabout launch, dedicated science lab, or an endurance-extending cargo pod. Having the right tool for the mission allows *Pathfinder* to approach the unknown with confidence.The *Pathfinder* is almost 20% larger than the *Bellerophon*-class long-rage science vessel that preceded it. Built around its state-of-the-art quantum slipstream drive, it can travel incredible speeds in short bursts, allowing for rapid deployment over a broad operational theater.

SUGGESTED MISSION PROFILES AND CAMPAIGNS: Pathfinder and Reconnaissance Operations, Scientific and Survey Operations. Suitable for science-focus campaigns where the ship will be a long way from home.

NAMING CONVENTIONS: The *U.S.S. Pathfinder* was named after the *Pathfinder* project that established communications with the *U.S.S. Voyager* when she was stranded in the Delta Quadrant. Other ships in the class are named after notable uncrewed probes from the history of space exploration. NCC numbers range from 97600 to 97799.

SPACEFRAME

TRAITS: Federation Starship

SYSTEMS

COMMS	09	ENGINES	11	STRUCTURE	09
COMPUTERS	11	SENSORS	11	WEAPONS	09

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	+2
CONN	+1	ENGINEERING	–	MEDICINE	–

SCALE: 4

WEAPONS:
- Phaser Arrays
- Quantum Torpedoes
- Tractor Beam (Strength 3)

TALENT:
- High-Resolution Sensors

SPECIAL RULE:
- **Modular Mission Bay:** A *Pathfinder* must take one talent from the list below. This talent counts against the ship's maximum number of talents, but the crew may exchange it for another on the list during a week-long layover at a Federation starbase.
  - Advanced Research Facilities
  - Advanced Sickbay
  - Dedicated Personnel (Medicine)
  - Dedicated Personnel (Science)
  - Dedicated Personnel (Security)
  - Diplomatic Suites
  - Extensive Shuttlebays
  - Improved Damage Control
  - Modular Laboratories

U.S.S. PATHFINDER, NCC-97600 (2410)

The *U.S.S. Pathfinder*, prototype of the class, was one of the first starships to explore the Solanae Dyson Sphere in 2410 after Admiral Tuvok and Ambassador Worf re-activated the Galaxy-wide Iconian Gateway network. This ancient network of gateways sprung to life and granted access to both small personal gateways and large starship-sized gateways across the Galaxy. Of note was the ship gateway in the Jouret star system, which transported starships thousands of light-years to a Dyson Sphere on the border of the Beta and Delta Quadrants. Once there, the *Pathfinder* discovered another starship gateway that led deep into the Delta Quadrant, unlocking a region of the Galaxy that Starfleet had not visited for almost 40 years.

COMMISSIONED: 2410

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAITS: Federation Starship, Prototype

SYSTEMS

COMMS	09	ENGINES	11	STRUCTURE	09
COMPUTERS	11	SENSORS	11	WEAPONS	09

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	04
CONN	04	ENGINEERING	02	MEDICINE	01

SCALE: 4 **RESISTANCE:** 4
POWER: 11 **SHIELDS:** 11

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 6▲, Versatile 2)
- Quantum Torpedoes (Torpedo, Long Range, 6▲, Vicious 1, Calibration, High Yield)
- Tractor Beam (Strength 3)

TALENTS:

- Captain's Yacht
- Extensive Shuttlebays
- High-Resolution Sensors
- Improved Warp Drive



FEDERATION SPACEFRAMES

SMALL CRAFT

"Ooh, this is the new shuttle with blast shield! Yeah! It's a blast shield, it's a blast shield. And it comes down, and it goes up. Blast shield!"

– ENSIGN BECKETT MARINER

SHUTTLES

Shuttlecraft and other small space-capable vehicles are commonplace across the spacefaring civilizations surrounding the Federation, the same way cars and aircraft are on 20th and 21st century Earth. Characters should be familiar with shuttles of all kinds, even from before they joined Starfleet or the equivalent force from their polity. During training for their service, most characters will have gained even more experience and understanding of shuttles, and it's a rare character who would be unable to pilot a shuttlecraft from its launch bay to the surface of a world.

SPACE SHUTTLE

LAUNCH YEAR: 1980

OVERVIEW: In the years after the Moon landings and before the outbreak of the Eugenics War, the United States wished to expand its presence in low Earth orbit with a reusable orbital vehicle capable of being returned to service. The vehicle had to be able to carry cargo to orbit, and also allow a sizable crew to stay in orbit for a few weeks. The space shuttle was the result of years of design. The shuttle was used during the Eugenics War for inserting United States Marines onto Augment-controlled space platforms, and later during World War III as emergency cargo vessels moving between Earth and the lunar outposts.

CAPABILITIES: The space shuttle was launched from the surface of Earth with a combination of solid rocket boosters and a liquid fuel tank that powered the orbiter's three main engines. Once in low Earth orbit, the shuttle could dock with a refueling station to allow it to move to a transfer orbit around the Moon or for it to boost into geosynchronous orbit. Its main purpose was scientific missions where astronauts would experiment and test different space-based theories of physiology and physics, though its cargo lift capability was often used to move delicate satellites and observatories into proper orbital positions.

TRAIT: NASA Shuttle

SYSTEMS

COMMS	03	ENGINES	03	STRUCTURE	02
COMPUTERS	03	SENSORS	03	WEAPONS	–

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	–

SCALE: 1 **RESISTANCE:** 1
POWER: 2 **SHIELDS:** 0

WEAPONS:
- None

TALENT:
- Grappler Cables (Canadarm)

SPECIAL RULE:
- **Early Years:** The space shuttle comes from a time before polarized hull plating or shields, and thus has none.

MISSION PATCH 2063



PHOENIX

LAUNCH YEAR: 2063

OVERVIEW: Humanity's first warp-capable vessel, *Phoenix* and her designer and pilot, Zefram Cochrane, brought hope to a shattered humanity living on a dying world. *Phoenix* herself resides in the Smithsonian Air and Space Museum in Chantilly, Virginia. *Phoenix*'s sister ships built by Cochrane, *Sojourner* and Inspiration, in 2065 and 2068 respectively, are also still maintained and remain symbols of humanity's triumph over its own darker impulses. *Phoenix*-class ships would lead to the development of the *Unity* class, humanity's first truly interstellar-capable spacecraft.

CAPABILITIES: *Phoenix* relied on a chemical rocket lower stage to boost the vehicle into low Earth orbit where the spacecraft would separate and deploy its warp nacelles. The spacecraft utilized a fission pile to charge massive capacitors in the nacelles over time, and when activated, they would discharge into the coils and produce a weak warp field capable of sustained warp 1 for between two and five minutes, giving the vessel a range of 36 to 90 million kilometers per hop. After returning to orbit, the vessel would detach the command module from the propulsion module, allowing the command section to re-enter Earth's atmosphere.

TRAIT: Earth/United Earth Shuttle

SYSTEMS

COMMS	03	ENGINES	04	STRUCTURE	02
COMPUTERS	02	SENSORS	03	WEAPONS	–

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	–

SCALE: 1 **RESISTANCE:** 1
POWER: 2 **SHIELDS:** 0

WEAPONS:
- None

TALENT:
- Improved Warp Drive

SPECIAL RULE:
- **Early Years:** *Phoenix* comes from a time before polarized hull plating or shields, and thus has none.

UNITED EARTH SHUTTLEPOD

LAUNCH YEAR: 2150

OVERVIEW: The development of the NX-class vessel and the engineering work being done at the Warp 5 Project allowed some aerospace engineers the opportunity to update the standard orbit-to-surface shuttle that had been in service since the turn of the century. The new shuttlepod would become standard on UESPA and Starfleet vessels beginning in 2150, and would continue to be used through the end of the century.

CAPABILITIES: The shuttlepod was powered by a small impulse module at the aft that contained two small fusion reactors and a subspace field generator, and in an emergency the entire module could be ejected from the craft. The shuttle couldn't achieve warp speeds, but could accelerate to approximately 0.08c before particle deflection became problematic for the defensive systems. On board, the craft could comfortably house two crew, but had folding seating for six passengers for short duration trips. These vessels could be equipped with a plug-in module that contained a small generator and phase cannon system. This was standard issue during the Earth-Romulan War, but prior to that it was rare to see even Starfleet shuttles equipped with the system outside of hostile circumstances.

TRAIT: United Earth / Federation Shuttle

SYSTEMS

COMMS	03	ENGINES	03	STRUCTURE	03
COMPUTERS	02	SENSORS	03	WEAPONS	–

DEPARTMENTS

COMMAND	–	SECURITY	01	SCIENCE	01
CONN	01	ENGINEERING	–	MEDICINE	–

SCALE: 1 **RESISTANCE:** 1
POWER: 2 **SHIELDS:** 0

WEAPON:
- None
- **Escalation 2** Phase Cannons (Close Range, 4▲, Versatile 1)

TALENT:
- Rugged Design

STARFLEET CLASS-C SHUTTLECRAFT

LAUNCH YEAR: 2225

OVERVIEW: The United Earth shuttlepods were showing their age at the beginning of the 23rd century. Starfleet needed a new standard shuttlecraft to use across the rapidly growing fleet and United Earth Rockwell Aerospace produced a design that not only fit Starfleet's requirements, but went beyond that and included features that many later shuttlecraft would see as standard equipment. So successful was the design that decommissioned Class-C shuttles would be used across the Federation for centuries in short-haul assignments.

CAPABILITIES: The Rockwell Class-C Shuttle consisted of a large customizable interior capable of both passenger and cargo transport. Unlike many other commonly produced shuttles of the time, the Class-C was also warp capable, to a maximum speed of barely over warp 1, giving it the versatility Starfleet needed. During the Federation-Klingon War of 2257, Rockwell would produce limited numbers of Class-C shuttles with a phaser weapons emplacement on a "chin-turret." The sleek lines made it excellent for atmospheric operations, and like the later Class-F shuttle, the Class-C used an air-breathing ramscoop to extend its operational range.

TRAIT: Federation Shuttle

SYSTEMS

COMMS	04	ENGINES	04	STRUCTURE	04
COMPUTERS	04	SENSORS	04	WEAPONS	01

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	–

SCALE: 1 **RESISTANCE:** 1
POWER: 2 **SHIELDS:** 2

WEAPON:

- None
- **Escalation 2** Phaser Banks (Medium Range, 2▲, Versatile 2)

TALENT:

- Rugged Design

CLASS-C VARIANTS

The Class-C shuttlecraft saw many spinoff designs produced by member worlds for civilian use. The most common of these was the United Earth "People Mover" that was used for public transportation. Vulcans produced a version they called the "Forge type" that utilized a high-efficiency Vulcan-designed warp ring and replaces the Rugged Design talent with Improved Warp Drive. The other commonly produced variant was the "Barn Stormer," an aerospace demonstration model made by United Earth Rockwell to showcase their utility to new member worlds. This variant has the talent Improved RCS Thrusters.



CLASS-F SHUTTLE

LAUNCH YEAR: 2255

OVERVIEW: The Class-F "Federation" shuttlecraft was the first fully standardized shuttlecraft manufactured by all shipyards and member worlds. The boxy but functional design was at first decried by more aesthetically minded Starfleet officers and crew, but it quickly gained a reputation for reliability, survivability, and versatility not seen in previous Starfleet shuttles. It would be used in its original specifications until the 2280s, when it underwent an extensive redesign and refit program, a rarity for shuttlecraft.

CAPABILITIES: The squat, angular, and non-aerodynamic form of the Class-F shuttle hides the fact that it had the greatest mass-to-power ratio for any shuttlecraft yet produced. Powered by a tiny matter/antimatter fuel cell in each of its nacelles, the Class-F could use its ion-based impulse drive to maintain sublight accelerations equivalent to most starships of its era. While in an atmosphere, under normal operating conditions, the Class-F shuttlecraft would act as a ramjet and maintain hypersonic speeds nearly indefinitely. In a vacuum, it was less efficient and would require refueling of its reaction mass and fuel cells every three standard weeks. The Class-F was designed to not only provide transport for goods, but also personnel. The Class-F had very limited warp capability (maximum warp 1.3), making it suited for planetary survey missions. To assist in this, the shuttle had a powerful duotronic computer system and advanced sensors that could provide extra information to its parent craft.

TRAIT: Federation Shuttle

SYSTEMS

COMMS	05	ENGINES	05	STRUCTURE	05
COMPUTERS	05	SENSORS	04	WEAPONS	–

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	01
CONN	01	ENGINEERING	01	MEDICINE	–

SCALE: 1
RESISTANCE: 1
POWER: 3
SHIELDS: 3

WEAPON:
- None

TALENT:
- Rugged Design

CLASS-F VARIANTS

While the Class-F shuttlecraft was standard across the Federation for use in Starfleet vessels, the engineering work that went into that shuttlecraft was applied to many different small craft used by civilians. The Vulcan long range shuttle as seen in *Star Trek: The Motion Picture* uses the same statistics as the Class-F, except that instead of Rugged Design, it uses Improved Warp Drive. Other member worlds of the Federation also utilize the design in this way, with Andoria producing a Skimmer with the replacement talent Improved Impulse Drive, and Tellar developing the Type-18 Scout that has the replacement talent High-Resolution Sensors.



ORBITAL TRANSFER POD

LAUNCH YEAR: 2265

OVERVIEW: The orbital space around the core worlds of the Federation was becoming increasingly congested as industry and people continued to move off-world. While more powerful shuttlecraft were performing adequately, a smaller and more maneuverable vehicle was seen as a good idea to help move personnel and small amounts of materiel between nearby habitats. The orbital transfer pod was hailed due to its simplicity and ease of manufacture. This design, with small improvements to subspace communications equipment and the rudimentary computer systems on board, has remained in production into the late 24th century.

CAPABILITIES: The orbital transfer pod was a joint United Earth-Tellar Prime design project to make the most efficient pod possible. The pod was capable of transporting up to four humanoids in relative comfort. Once at its destination, the transfer pod could dock with any standard universal docking port where its life support and reaction control fuel would be replenished by the parent craft.

TRAIT: Federation Pod

SYSTEMS

COMMS	05	ENGINES	03	STRUCTURE	03
COMPUTERS	03	SENSORS	04	WEAPONS	–

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	–
CONN	02	ENGINEERING	–	MEDICINE	–

SCALE: 1 **RESISTANCE:** 1
POWER: 3 **SHIELDS:** 2

WEAPON:
- None

TALENT
- Improved Reaction Control System

SPECIAL RULE:
- **Orbital Only**: The orbital transfer pod is not designed to land on a planetary surface. In an emergency, it can land with the aid of parachutes, but it will not be able to launch from a surface of a body with more than 0.1 G.

WORK BEE

LAUNCH YEAR: 2270

OVERVIEW: Small, agile, and made for ease of use, the Cargo Management Unit (CMU), also known as the work bee, was introduced in the 2270s and continues to see use across the Federation one hundred years later. The work bee's cautionary yellow hull markings resemble Earth honey bees, busy and productive, giving them their nickname.

CAPABILITIES: The work bee is very small, barely larger than the humanoid piloting it. The CMU design is so small that users don environmental suits to provide them with a breathable environment, as there is no room for a dedicated life-support system. All work bees have standard equipment, such as a powerful spotlight on the forward hull to illuminate areas of interest and large transparent aluminum windows allowing the pilot easy viewing of what are often tight spaces around them. Depending on the specific assignment, work bees can be outfitted with numerous tools on modular mounts on the fore and aft of the vehicle. The work bee is powered by tiny electro-chemical fuel cells and moves via helium RCS thrusters.

VARIANT: Not as widespread, an earlier model of work bee was used during the 2250s. This work bee had a Structure of 4.

TRAIT: Federation Pod

SYSTEMS

COMMS	03	ENGINES	04	STRUCTURE	05
COMPUTERS	03	SENSORS	03	WEAPONS	–

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	–
CONN	01	ENGINEERING	01	MEDICINE	–

SCALE: 1 **RESISTANCE:** 1
POWER: 2 **SHIELDS:** 2

WEAPON:
- None

TALENT:
- None

SPECIAL RULE:
- **Work Bee Tools:** Cannot use any helm action other than Maneuver. Provides no life support. Grants an advantage, "Work Bee Tools," on all tasks made to use the work bee to perform external repairs on a ship or construction.

TYPE-6 SHUTTLE

LAUNCH YEAR: 2356

OVERVIEW: An easy to understand and maintain design was required by Starfleet for its flagship shuttlecraft of the mid-24th century, as this shuttle would become the new standard across the Federation and be manufactured by all member worlds. The resulting Type-6 shuttlecraft was designed to closely resemble the refitted Class-F shuttle of the 2280s to best use existing facilities across Starfleet and to ease transition to the newer technology contained inside.

CAPABILITIES: The Type-6 shuttlecraft was an improvement in design over the Class-F with many of its systems. Propulsion systems were upgraded, with the impulse drive given its own fusion power core, and the nacelles on the ventral sides of the shuttle upgraded with warp coils that are powered by their own fusion reactors, giving the shuttle a limited FTL capability of just over warp 1. The shuttle usually wouldn't venture farther than a few AUs, making this shuttlecraft ubiquitous as interplanetary transport. These shuttlecraft can be found assigned to nearly every Starfleet starbase and ground facility across the Federation, as well as most starships with shuttlebays large enough to hold them.

TRAIT: Federation Shuttle

SYSTEMS

COMMS	06	ENGINES	06	STRUCTURE	06
COMPUTERS	05	SENSORS	05	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	01	SCIENCE	–
CONN	01	ENGINEERING	01	MEDICINE	–

SCALE: 1 **RESISTANCE:** 1
POWER: 3 **SHIELDS:** 3

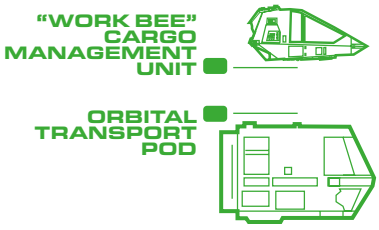
WEAPON:

- None
- **Escalation 2** Type-4 Phaser Banks (Medium Range, 3⮝, Versatile 2)

TALENT:

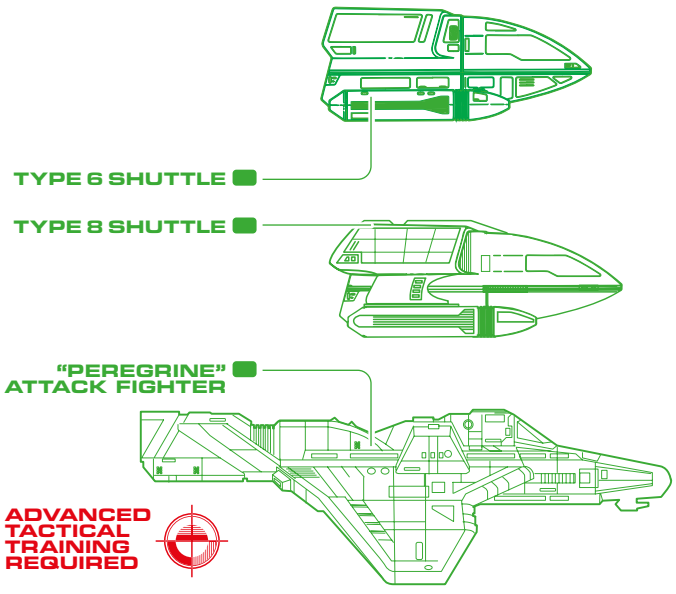
- Rugged Design

MICRO-RANGE CRAFT



10541805 48741541
81820230 254540032
18118502 48912077
40540045 5410454l3
20047037 54200440g2
10282101 85421000
00541804 4020892111
80548915 18202041 20
145801 80 8014741047
41014710 440124101
45721247 452124455
21250120 2012254540
50092180 1854012450
00101425 7042014100
01424741 7524520145
02451014 0142011524

EXTENDED RANGE CRAFT



00541801 1054 18054874 1541818 202 3050 225454 0032
18118502 2544 89120774 05400454 120 4541 04541 04541
32004703 7015 54200440 9542102 821 4778 54210 04540
00541804 4854 02089211 1805489 154 1018 20204 12091
0145801 8045 78014741 0014780 104 74101 47105 02144
0124101 4572 12475104 5212455 045 52125 01200 01201
22545405 0092 180185402 5451405 890 01450 01424 04445
99540406 054 0054540 0205454 010
92005407 900548 5420 05498675 420

SINGLE-PILOT VEHICLES MCR/EXD RNG

021.4

TYPE-7 SHUTTLE

LAUNCH YEAR: 2359

OVERVIEW: Seeing a need for a larger personnel and cargo transport shuttle after the limitations of the internal space of the Type-6 shuttlecraft became apparent, Starfleet issued a directive calling for the design and construction of a medium-range cargo and personnel shuttle. The design that came out on top was from the Baikonur Cosmodrome and was designated the "Type-7."

CAPABILITIES: Built with the same isolinear computer systems as was standard on the later models of the Type-6, the Type-7 shuttle used a 100 millicochrane field around its computer core to help monitor and adjust its low-power warp field. This heavy computer control was needed to keep the shuttle at superluminal velocities topping out at warp 2.5. The interior of the shuttle was large, capable of seating a minimum of two pilots and over ten passengers in comfort, triple that for short-duration flights in emergency situations. Nearly all the shuttle's power was needed for propulsion, leaving little for deflector shields, and none for weapon systems. This lack of adequate defenses meant that starships operating away from Federation space rarely used the Type-7; they were usually assigned to starbases and star systems inside Federation territory.

TRAIT: Federation Shuttle

SYSTEMS

COMMS	07	ENGINES	06	STRUCTURE	07
COMPUTERS	07	SENSORS	07	WEAPONS	–

DEPARTMENTS

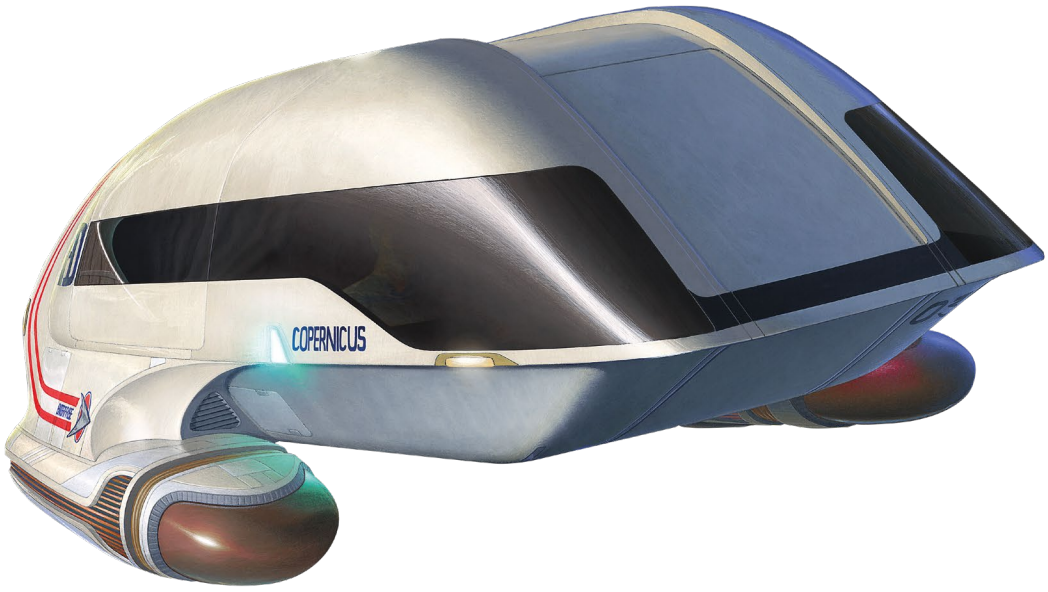
COMMAND	–	SECURITY	–	SCIENCE	–
CONN	01	ENGINEERING	01	MEDICINE	01

SCALE: 1 **RESISTANCE:** 1
POWER: 3 **SHIELDS:** 3

WEAPON:
- None

TALENT:
- Rugged Design

SPECIAL RULE:
- **Well-Supplied:** A Type-7 shuttle contains many storage compartments holding spare parts, emergency kits, and survival equipment. Characters may attempt to search the shuttle for parts or supplies while on an away mission by attempting an **Insight + Engineering** task at Difficulty 2. This produces the advantage "Well-Supplied."



TYPE-8 SHUTTLE

LAUNCH YEAR: 2371

OVERVIEW: The introduction of the *Sovereign*, *Intrepid*, and *Nova*-class starships meant that design teams had the chance to rework and update the reliable Type-6 shuttlecraft. The Type-8 was the result, visually identical to the Type-6 and able to use the same maintenance facilities and docking ports as the older model.

CAPABILITIES: The major difference in standard systems in the Type-8 over the Type-6 was a more compact and powerful matter/antimatter warp core. Inset Bussard collectors in the port and starboard intakes were large enough that the shuttlecraft only carried small deuterium tanks compared to its larger antimatter storage cells. This extra power gave the Type-8 a higher sustained warp speed of 2.8. The shuttle was capable of warp 3.1, but only for short durations before the warp coils drained the field capacitors and forced the shuttle to spend hours at sublight speeds recharging its systems. Like the Type-6, the Type-8 had the option of mounting two phasers on the nose of the vessel, requiring one of the shuttle pilots to be tactically trained. The use of the phasers would also put a strain on the shuttle's warp systems, and firing the phasers in a tactical situation often meant forgoing the possibility of going to warp soon after. Later versions of this craft were equipped with a transporter.

TRAIT: Federation Shuttle

SYSTEMS

COMMS	06	ENGINES	07	STRUCTURE	06
COMPUTERS	07	SENSORS	06	WEAPONS	04

DEPARTMENTS

COMMAND	–	SECURITY	01	SCIENCE	–
CONN	01	ENGINEERING	01	MEDICINE	–

SCALE: 1 **RESISTANCE:** 1
POWER: 4 **SHIELDS:** 4

WEAPON:

- **Escalation 2** Phaser Arrays (Energy, Medium Range, 2▲, Versatile 2, Area or Spread)

TALENT:

- Rugged Design

FEDERATION ATTACK FIGHTER

LAUNCH YEAR: 2367

OVERVIEW: After the Battle of Wolf 359 and the Borg's destruction of the Sol system's fighter defense forces, designers from the Andorian Imperial Ship Yards in the Andor system proposed a desperately needed new design for a Federation strike fighter based on their popular courier vessel. The Federation attack fighter quickly saw deployment to the Cardassian and Klingon borders as tensions rose there in the late 2360s and 70s.

CAPABILITIES: The fighter is small enough that it is typically piloted by a single crew member, but training flights and fighters assigned for strike missions typically have two crew assigned. Each fighter has two hard-mounted forward torpedo launchers and a single aft launcher that can double as a probe launcher or cargo delivery system. The fighter also has standard Type-4 phaser banks along the edges of the vessel's warp nacelles, giving it wide firing arcs and providing accurate defensive fire against incoming heavy weapons. The fighter was never intended to operate on its own, so the designers removed many of the original courier design's warp coils to provide extra internal space for larger fusion reactors to power the impulse drive and shield emitters. This only allows the fighter to maintain warp speeds for short durations, normally no more than thirty minutes to an hour at lower speeds, and makes it highly dependent on its parent vessel to deliver it close to the battle.

TRAIT: Federation Shuttle

SYSTEMS

COMMS	05	ENGINES	07	STRUCTURE	05
COMPUTERS	05	SENSORS	06	WEAPONS	07

DEPARTMENTS

COMMAND	–	SECURITY	02	SCIENCE	–
CONN	01	ENGINEERING	–	MEDICINE	–

SCALE: 1 **RESISTANCE:** 1
POWER: 4 **SHIELDS:** 4

WEAPONS:

- Phaser Banks (Energy, Medium Range, 4▲, Versatile 2)
- Micro-torpedoes (Torpedo, Long Range, 5▲, High Yield)

TALENT:

- Improved Reaction Control System

DANUBE-CLASS RUNABOUT

LAUNCH YEAR: 2368

OVERVIEW: The *Danube*-class runabout was Starfleet's answer to its need for a small and capable vessel that could operate at longer ranges than typical shuttlecraft, and also undertake low-risk assignments where a full starship may not be needed.

CAPABILITIES: The *Danube* class had a sustained speed of warp 5 and antimatter stores capable of allowing it to operate for months at a time between refueling. As it was to be away from its parent craft for long periods, both phaser and torpedo systems were installed as standard. Besides propulsion and weapons, many compromises were made for the *Danube* class to come to fruition. The vessel could not easily allow for a large complement of crew or the life support and comfort most officers and crew demanded, so the aft module of the runabout was made to be modular and could be swapped out with mission-specific equipment or supplies. Reconfiguring this module could be done in less than four hours with appropriate facilities, and it made the *Danube* popular amongst Starfleet crews.

TRAIT: Federation Runabout



SYSTEMS

COMMS	09	ENGINES	07	STRUCTURE	07
COMPUTERS	08	SENSORS	07	WEAPONS	07

DEPARTMENTS

COMMAND	–	SECURITY	01	SCIENCE	–
CONN	02	ENGINEERING	01	MEDICINE	–

SCALE: 2
POWER: 4
RESISTANCE: 2
SHIELDS: 4

WEAPONS:

- Phaser Banks (Energy, Medium Range, 4▲, Versatile 2)
- Micro-torpedoes (Torpedo, Long Range, 4▲, High Yield)

TALENT:

- High-Resolution Sensors

SPECIAL RULE:

- **Customizable Modules:** The runabout may be fitted with one of the following modules for additional functionality.
  - **Cargo Transport:** The runabout's aft module has been configured to carry cargo.
  - **Long-Duration Mission:** The runabout's aft module has been configured to serve as a rest area and sleeping quarters for up to four personnel.
  - **Passenger Transport:** The runabout's aft module has been configured for carrying large numbers of passengers. The runabout may carry up to 10 passengers, or up to 40 in an emergency for up to two hours.
  - **Weapons:** (**Escalation 2**): The runabout's aft module has been converted to provide additional, and higher higher-powered weaponry. Add 2▲ to the Stress rating of the runabout's weapon systems.

AEROSHUTTLE

LAUNCH YEAR: 2371

OVERVIEW: Starfleet had seen a gap in capabilities with the Klingon Imperial Navy when it came to atmospheric operations. As many Klingon vessels had aerodynamic surfaces and could be highly maneuverable in atmosphere, Starfleet decided to design a runabout-style small craft that could launch from its parent vessel and operate with high efficiency in planetary atmospheres or even at a shallow depth in gas giants.

CAPABILITIES: Like any Starfleet small craft, the aeroshuttle could operate in space and had limited warp capability, but its impulse drive could adapt to using on-board reaction mass, or a ramscoop similar to the one on older Class-F shuttlecraft, to extend its flight time indefinitely in an atmosphere. The craft had a minimum crew of two, and could carry up to three additional crew to support operations and several passengers.

TRAIT: Federation Runabout

SYSTEMS

COMMS	07	ENGINES	08	STRUCTURE	09
COMPUTERS	08	SENSORS	08	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	01
CONN	02	ENGINEERING	01	MEDICINE	–

SCALE: 2
RESISTANCE: 3
POWER: 4
SHIELDS: 4

WEAPON:

- Phaser Banks (Energy, Medium Range, 4▲, Versatile 2)

TALENT:

- Improved Hull Integrity

SPECIAL RULE:

- **Designed for Flight:** The aeroshuttle has dedicated aerodynamic surfaces allowing it to be highly maneuverable in atmosphere. Any task involving maneuvering, handing, or control of the aeroshuttle while in at atmosphere has its Difficulty lowered by 1. The aeroshuttle may be added to any starship as a talent.



CAPTAIN'S YACHT

LAUNCH YEAR: 2371

OVERVIEW: A specialty small craft often attached to diplomatic vessels, the captain's yacht was a large saucer-like vessel that Starfleet Command felt would aid its commanding officers during diplomatic missions to cultures that preferred more private negotiations, or when diplomats preferred to be moved in comfort rather than by transporter.

CAPABILITIES: The captain's yacht (model 2371) is a warp-capable vessel, able to sustain speeds of warp 3.4 via two extendable warp nacelles. Inside, the yacht features aesthetically pleasing design and creature comforts not found on most starships, such as water showers and a full kitchen. These vessels were so successful during negotiations with the Ferengi Alliance in the late 2370s that Starfleet continued to use them to shuttle diplomats between Grand Nagus Rom's government and Earth through the 2390s.

TRAIT: Federation Runabout

SYSTEMS

COMMS	09	ENGINES	08	STRUCTURE	07
COMPUTERS	08	SENSORS	07	WEAPONS	07

DEPARTMENTS

COMMAND	02	SECURITY	–	SCIENCE	–
CONN	01	ENGINEERING	01	MEDICINE	–

SCALE: 2 **RESISTANCE:** 2
POWER: 4 **SHIELDS:** 4

WEAPONS:
- Phaser Banks (Energy, Medium Range, 3▲, Versatile 2)
- Micro-torpedoes (Torpedo, Long Range, 3▲, High Yield)

TALENT:
- Diplomatic Suites

SPECIAL RULE:
- **Designed for Comfort:** The captain's yacht is designed to be peaceful, pleasant, and luxurious. If it is the site of diplomatic negotiations with a culture that may be swayed by the relaxed atmosphere as compared to other Starfleet vessels, per the gamemaster's determination, the players may gain the advantage "Relaxed Luxury" during the scene in question. The captain's yacht may be added to any starship as a talent.

FEDERATION MISSION SCOUT

LAUNCH YEAR: 2375

OVERVIEW: The *Danube*-class runabout was a success, and Starfleet wanted to expand its short-duration small craft selection to have one that could be a dedicated research vessel for small research teams or even single researchers or scientists in order to free up larger starships for other missions. The Mission Scout exited testing in 2374 and was formally entered into Starfleet service in 2375 and wider Federation civilian use later the next year.

CAPABILITIES: The Mission Scout has two sets of high-efficiency warp coils joined by subspace field repeaters, allowing the nacelles to be kept close into the hull and generate a small warp field, making this vessel difficult to detect at significant ranges. This compact vessel has a habitable volume for a single crew member, but can hold up to five more for several days at a time before Starfleet Medical recommended time outside of the runabout.

TRAIT: Federation Runabout

SYSTEMS

COMMS	07	ENGINES	09	STRUCTURE	07
COMPUTERS	08	SENSORS	09	WEAPONS	06

DEPARTMENTS

COMMAND	–	SECURITY	–	SCIENCE	02
CONN	01	ENGINEERING	01	MEDICINE	–

SCALE: 2 **RESISTANCE:** 2
POWER: 4 **SHIELDS:** 4

WEAPONS:
- Phaser Arrays (Energy, Medium Range, 2▲, Versatile 2, Area or Spread)
- Micro Torpedoes (Torpedo, Long Range, 3▲, Calibration)

TALENTS:
- High-Resolution Sensors
- Slim Sensor Silhouette

DELTA FLYER / DELTA FLYER II

LAUNCH YEAR: 2375

OVERVIEW: The *Delta Flyer* was designed out of desperation by the crew of *U.S.S. Voyager* to have a small craft capable of surviving the rigors of traversing the Delta Quadrant. *Delta Flyer* is a combination of Federation and tamed Borg technology, accessed by primitive "retro" control panels designed by Lt. Tom Paris to provide feedback to the pilot through tactile control surfaces. The *Delta Flyer* had its maiden voyage in 2375.

CAPABILITIES: The *Delta Flyer* consists of a single simple wedge-shaped hull. On each side of the vessel were retractable warp nacelles that had individually adjustable warp coils that allowed the crew to significantly modify the shape and slope of the subspace field, giving the *Delta Flyer* the ability to maintain warp speeds in turbulent space-time and to achieve higher velocities for longer periods. The vessel also mounted two separate micro fusion reactors that powered the vessel's vectored impulse drive. The impulse drive and the vessel's RCS systems had shield baffles around their exterior ports that allowed the craft to maintain propulsion under water or even in thick atmospheres such as gas giants.

VARIANT: With the original *Delta Flyer*'s destruction in 2377, an upgraded design was constructed by Tom Paris and B'Elanna Torres the following year. The design utilized a greater amount of Borg nano-engineering, allowing systems to be more compact. The largest change was a system that allowed the impulse drive units to extend away from the primary hull of the vessel and to gimbal slightly. This allowed a greater maneuverability compared to the previous model, and allowed a larger reactor to be used for greater power output, adding to the vessel's straight vector acceleration.

TRAIT: Federation Runabout

SYSTEMS

COMMS	08	ENGINES	09	STRUCTURE	07
COMPUTERS	07	SENSORS	08	WEAPONS	07

DEPARTMENTS

COMMAND	–	SECURITY	01	SCIENCE	–
CONN	02	ENGINEERING	01	MEDICINE	–

SCALE: 2 **RESISTANCE:** 4
POWER: 4 **SHIELDS:** 4

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 3▲, Versatile 2, Area or Spread)
- Photonic Missiles (Torpedo, Long Range, 4▲, Calibration)

TALENTS:

- Ablative Armor
- Improved Warp Drive

SPECIAL RULES:

- **Hot Rod:** The *Delta Flyer*'s propulsion systems are designed to operate at peak efficiency even under adverse circumstances. All increases of complication range to a task involving the Engines system resulting from adverse environmental conditions (such as Stellar Phenomena, on page 154 of the core rulebook) are reduced by 1, to a minimum of zero.
- ***Delta Flyer II*:** *Delta Flyer II* uses the same statistics as the regular *Delta Flyer* except that the gamemaster may choose to allow the players to swap out the talent Improved Warp Drive for Improved Impulse Drive. If this option is chosen, it is permanent.



FEDERATION SPACEFRAMES

SPACE STATIONS

"Bridge, this is the captain. How can you have a yellow alert in Spacedock?"

– CAPTAIN STYLES

Space stations are built quickly in a world's race to the stars, allowing for permanent outposts for use as a stepping stone to further destinations. These space stations become important logistical and administrative hubs as a culture expands into the cosmos, and allow polities the ability to extend their reach to regions far from their home worlds. Each of these structures represents incredible amounts of work and resources, making them symbols of progress for a civilization.

Space stations listed below that have less than their maximum number of talents may have the remaining talents chosen for the needs of the campaign.

INTERNATIONAL SPACE STATION

LAUNCH YEAR: 1998

OVERVIEW: The International Space Station (ISS) originally had lofty goals for its use, including as a factory, observatory, and even as a logistical point for NASA, the Soviet Space program, and the ESA. Plans were derailed by the outbreak of the Eugenics War as both the Americans and Soviets diverted space program resources to ground weapons and orbital attack vessels. The ISS was completed in the half-decade after the Eugenics War, almost an afterthought compared to the other orbital weapons platforms the superpowers had launched, but it was the first proper international symbol of cooperation in space.

CAPABILITIES: The ISS was pieced together over the last decade of the 20th century from pieces that had been built before and during the Eugenics Wars. As such, the station grew slowly as orbital vehicles could be diverted to the project, giving it a sprawling, piecemeal quality as different nations attached sections built to their own standards. The station could normally handle a crew of only seven, but in an emergency could handle 22, such as during the 2037 nuclear attack on Cape Kennedy when orbital crews from Mir 3 and Tristar 18 evacuated their crews due to threats from the surface. ISS was equipped with multiple science stations and zero gravity laboratories, making research much easier than on other space platforms of the time. ISS was boosted to a graveyard orbit and abandoned in 2055 with the last of its on-board fuel, and was towed to the Smithsonian Orbital Annex in 2091.

TRAIT: Earth Station

SYSTEMS

COMMS	09	ENGINES	06	STRUCTURE	07
COMPUTERS	07	SENSORS	09	WEAPONS	03

DEPARTMENTS

COMMAND	01	SECURITY	01	SCIENCE	04
CONN	01	ENGINEERING	03	MEDICINE	03

SCALE: 3 **RESISTANCE:** 3
POWER: 6 **SHIELDS:** 0

MISSION PROFILE: Scientific Research

WEAPONS:
- None

TALENTS:
- Advanced Research Facilities

USING THE INTERNATIONAL SPACE STATION

The ISS may initially not seem useful for games taking place even in the early years of United Earth or the later Federation; however, the ISS represents an excellent example of what a newly space-faring civilization may put into orbit that players may encounter. While the ISS provides its power from large solar panels, more advanced stations of this kind may only have backup solar panels and rely on fission piles or fusion reactors for power. Advanced stations may even have power from tiny antimatter batteries, depending on how a society's technology has progressed.

UNITED EARTH / STARFLEET CONSTRUCTION SLIP

LAUNCH YEAR: 2140+

OVERVIEW: In the early years of United Earth, starships were built at ground-based facilities and either quickly assembled in orbit or launched complete from the surface. As starship designs became larger and required zero-gravity construction techniques, UESPA engineers designed an orbital frame that was used to house the construction teams that would build a starship, and act as a storage facility for incoming materials related to the spaceframe. The Construction Slip was so versatile that the design would spread across the Federation and continue to be used for centuries as the standard orbital dry dock.

CAPABILITIES: The UE/Starfleet Construction Slip consisted of a skeletal frame where the "spine" contained the primary habitation areas that would house the staff and construction teams building a starship, as well as the primary engineering spaces where power was generated via massive fusion reactors, engineering spaces where starship equipment could be manufactured, and in some cases small refineries that could intake mined material and produce finished alloys. The "ribs" of the slip mounted grapples, lighting units, tractor emitters, and cargo areas where teams could mount any of the nearly limitless numbers of tools and equipment needed. At each end of the slip was a shuttlebay that housed numerous work bees, shuttles, and pods that would provide needed movement when EVA suits were insufficient to get the job done.

VARIANT: A single variant of the standard Construction Slip is the Self-Propelled Slip that had two large warp nacelles that allowed the slip to move at a sustained speed of warp 3, enabling it to assist vessels that couldn't make their way back to friendly space.

TYPICAL STATION PROFILE: Construction/Dry Dock

TRAIT: Earth Station

SYSTEMS

COMMS	09	ENGINES	05	STRUCTURE	12
COMPUTERS	10	SENSORS	09	WEAPONS	05

DEPARTMENTS

COMMAND	01	SECURITY	01	SCIENCE	02
CONN	02	ENGINEERING	05	MEDICINE	02

SCALE: 6 **RESISTANCE:** 6
POWER: 10 **SHIELDS:** 13

WEAPONS:
- Phaser Banks (Energy, Medium Range, 8, Versatile 1 or 2)
- Tractor Beam (Strength 5)

TALENTS:
- Construction / Drydock
- Secondary Reactors



K-CLASS BORDER OUTPOST

LAUNCH YEAR: 2238

OVERVIEW: The Federation had long relied on unmanned sensor buoys and frequent starship patrols to maintain security along its border with the Klingon Empire. As relations continued to deteriorate, Starfleet felt the need to construct starbases along the border to act as anchors for patrol squadrons, trade points for nearby member worlds and independent polities, and as a deterrent to any Klingon assault into Federation territory. During the brief Federation-Klingon War of 2256–2257, all of the K-Class outposts were destroyed except for K-7, which was occupied by the Klingon Empire, returned to the Federation, and later decommissioned and converted into a civilian trading post.

CAPABILITIES: The K-class border outpost was designed to be the home port for a three-starship destroyer squadron consisting of *Engle*-class destroyers. Each starship had its own docking port that would prove to be too constrained for larger ships, such as the later *Constitution*-class vessels. These ports were located on the ends of long booms. Each of the booms had a large concourse that included recreational facilities, storage for maintenance supplies, secondary life support systems and shield emitters, plus spacious quarters capable of housing the typical crew of destroyer Type vessels. The central core was dedicated to station-critical systems including the small matter/antimatter reactor, six separate fusion power plants capable of taking over critical functions in case the primary power source was compromised, the primary shuttlebay capable of deploying five F-class shuttles, and the station command and control.

TRAITS: Federation Starbase, Border Outpost

SYSTEMS

COMMS	08	ENGINES	08	STRUCTURE	09
COMPUTERS	06	SENSORS	10	WEAPONS	09

DEPARTMENTS

COMMAND	02	SECURITY	02	SCIENCE	02
CONN	02	ENGINEERING	02	MEDICINE	03

SCALE: 6
POWER: 13
RESISTANCE: 6
SHIELDS: 11

MISSION PROFILE: Logistics and Tactical Support

WEAPONS:

- Phaser Banks (Energy, Medium Range, 10▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 5)

TALENTS:

- Fast Targeting Systems
- Improved Shield Recharge
- Secondary Reactors



REGULA-CLASS MULTIPURPOSE STATION

LAUNCH YEAR: 2260

OVERVIEW: The *Regula*-class multipurpose station was initially designed to help expand habitation volume in orbit of Earth in the late 2250s, and many shipbuilding and merchant organizations began using these as office units, worker habitation, and trans-shipment hubs for goods. The Federation had other plans, as they had actually insisted that the *Regula* stations be able to support scientific research along the edges of Federation space. Its use as an administrative station fell to the side and the legacy of the *Regula* stations being centers for research and development continued, with the pinnacle being the first station commissioned, *Regula I,* used by Doctor Carol Marcus in the development of the Genesis Device.

CAPABILITIES: *Regula* stations come standard with large, open spaces in habitation domes. Hydroponic systems were designed into the bulkheads to provide needed nutrients to plants from across Federation space, giving these stations a reputation for a relaxing atmosphere away from home. The primary power plant for the station was a series of fusion reactors along its central axis, and these were able to provide 125% of the needed power for all station functions. Designers felt that in emergencies, the *Regula* stations may need extra power for shields or even docked starships, and thus designed in a matter/antimatter reactor with enough fuel to continue operations for months.

TRAITS: Federation Station

SYSTEMS

COMMS	10	ENGINES	08	STRUCTURE	10
COMPUTERS	10	SENSORS	09	WEAPONS	03

DEPARTMENTS

COMMAND	01	SECURITY	01	SCIENCE	05
CONN	01	ENGINEERING	02	MEDICINE	03

SCALE: 6
RESISTANCE: 6
POWER: 13
SHIELDS: 11

MISSION PROFILE: Scientific Research (or Administration/ Bureaucracy)

WEAPONS:

- Phaser Banks (Energy, Medium Range, 8, Versatile 2)
- Tractor Beam (Strength 5)

TALENTS:

- High-Resolution Sensors
- Secondary Reactors



SPACEDOCK

LAUNCH YEAR: 2267

OVERVIEW: Prior to Spacedock's completion, Earth's space facilities were scattered across cislunar space in dozens of moderately sized starbases and hundreds of smaller facilities. Spacedock represented a major commitment by United Earth to push the envelope of space-based construction techniques, and to demonstrate the capabilities and dedication to the future of the Federation's capital. Spacedock began construction in 2251 and was only completed sixteen years later, even with construction teams numbering in the tens of thousands and hundreds of smaller vessels providing logistical support. Spacedock was such a successful design that later starbases built by the Federation closely resembled Earth's Spacedock.

CAPABILITIES: At nearly seven kilometers tall and five kilometers wide, Spacedock was the workplace of eighty thousand personnel, and often had upward of one hundred thousand temporary residents. Nearly every species in the Federation was represented in her crew, and on the ten decks of the Cultural Exchange, where products, cuisine, and entertainment from across the galaxy would inspire promenades and business districts in many Federation starbases. Spacedock has three separate antimatter reactors powering its systems and dozens of fusion reactors spread through its volume that act as backup power sources in case of maintenance downtime or damage. Where smaller facilities would have impressive RCS thrusters to adjust a station's position, Spacedock is large enough that its RCS systems are augmented with sixteen separate impulse drives.

TRAITS: Federation Station, Colossal

SYSTEMS

COMMS	15	ENGINES	10	STRUCTURE	15
COMPUTERS	13	SENSORS	13	WEAPONS	12

DEPARTMENTS

COMMAND	06	SECURITY	04	SCIENCE	05
CONN	04	ENGINEERING	06	MEDICINE	05

SCALE: 16 **RESISTANCE:** 16
POWER: 20 **SHIELD:** 27

MISSION PROFILE: Administration/Bureaucracy

WEAPONS:

- Phaser Banks (Energy, Medium Range, 21▲, Versatile 2)
- Phaser Cannons (Energy, Close Range, 22▲, Versatile 2)
- Phaser Arrays (Energy, Medium Range, 20▲, Versatile, Area or Spread) After 2325.
- Photon Torpedoes (Torpedo, Long Range, 7▲, High Yield)
- Tractor Beam (Strength 15)

TALENTS:

- Command Ship
- Construction/Dry Dock
- Docking Capacity
- Enhanced Shield Grid
- Repair Crews
- Secondary Reactors (x2)
- Sturdy Construction



FEDERATION STARBASE

LAUNCH YEAR: 2290

OVERVIEW: The success of Earth's Spacedock would inspire Federation engineering teams to design a starbase similar in appearance that utilized highly modular sections installed along its central axial structure. This would allow the new "standard" starbase to be customized for different mission profiles depending on where it would need to be deployed. It would also allow the starbase to be moved and reconfigured for new duties if other larger and more permanent facilities were built.

CAPABILITIES: The Federation starbase is a common sight in most star systems inside the polity. This type of station is most often used as an administrative center for newer member worlds, but they can also be configured to operate as border defense stations when called for. The common elements of a starbase are the dual antimatter power reactors and eight fusion reactors that power it, an internal docking area that can be fully pressurized for starships that need a "shirtsleeve" environment for external repairs, and multiple shield grid systems. The additional shield grids are able to operate independently from the primary grid, and give a layered defensive shield to the station as well as enhancing the internal structural integrity fields.

TRAIT: Federation Station

SYSTEMS

COMMS	12	ENGINES	10	STRUCTURE	12
COMPUTERS	11	SENSORS	13	WEAPONS	10

DEPARTMENTS

COMMAND	05	SECURITY	03	SCIENCE	05
CONN	02	ENGINEERING	05	MEDICINE	05

SCALE: 12 **RESISTANCE:** 12
POWER: 15 **SHIELD:** 21

MISSION PROFILE: Any

WEAPONS:

- Phaser Cannons (Energy, Close Range, 17▲, Versatile 2)
- Phaser Arrays (Energy, Medium Range, 15▲, Versatile, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 11)

TALENTS:

- Enhanced Defense Grid
- Rugged Design
- Secondary Reactors

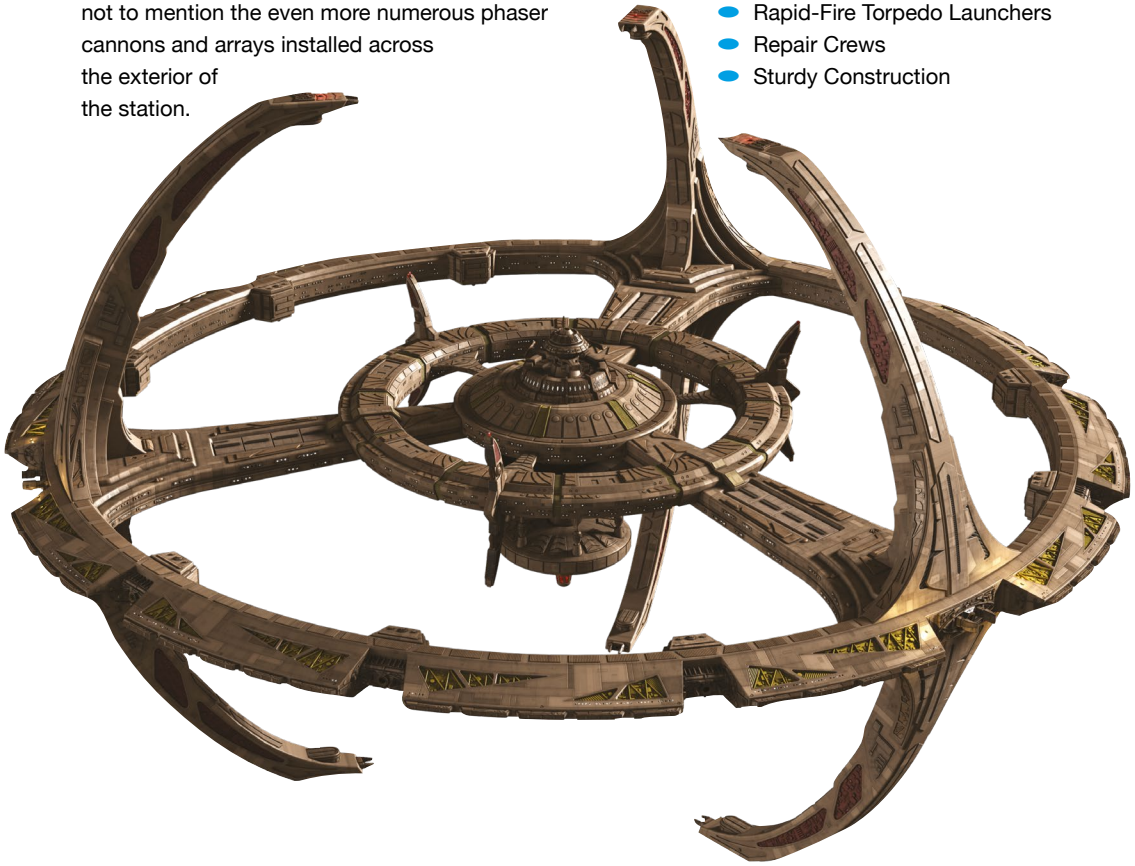


DEEP SPACE 9 (TEROK NOR)

LAUNCH YEAR: 2340

OVERVIEW: Originally designed by the Cardassian Union to be used as a mining outpost as well as a way to control the occupied planet of Bajor and built by enslaved Bajorans, Deep Space 9 would become the center of spatio-political intrigue during the 2370s as factions from across the Galaxy would converge on the station and attempt to control it and the Bajoran wormhole it protected. As a mining station, Terok Nor was unnotable except for the cruelty of its overseers, but as a symbol of peace, stability, and a place of religious pilgrimage, it became known for so much more.

CAPABILITIES: As a former mining station utilizing large large numbers of enslaved Bajorans as a labor force, Deep Space 9 had numerous medical areas stocked with top-of-the-line equipment to deal with the inevitable injuries common on the station, both inflicted by mining equipment and from the torturous hands of the Cardassians. Because of the mining operations, Deep Space 9 also has numerous docking ports that are widely spaced to allow for nearly twenty separate starships to be docked at any given time. Deep Space 9 was also equipped with extensive weapon emplacements, as the Cardassian Union had been at war with the Federation even prior to the Dominion conflict, and the station boasted over a dozen rapid-fire photon torpedo launchers capable of independent targeting and tracking, not to mention the even more numerous phaser cannons and arrays installed across the exterior of the station.



TRAITS: Cardassian Mining Station, Federation-run Bajoran-owned, Station at the Mouth of the Wormhole

SYSTEMS

COMMS	10	ENGINES	11	STRUCTURE	14
COMPUTERS	11	SENSORS	10	WEAPONS	12

DEPARTMENTS

COMMAND	05	SECURITY	04	SCIENCE	04
CONN	03	ENGINEERING	05	MEDICINE	04

SCALE: 12 **RESISTANCE:** 12
POWER: 11 **SHIELD:** 18

MISSION PROFILE: Border Enforcement

WEAPONS:
- Phaser Cannons (Energy, Close Range, 17▲, Versatile 2)
- Phaser Arrays (Energy, Medium Range, 15▲, Versatile, Area or Spread)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 11)

TALENTS:
- Advanced Sickbay
- Docking Capacity
- Firebase
- Rapid-Fire Torpedo Launchers
- Repair Crews
- Sturdy Construction

STARBASE 364 (NARENDRA STATION)

LAUNCH YEAR: 2369

OVERVIEW: Construction of the deep-space station formally designated as Starbase 364, informally known as Narendra Station, began in the early 2350s; the station was deemed fully operational in 2369. Built in tribute to the Klingon colonists who were massacred during a Romulan sneak attack against the Narendra III outpost in 2344, the starbase also serves as a reminder of the pivotal shift in Klingon-Federation relations that assault caused. Starbase 364's dedication ceremony was conducted on the 25th anniversary of the massacre and included the unveiling of a memorial for the fallen of both Federation and Empire. Narendra Station was built to enhance the existing Federation-Empire partnership. The hostilities during the brief Federation-Klingon conflict before the Dominion War meant that large areas of the interior of Narendra Station were damaged or destroyed by sabotage or "overeager warriors wishing to prove themselves." The damaged areas of the station were repaired and rebuilt with the assistance of both polities, improving upon the station's structure and design.

CAPABILITIES: While the exterior of Starbase 364 is almost entirely Federation in look and feel, every level of the interior of the station boasts a mix of Federation and Klingon design aesthetics. Every level of the station, to one degree or another, reflects and reinforces the alliance between the Federation and the Klingon Empire. The Galleria is the sole exception — it has undergone extensive upgrades and modifications since it was first built, with the many species plying their trades there adding their own distinctive cultural embellishments to the overall décor. After the conclusion of the Dominion War and the prior brief hostilities between the Federation and Empire, Narendra Station saw an expansion of its civilian areas as new species were contacted in the Expanse who wished to utilize the facilities of Starbase 364.

TRAITS: Federation Starbase, Jointly Operated (Federation/Klingon Empire), Gateway to the Shackleton Expanse, 20th Fleet Headquarters

SYSTEMS

COMMS	11	ENGINES	10	STRUCTURE	14
COMPUTERS	11	SENSORS	14	WEAPONS	11

DEPARTMENTS

COMMAND	05	SECURITY	04	SCIENCE	06
CONN	04	ENGINEERING	05	MEDICINE	04

NARENDRA STATION CHANGES

Eagle-eyed readers may note that there have been some changes to Narendra Station since the recent ***Shackleton Expanse Campaign Guide***. The statistics presented here are updated to represent Starbase 364 after the completion of the Dominion War and a renewed drive toward exploring the Expanse.

SCALE: 13 **RESISTANCE:** 13
POWER: 10 **SHIELD:** 18

MISSION PROFILE: Diplomatic Relations

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 17⮝, Versatile 2, Area or Spread)
- Phaser Banks (Energy, Medium Range, 18⮝, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 7⮝, High Yield)
- Tractor Beam (Strength 12)

TALENTS:

- Advanced Sickbay
- Docking Capacity
- Firebase
- Rapid-Fire Torpedo Launchers
- Repair Crews
- Sturdy Construction



FEDERATION BORDER LISTENING POST

LAUNCH YEAR: 2250

OVERVIEW: Starfleet has always found it difficult to patrol the vast borders it shared with the Klingon and Romulan Empires. Even with the rapid expansion of the fleet in the early 23rd century, there were only a limited number of vessels Starfleet could assign to permanent patrol duties. The border listening post was designed to attempt to fill in the gaps in border patrols, and allow starships to focus on critical regions and provide a needed port of call to crews needing shore leave. The first of these stations constructed were on the Romulan border, and some of these utilized rogue asteroids discovered floating between star systems to reinforce their hulls. Others along the Klingon border were often augmented with additional weapon systems to deter aggressive Klingon attacks.

CAPABILITIES: The typical border listening post consists of a central core hull containing the engineering section, maintenance shops, and primary living quarters for the station. Surrounding the central core are between three and four cylinders on extended arms that contain the massive sensor arrays, subspace communication arrays capable of intercepting transmissions, computer cores for data analysis and code breaking, and the station's weapon systems. These outer cylinders also contain the station's shuttle and fighter complements, along with a deployable tethered subspace array capable of transmitting low-bandwidth signals across the entirety of the Federation in an emergency.

TRAIT: Federation Station

SYSTEMS

COMMS	08	ENGINES	09	STRUCTURE	09
COMPUTERS	08	SENSORS	12	WEAPONS	10

DEPARTMENTS

COMMAND	02	SECURITY	04	SCIENCE	04
CONN	01	ENGINEERING	01	MEDICINE	01

SCALE: 8
POWER: 9
RESISTANCE: 8
SHIELD: 13

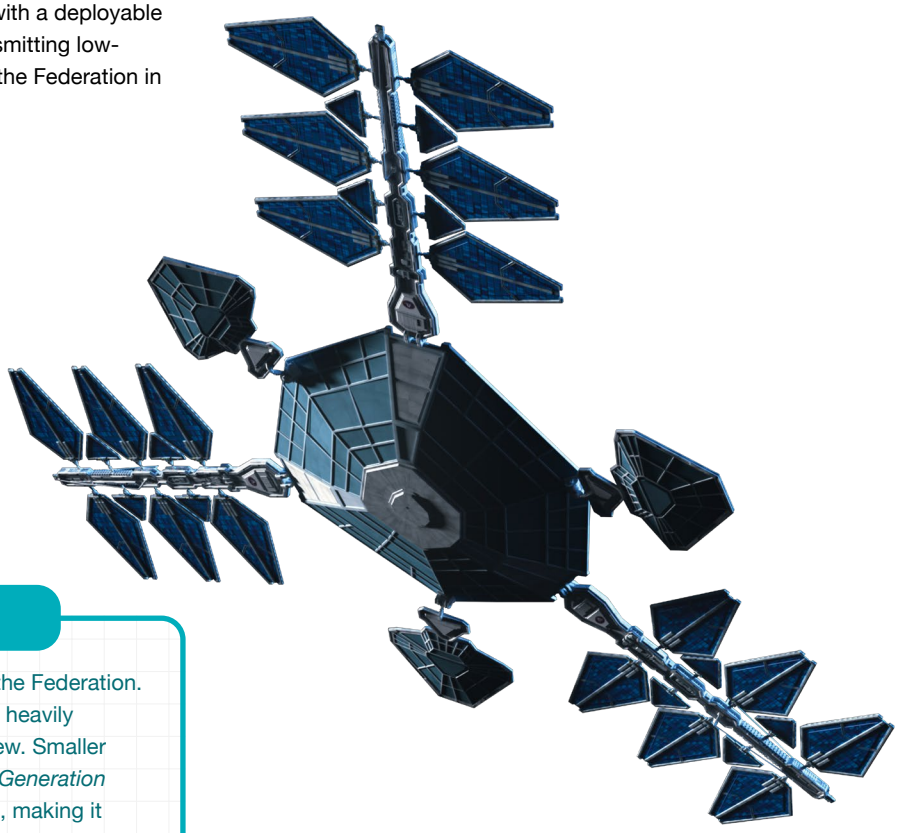
MISSION PROFILE: Border Enforcement, Intelligence/ Special Ops, or Political Operations

WEAPONS:

- Phaser Banks (Energy, Medium Range, 13▲, Versatile 2)
- Photon Torpedoes (Torpedo, Long Range, 6▲, High Yield)
- Tractor Beam (Strength 7)

TALENTS:

- Electronic Warfare Systems
- High-Resolution Sensors
- Redundant Systems (Sensors)



SUBSPACE RELAYS

There are many types of subspace relay stations in the Federation. The one presented here is a sizable one located in a heavily populated/settled sector of space that requires a crew. Smaller ones, such as Relay Station 47 as seen in *The Next Generation* episode "Aquiel," are much smaller, with a crew of 2, making it more like a stationary small craft rather than a station.

FEDERATION SUBSPACE COMMUNICATIONS RELAY

LAUNCH YEAR: 2365

OVERVIEW: The modern Federation subspace communications array was designed by a consortium of communications agencies led by the Federation News Service and assisted by the Vulcan Science Academy's School of Subspace Theory. This sprawling space station carries colossal subspace transceivers and heat radiation systems. Often built in remote locations in deep space, there is little desire to serve on these stations, and crews are often few in number and often require the visitation of nearby Starfleet vessels if problems occur that are more significant than regular maintenance. Even with these difficulties, Subspace relay stations are important to keeping the Federation functioning, and Starfleet puts a priority on protecting them.

CAPABILITIES: At the core of the vast structure of the subspace relay sits the habitation area. Often crewed by fewer than one hundred people, this area contains the most advanced recreation facilities in the Federation to help with the distance at which these crews often find themselves from home. The station's shuttle and work bee bay is also located here. Unlike many stations, the subspace relay generates power across the entire structure with multiple fusion reactors that are refueled by automated harvesting drones that circle the region of space around the station to scour the sparse interstellar gas. When operating, the relay glows red with waste heat as terawatts of energy are pumped into subspace, transmitting and receiving powerful messages from light-years distant.

TRAITS: Federation Station, Communications Relay

SYSTEMS

COMMS	14	ENGINES	07	STRUCTURE	06
COMPUTERS	11	SENSORS	08	WEAPONS	04

DEPARTMENTS

COMMAND	05	SECURITY	01	SCIENCE	04
CONN	01	ENGINEERING	01	MEDICINE	01

SCALE: 6 **RESISTANCE:** 6
POWER: 12 **SHIELD:** 7

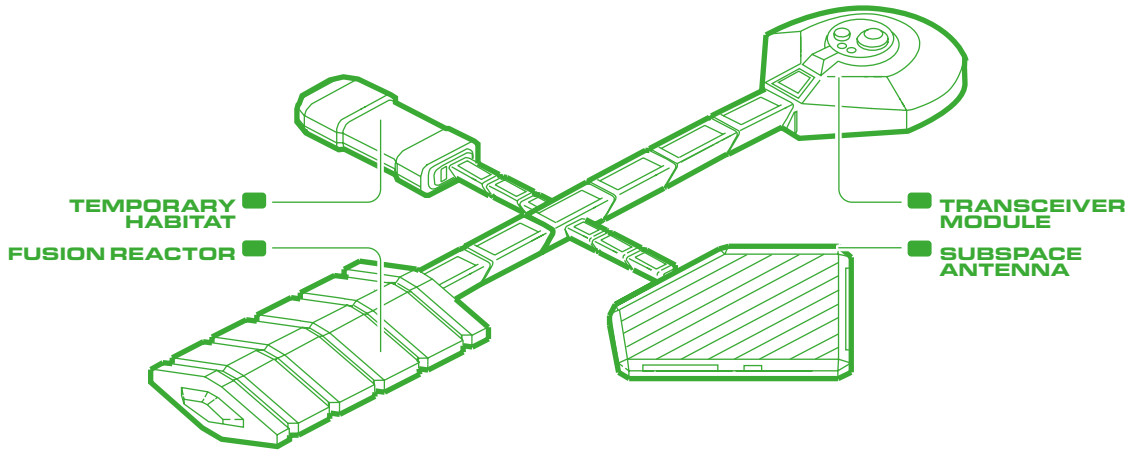
MISSION PROFILE: Communications Hub

WEAPONS:

- Phaser Arrays (Energy, Medium Range, 7⮝, Versatile 2, Area or Spread)
- Tractor Beam (Strength 5)

TALENTS:

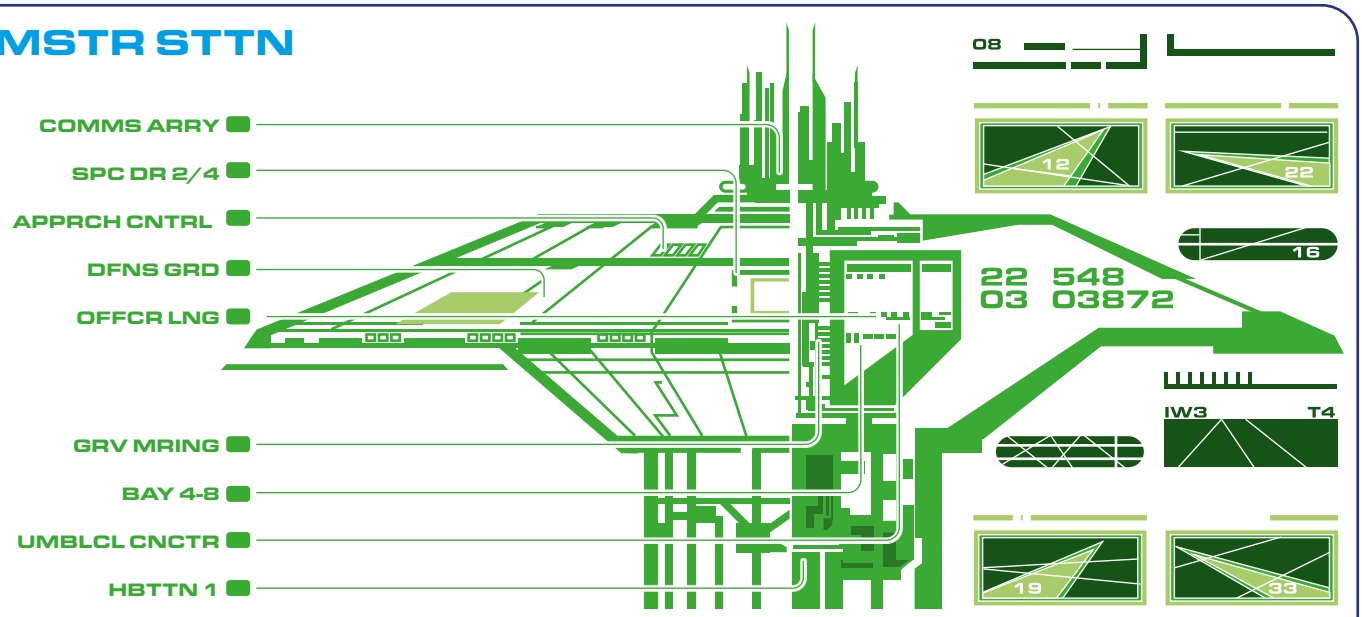
- Redundant Systems (Communications)
- Secondary Reactors



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SUBSPACE RELAY PLATFORM (AUTOMATED) **0227.4**

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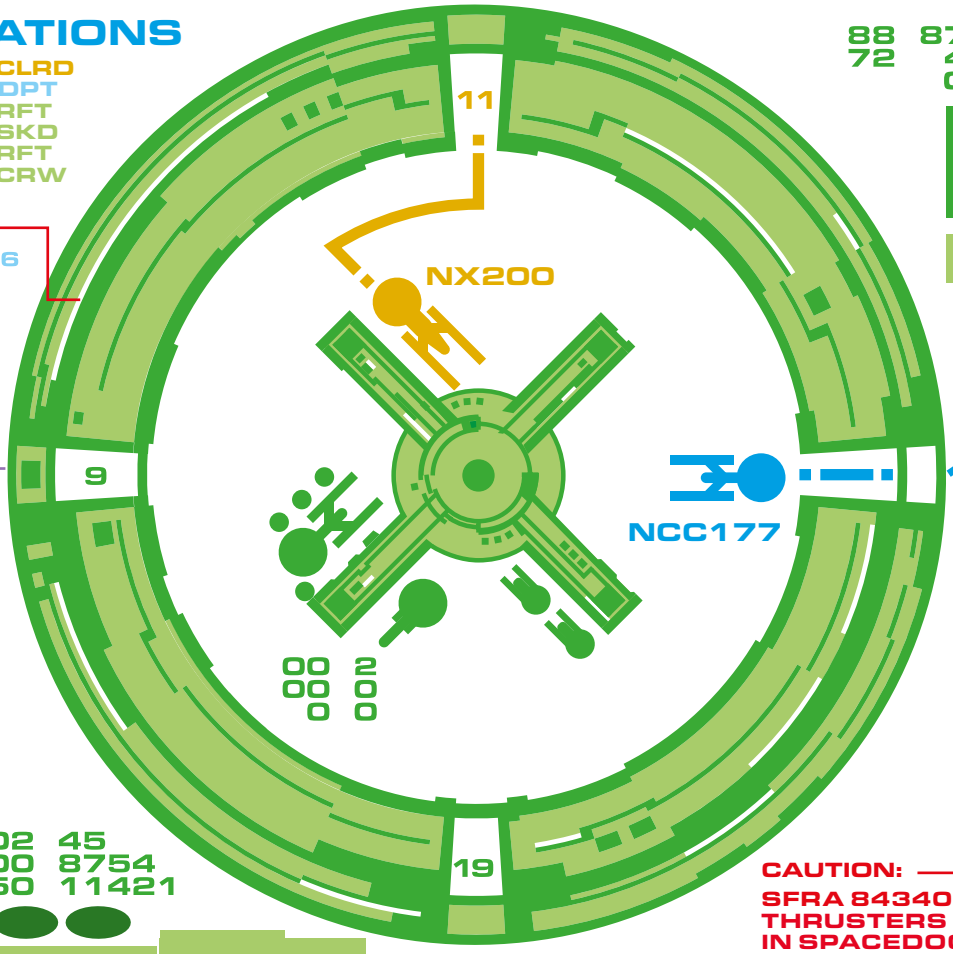
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NCC 1557 RVR RG RFT
NCC 1709 LXNGTN SKD
NCC 1916 RPLS RFT
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05.00 GAMEMASTERING

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01457	2145	70	152	14578
10151	017	01	710	124

05.10

GAMEMASTERING

OPTIONAL RULES

"This starship... could it carry my wisdom beyond the Barrier?"

– "GOD"

EXPANDING THE POSSIBILITIES

Similar to ***Chapter 7*** of the ***Gamemaster's' Guide***, this subchapter includes a selection of new optional rules submitted from actual gaming sessions. Use these rules as you wish, adapting them as desired to meet the needs of your group and campaign.

Since the release of ***Star Trek Adventures***, fans have adapted the core rules to the needs and wants of their gaming groups. The game developers are always eager to hear what gamemasters and players are doing to make the most out of the game. Most of the writers who develop ***Star Trek Adventures*** modules, mission briefs, and campaign guides are avid players. They are actively involved in dialogue with fellow fans about rule adaptations that went over well in their gaming groups.

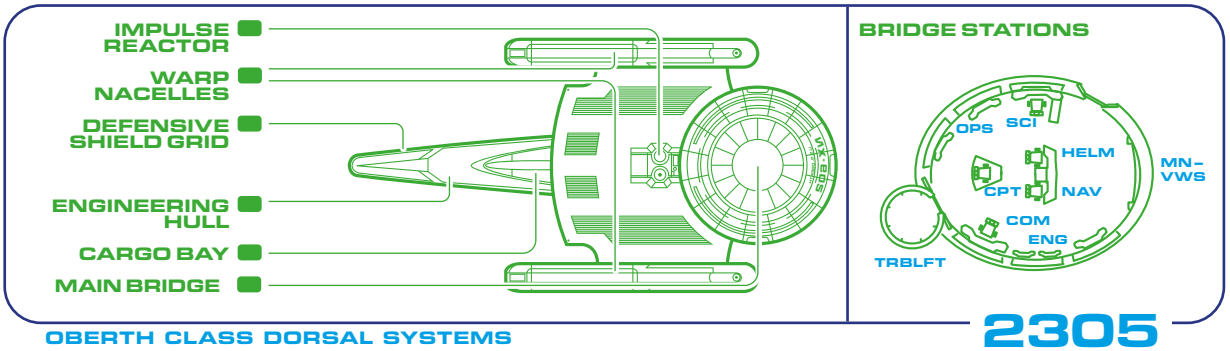
In this chapter, optional rules are presented for jury-rigging, shuttle building, zone hazards, and diagnostics and maintenance challenges and tasks. In how many *Star Trek* shows have we seen characters engaged in dialogue as they crawl through a Jefferies tube, work near an open ODN relay, or punch away at a control panel? Some gaming groups enjoy having the option to dig into the details of operating a starship, perhaps incorporating the mundane and routine work of keeping the vessel operable as scene dressing. This can create a deep sense of story immersion and help characters flesh out their backstories.

Utilize the wealth of ship schematics, panel drawings, and art found online and in books to enrich location descriptions as characters poke, prod, adjust, recalibrate, replace, repair, microscrub, modify, and reattenuate ship systems. Ask players where their characters might be positioned while performing repairs. Are they alone or working with a repair team? What tools are they using? What location on the ship is the best to access control panels or vital bulkheads? Is there residual damage, smoke, fire, or debris in the vicinity? If systems are down due to damage, what safety measures need to be in place to avoid job-related injuries? Will emergency force fields, personal protective equipment, or specialized repair units be needed?

Conversely, do not get so bogged down with details that players lose interest. When invoked, optional rules should add to the tension or help the players to better envision the scene. A gamemaster could create an entire session around one of these optional rules.

For instance, the vessel's engines might cease functioning while an hour away from being pulled into the gravity of a large planet. The task of diagnosing the problem and jury-rigging a solution could be the entire adventure. Adding an alien entity, hostile party, or a worried ambassador to the story could make for suspenseful gameplay.

You are encouraged to discuss any optional rules with your gaming group before implementing them. This will avoid upsetting players who may appreciate a good grasp of the rules or the limitations placed on their ship and characters.



JURY-RIGGING

Jury-rigging is the art of being able to cobble together a device from materials that are readily available. This is a talent listed in the core rulebook on page 137:

"Whenever you attempt an Engineering task to perform repairs, you may reduce the Difficulty by 2, to a minimum of 0. If you do this, however, then the repairs are only temporary and will last only a single scene, plus one additional scene per Momentum spent (Repeatable) before they fail again. Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that has been jury-rigged increases by 1."

The fact of the matter is, though, that jury-rigging a system often means cannibalizing a current operable system. Whichever system was used as a source of spare parts to enable the jury-rig could have a complication imposed upon it.

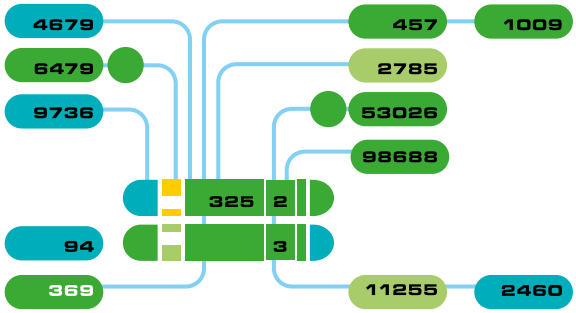
> ***Example:*** *After U.S.S.* Enterprise *had been propelled back in time to the year 1969, Lieutenant Commander Scott discovered significant damage to the warp engine. The warp engine could be jury-rigged and re-energized, but only after a complication of Warp Engines Must Be Refired was reversed.*

Additionally, or alternatively, the gamemaster may penalize a different system to represent taking parts from one system to jury-rig another. Impose a 1-point deduction of a random ship system until extensive repairs can be performed. You can also choose to restrict the use of a different ship system as an option.

JURY-RIG PENALTY

Refer to Lack of Resources Makes for Great Plots (page 46) for linear challenges or extended tasks related to reacquiring resources to restore cannibalized systems.

D20 RESULT	SYSTEM -1 PENALTY	SYSTEM OFFLINE
1–4	Communications	Transporters
5–8	Computers	Phasers or warp engines
9–11	Engines	Holodecks or life support on one deck
12–14	Sensors	Cloaking device or tractor beams
15–17	Structure	Shields
18–20	Weapons	Replicators or impulse engines



JURY-RIGGING

Starfleet isn't in the business of only doing safe and easy tasks. Starfleet is always pushing the envelope and testing new waters. Sometimes that envelope pushes back, or those new waters contain reefs that the crew didn't expect. It's in these moments, when a starship's systems are failing or have failed, that a crew begins to look at new ways to solve a problem before their lives come to an end. Patching together systems in ways they were never designed to work is a tradition in Starfleet going back to its founding, and one that players will inevitably take part in.

In these interesting and challenging circumstances, a gamemaster should encourage their players to speak up with ideas. Let your imagination go wild with ways to integrate fusion reactors with the warp coils after their starship has had to eject their warp core. The ship's subspace communications transceiver is blown out, so is it possible to use the ship's warp field to pulse a signal out in a style of Morse code? Or would it be better to try and rig a new transceiver via networking together the ship's shuttles to form an integrated subspace network from their own transceivers?

Once those ideas are put forth, the gamemaster can always direct players who aren't as familiar with the *Star Trek* universe toward a path that seems to fit into the setting more than others. In order to represent this jury-rigging process, once a decision is made, the gamemaster is encouraged to set up an extended challenge with a Difficulty of 2. Depending on how complicated the jury-rigging idea is, Work should be at least 10, Magnitude at least 3, and Resistance start out low unless multiple different starship systems have to be jury-rigged together. The end result of this extended task is a system that operates on a barely functioning level and applying the complication "Jury-Rigged" to the system in question, raising the complication range on all tasks that make use of it.

Sometimes a system that barely works is better than none at all.

DO YOU WANT TO BUILD A SHUTTLE?

Your crew might desire to modify a shuttlecraft for special missions. They may even want to build a new ship from scratch. This might require cannibalizing parts from existing vessels to build a new one. Gamemasters may employ the Jury-Rig Penalty "Jury-Rig Penalty" on page 231 on whatever craft is used for scavenged parts.

> ***Example:*** *Voyager's helmsman Tom Paris consistently campaigned for a more robust shuttlecraft that could meet the challenges of the Delta Quadrant. The* Delta Flyer *soon became a mainstay for specialized missions that required a highly maneuverable and adaptable craft that had its own medical facility, one far more advanced than those generally found on a standard shuttlecraft. The* Delta Flyer *could operate independently of U.S.S.* Voyager *for extended periods of time.*

This is an extended task that might span weeks or months. It might require acquisition of resources for construction of a new warp core, enhanced weapon systems, and a new computer core. There are many components that industrial replicators simply cannot create. Design missions for your crew as they try to acquire key components.

As a rule of thumb, gamemasters might declare that it takes one task of one week duration related to each system that needs to be constructed from scratch, and an additional week of work for each attack, talent, or special rule that the shuttle possesses. This will prevent the players from churning out shuttles like coffee from replicators.

In addition, new equipment needs to be field tested. A shuttle's first mission is its maiden voyage, and it is not unusual for a system glitch to pop up. For each new system, attack, talent, or special rule installed into the craft, attempt a **Control + Engineering** task, assisted by the ship's applicable **System + Engineering**, with a Difficulty of 2 and a complication range of 2. This roll should take place in the field as the system is tested. Success indicates that the system works as designed. Failure indicates that the system fails, which could create a hazardous situation for the flight crew.

Working Under a Tight Deadline: There are times when a shuttle must be customized in a jiffy for multi-purpose or specific use. This is a more difficult undertaking. Roll a **Daring + Engineering** task, assisted by the ship's applicable **System + Engineering**, with a Difficulty of 3 and a complication range of 3.

For even more on building a shuttlecraft see ***Chapter 03.30***, Creating Small Craft.

MANEUVERING A SHIP

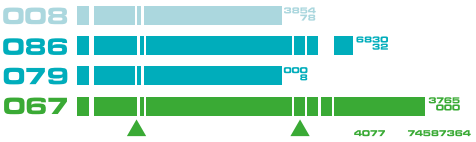
Piloting a starship requires both attention to detail and fearlessness. The task of protecting the ship when moving it was originally the job of two crew members: the helmsman and the navigator. As sensors advanced through the centuries, these two jobs were combined into the flight controller role. With insight and precision, pilots adjust courses based on navigational hazards throughout the flight path and expertly move the ship in attack and defensive patterns during a conflict.



Moving a ship is an abstract process unless obstacles, other ships, or hazards come into play. When this happens, these conditions create zones for the purposes of movement. These zones, when combined with a helm task, dictate the ranges that ship can travel in a round. Range is drawn from the ship as follows:

RANGE	DISTANCE AWAY THE SHIP MAY MOVE
Close	Within the same zone
Medium	Within one zone in any direction.
Long	Within two zones in any direction.
Extreme	More than two zones in any direction.

Moving the ship is typically a Difficulty 0 **Control + Conn** task assisted by the ship's **Computers + Conn**. This Difficulty can be increased based on hazards or spatial phenomena in the zones the ship is moving through. The following tasks are commands a flight controller or navigator can give in order to move the ship. This becomes especially important when the ship is engaged with an enemy in combat.

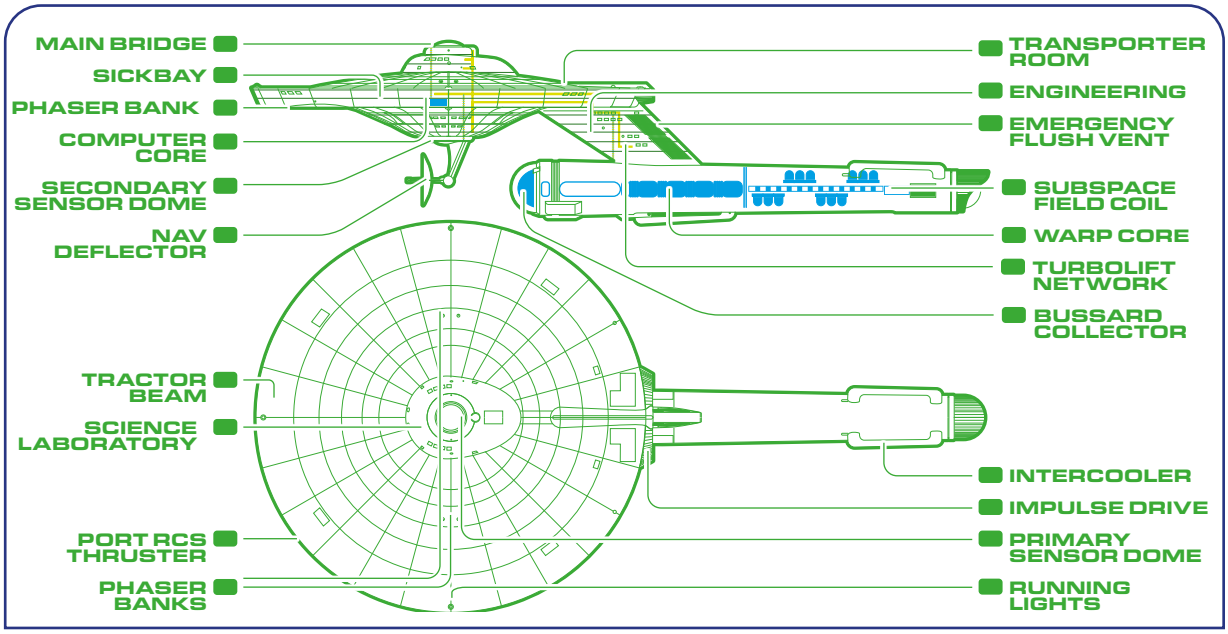


TASK	POWER REQUIREMENT	RESULT
Maneuver	0	The ship moves to any zone within Medium range.
Impulse	1	The ship moves to any zone within Long range.
Warp	Equal to the warp speed needed. Cannot be more than the ship's Engines score.	The ship moves two or more zones when not in combat.

ZONE HAZARDS

Some zones can be filled with hazards that could complicate movement and, in some cases, damage the ship. These hazards can range from a severity I nebula to a Scale 4 asteroid field. A helm officer is trained to not only avoid these hazards, but, in some cases, to use them to their ship's advantage.

Different hazards have different impacts on the zone they take up, and while avoiding these zones is almost always the best way to deal with them, sometimes it is impossible to circumvent them or their effects.



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3200470 70158 520 1478 952102 557 821014778 5210 04500
00015875 05725 106 6786 8760587 156
2356898 456800565 145 23104 210

HERMES-CLASS MAIN SYSTEMS DECK PLAN

0233.5



SCALE AND EFFECTS

When a physical hazard is encountered in a zone, such as space debris or asteroids, the gamemaster will assign a Scale to it. This Scale represents the size of the debris within the zone. Usually, navigational deflectors push aside debris that is smaller than a shuttle, so if a Scale of 1 is assigned to the debris field, the debris is on average about the same size of a Scale 1 shuttle.

Typically, it is much easier for a vessel that is smaller than the debris to navigate through it, whereas vessels that are larger than the debris have a more difficult time avoiding it. As such, the Difficulty for tasks to navigate through a physical hazard is increased by 1 for each Scale larger the ship is than the hazard Scale.

The gamemaster may also add additional effects to a physical hazard that come into play if a ship fails to navigate the zone properly. These effects are based on the makeup of the hazards the ship is trying to avoid.

Some common additional effects might be: the ship loses Power equal to the Scale of the hazard, the ship loses Shields equal to the Scale of the hazard, or the ship suffers a number of ▲ Stress equal to the Scale of the hazard.

SEVERITY AND EFFECTS

When a stellar phenomena hazard such as a supernova or gravity wave is introduced to a zone, the gamemaster will also determine its severity. The severity of the phenomenon ranges from I to V, with severity V being extremely dangerous hazards. Stellar phenomena will often make navigation more difficult and will almost always impact other systems or departments on the ship.

The gamemaster may also add additional effects that the stellar phenomenon could have on the ship when they introduce the hazard to a zone. These effects can range from increasing the complication range for the scene to an attack that hits the ship, dealing an amount of ▲ Stress equal to the phenomenon's severity category.

Use the table on the next page to help determine how a hazard complicates things for the ship and navigation. These effects are combined if multiple hazard types are in the same zone.

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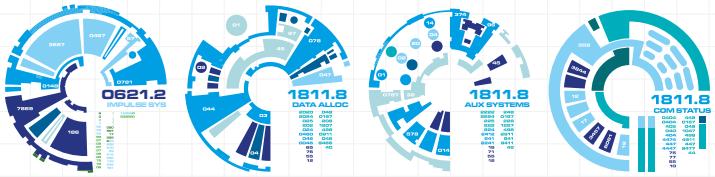
USING HAZARDS TO YOUR ADVANTAGE

Though a potential danger to the ship, many hazards can provide tactical advantages for the crew in the form of cover or concealment. Both cover and concealment follow the same rules, but narratively, cover represents objects the ship can hide behind, and concealment represents gases, dust, and other effects that may impact how sensors locate the ship.

When a hazard in a zone could provide cover or concealment, the gamemaster gauges how it will impact an encounter by assigning it a number of ▲. If a ship has cover or concealment and is hit by an attack, it rolls the number of ▲ assigned to the cover or concealment and adds the successes to its Resistance score. This new Resistance is applied to the Stress roll of the attack.

Navigating into a position where cover or concealment will be helpful if often a difficult task, but the potential benefits could outweigh the potential dangers. It is also important to remember that enemies receive the same cover benefits as the players' ship when occupying the same hazard.

Things become even more dangerous if the objects providing the cover or concealment are given an additional special effect that activates when the ▲ added to Resistance rolls an effect. These effects can range from explosions to Power drain, and are added by the gamemaster when they assign the number of ▲ the cover provides.



HAZARD TABLE

TYPE OF HAZARD	DIFFICULTY TO PILOT THROUGH	EFFECTS ON THE SHIP
Dense Asteroid/ Debris Field	+1 for each ship Scale above the Scale of the asteroid field	Asteroid field Scale ▲ cover, cover effects rolled generate one additional Resistance
Fragile Asteroid/ Debris Field	+1 for each ship Scale above the Scale of the asteroid field	Asteroid field Scale ▲ cover, cover effects rolled permanently reduce the number of cover ▲ rolled by 1 (to a minimum of 0) on future attacks
Volatile Asteroid/ Debris Field	+1 for each ship Scale above the Scale of the asteroid field	Asteroid field Scale ▲ cover, if one or more cover effects are rolled, every vessel in the zone suffers 5▲ Piercing 2 Stress. Stress inflicted increases by 1▲ for each effect rolled. The zone then no longer provides cover against this attack nor any others for the rest of this scene.
Mine Field	Set by gamemaster or the player who placed the mines	If piloting task fails, suffer the Stress and effects from the type of mine.
Nebula	+1 for each severity level	+1 Difficulty to Sensors and Weapon tasks for each severity level.
Ion Storm/Radiation Storm/Stellar Flare	No Difficulty increase	+1 Difficulty to Sensors and transporter tasks for each severity level. Potential radiation damage to crew and potential Shield drain.
Nova	No Difficulty increase	+1 Difficulty to Sensors tasks for each severity level. Potential Shield drain.
Supernova	+ 1 for each severity level	+1 Difficulty to Sensors tasks for each severity level. Potential Shield drain.
Pulsar/Black Hole	+1 for each severity level	+1 Difficulty to Engines, Sensors, and Structure tasks for each severity level.
Gravitational Waves	+1 for each severity level	+1 Difficulty to Engines tasks for each severity level.
Class I and II Nebula	+1 for each severity level	None
Class III and IV Nebula	+1 for each severity level	Characters exposed to the radiation suffer a number of ▲ Stress equal to the nebula's severity level.
Class V Nebula	+1 for each severity level	Characters in contact with gasses from the nebula suffer 3▲ Stress each round they're exposed. This increases to 5▲ if they breathe the gases.

DIAGNOSTICS AND MAINTENANCE

There is rarely an easy fix when a key system breaks down in a vessel. And there are multitudinous reasons why something can go wrong.

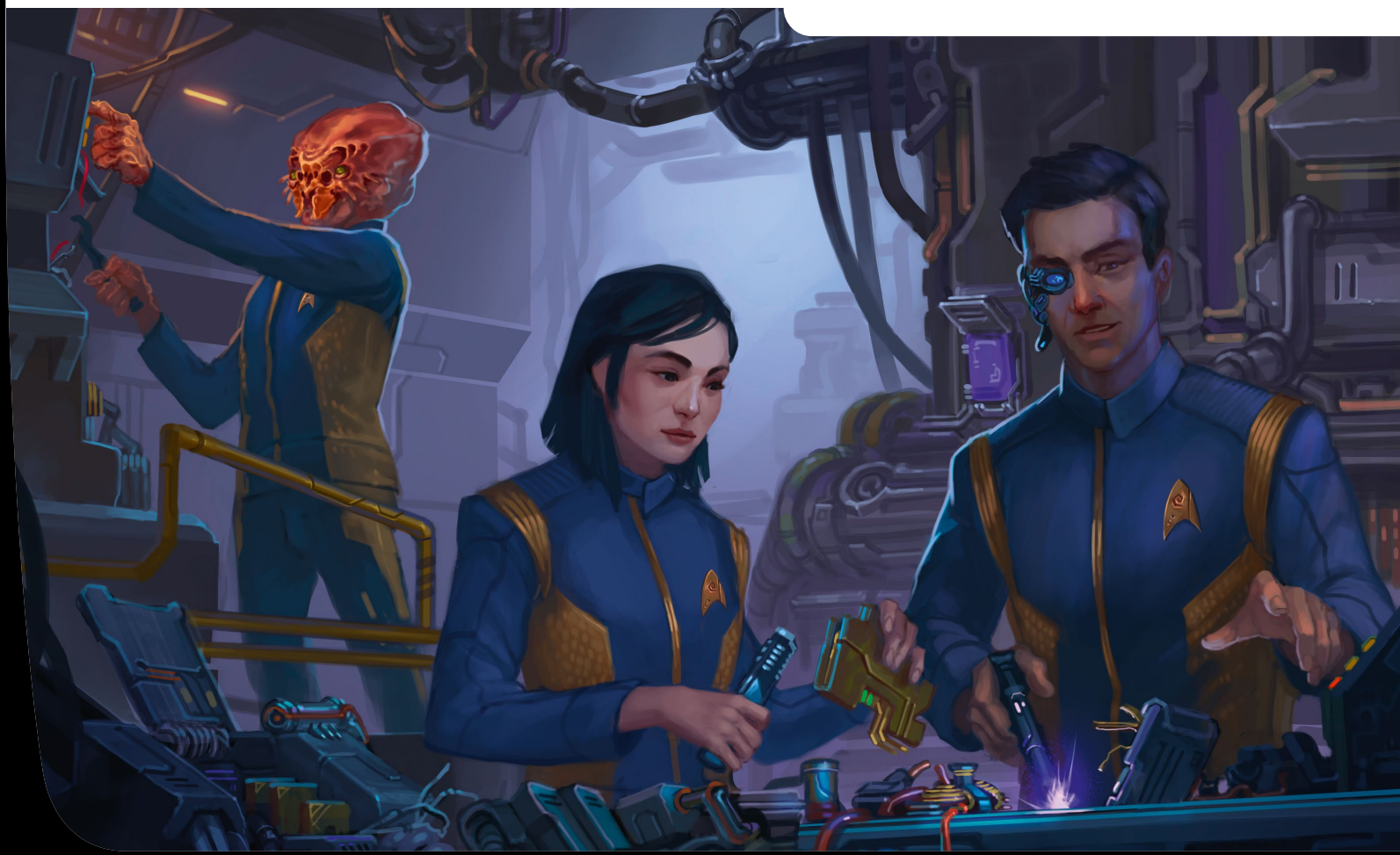
External problems like erratic space weather, galactic dust, random collisions, exposure to radiation, sudden shifts in gravity (or lack thereof), temporal fluctuations, and other hostile environments might disrupt sensitive essential starship systems like computers, helm control, field emitters, structural integrity, propulsion, sensor arrays, transporters – you name it.

Damage sustained from enemy weapons can require minor or major repairs to systems, not to mention internal damage that comes from normal wear-and-tear along with other unforeseen occurrences. In addition, many systems are interconnected – electrical, communications, thermal, power, antigravity, and navigation controls – and breakdowns can occur for numerous reasons during an adventure.

In time, your starship will experience a retrofit or install new technology. New equipment might cause unexpected errors, system conflicts, and compatibility problems that could not have been predicted in a lab or spacedock. Utilize the **Jury-Rig Penalty** table on page 231 to generate system problems once a new system is installed. Any problems that occur during the shakedown cruise can be considered system errors or compatibility issues. These could lead to adventures of their own. Some tweaking is in order and may call for an extended task to repair. Or maybe mothballing the new equipment is advisable until improvements can be made.

You can use a variety of the above-mentioned issues to make diagnostics and maintenance of the starship an integral part of the campaign. This can create a sense of realism and an appreciation of a starship's complexity. It can heighten character pride in their technical expertise as a system breakdown affords them the opportunity to shine and be a hero, sometimes saving the ship and crew from utter disaster.





MANUFACTURING TROUBLE

SPENDING THREAT TO CREATE PROBLEMS

Perhaps you have been hoarding threat and need an interesting way to spend it. You can spend Threat to create multiple complications, stacking them on each other to form a linear or gated challenge. As per the game rules, it costs 2 Threat to create a complication, so each step in the challenge costs a minimum of 2 Threat +1 more if the Difficulty range is above 2 on any steps in the challenge.

> ***Example:*** *After completing a mission to Mudor V, the crew of* Enterprise-*D encounters a quantum filament. The gamemaster wants to place the ship's counselor, Deanna Troi, in control of the ship to give her some command experience. They realize that the crew will be quick to come to her aid, so they look at their large pile of Threat and feel this is a good time to spend it to perplex the crew.*
>
> *The gamemaster spends 2 Threat to create "Main Life Support Offline," 2 more threat to declare "Computers Down," 2 additional for "Turbolifts Inoperative," and another 4 Threat to declare "Impulse Engines Offline" and "Warp Engines Offline," respectively. This is a Threat spend of 10. But the gamemaster has some left-over Threat. With 4 more Threat available, they spend 2 to make "Communications Offline" and then get creative by spending 2 to make "Ensign Ro Laren Verging on Insubordination." With problems abounding, the gamemaster can now watch as their players deal with multiple shipboard issues to survive the encounter with the quantum filament.*

In addition to causing a problem, you want it to sound plausible. Here is a list of some technobabble you can use to create challenges or extended tasks. In the case of extended tasks, you will need to establish the Work Track, Magnitude, Resistance, and Difficulty along with the correct **Attribute + Discipline** that characters must use to tackle the problem.

COMMS

- Subspace Data Transmission Interference
- Deflector Misaligned Creating Inverse Subspace Differential
- Full System Failure of Transceiver Array
- Subspace Static Overloading Audio Array Creating Deafening Buzz

COMPUTER

- Isolinear Circuitry Fused in Engineering
- Sickbay Computers Cascade Failure
- All Computer Interfaces Non-Responsive
- Primary and Auxiliary Antigravity Autosequencers Offline

ENGINES

- Impulse Reaction Chambers Clogged with Verteron Particles
- Both Driver Coil Assemblies Exhibit Micro-Fractures
- Load Balancing and Emergency Circuits Slagged
- Dilithium Fractures Due to Errant Subspace Tachyon Fissure in Warp Drive Manifold

SENSORS

- Subspace Differential Pulse Rendering Sensors Inert
- Class 5 Reconnaissance Probe That Can't Be Located
- Neutrino Imaging Scan Needs Fine Tuning
- Polythermal Image Giving False Sensor Readings of Cloaked Vessels

STRUCTURE

- Secondary Hull Fractured
- Superstructure Infiltrated by Polaron Particles
- Atmospheric Containment Lost on Deck
- Artificial Gravity Grid Offline on Decks

WEAPONS

- Phaser Emitters Offline
- Secondary Phaser Couplings Need Replacing
- Photon Torpedo Targeting System Misaligned
- Tractor Beam Emitters Nonresponsive

DOWNTIME FOR MAINTENANCE

Use this random table to generate system errors when a new system is installed or upgraded. This can also be used when a ship is fresh off the line or when you need to decide how long it will take to repair damage, which may come in the form of breaches, complications, extended tasks, or challenges. Roll a d20 twice; first to indicate which system breaks down, second to determine how long it will take to restore with an extended task.

D20 RESULT	SYSTEM DOWN	HOW LONG?
1–4	Comms	1 hour
5–8	Computers	3 hours
9–11	Engines	6 hours
12–14	Sensors	12 hours
15–17	Structure	24 hours
18–20	Weapons	48 hours

WORKING IN DIAGNOSTIC MODE

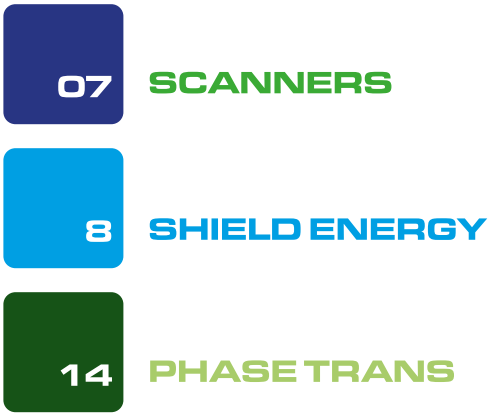
Though level 3, level 4, and level 5 diagnostics can normally occur in 10 minutes or less, level 1 and 2 diagnostics are more time-consuming events. They usually involve more comprehensive protocols, requiring crew verification of operational elements. Level 2 diagnostics usually take half the time as level 1 diagnostics, the latter involving a team of crew members physically verifying system parts, foregoing automatic checks, and performing manual inspections. The systems undergoing inspection are considered offline during a level 1 or 2 diagnostic. Roll on the Downtime for Maintenance table on page 237 to determine how long the diagnostic might take.

ROUTINE MAINTENANCE

Routine maintenance of ship systems is a form of preventative maintenance to ensure that operational efficiency is achieved, with the effects of normal wear-and-tear mitigated by proactive inspections and modifications. Gamemasters or players may ask to set up a scene wherein they are overseeing or performing maintenance on a key system. This affords characters a chance to show off their skills and provide realistic settings to depict a day in the life of an officer.

Alternatively, a commanding officer could decide to assign a lower-ranked character to perform a mundane and routine maintenance task, even one far below their rank, perhaps as a form of discipline. Roll on the Downtime for Maintenance table on page 237 to determine how long the diagnostic might take.

> ***Example:*** *After Neelix is found engaging in illegal activities aboard a trading station, Captain Janeway sentences him to two weeks of cleaning out the Voyager's exhaust manifolds.*



COMING UP WITH CREATIVE CHALLENGES OR EXTENDED TASKS

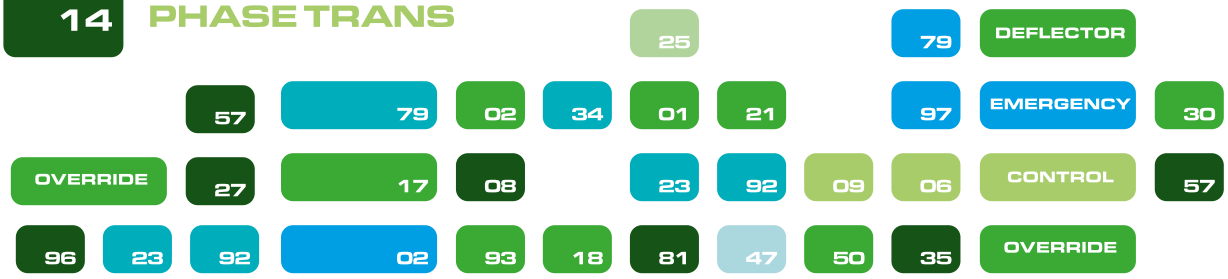
Sometimes players will run through a mission quickly. Perhaps they use Momentum to speed through the story and you need to throw a wrench in the works to get control of the pacing. Or maybe you need to give characters who are not involved in the main plot something to do, a key objective that is important to the larger adventure.

> ***Example:*** *The year is 1996. U.S.S.* Voyager *has been transported back in time. Janeway, Tuvok, Chakotay, and Paris go undercover in Los Angeles, California to track down Henry Starling, a computer technology pioneer misappropriating 29th-centry technology. During a significant part of this mission, Lieutenant Torres's time is occupied trying to repair their class 2 shuttle that crashed in the Arizona desert after sustaining damage to the propulsion system due to feedback from Starling's transporter disruption device. She repairs the shuttle in the nick of time. It is later key to providing protection to the away team when they are under attack from Starling's assistant, Dunbar.*

Do you want to slam your players with a linear or gated challenge to keep them busy during a game? Do you want to toss in an extended task to keep them engaged and ramp up the drama? Don't have time to whip up plausible technobabble? Refer to the **Manufacturing Trouble** sidebar for ideas on how to add some electro-mechanical mischief into your game.

A gamemaster is not required to to spend Threat to create challenges or extended tasks, especially when they are designed into a pre-existing module. However, players might be pacified when they see that you are generating problems based on the apparent risks inherent to the situation as represented by the Threat pool.

Once trouble has been manufactured, you may want to declare how much time it will take to fix issues. This could include breaches. Decide on the length of time (rounds, minutes, hours, days) for each task to take. Use this to create suspense and make time a condition for your campaign. You can also use the Downtime for Maintenance table as a helpful tool.



05.20

GAMEMASTERING

MISSION BRIEFS

"You treat her like a lady, and she'll always bring you home."

– ADMIRAL LEONARD H. MCCOY

This chapter presents ten detailed mission briefs featuring starships you can modify for use as adventures in your campaigns, to be placed wherever you deem appropriate in your campaign's timeline, or used as one-off adventures for your group. Most of the mission briefs are designed to stand alone, though they could be strung together into a story arc with minor modifications.

While all of these mission briefs are Starfleet-centric, they can be adapted for use by crews of any polity. These mission briefs can be placed into any era of play with a minimum of revision.



ELEMENTS OF A MISSION BRIEF

A mission brief contains several elements that collectively create a high-level outline for a ***Star Trek Adventures*** mission. Each element may be modified as needed to suit the needs of your particular game and group of players. The elements of a mission brief include:

- **Title:** An evocative title for the mission.
- **Suggested Era of Play:** The *Star Trek* time period in which the mission is recommended to be set (*Enterprise* era, original series era, *The Next Generation* era, etc.).
- **Suggested Spotlight Role:** The suggested player character role to focus on. This can be used to help you and your players plan milestones and character arcs.

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79 21 01

- **Synopsis:** High-level summary, detailing key points such as location, antagonists, plot, etc. The synopsis generally explains how the story might relate to the player characters and provides the essential details needed to start developing the story.
- **Major Beats:** Key scenes or encounters to include, leaving room for you to bridge them as needed with material unique to your cast of player characters and campaign events.
- **Minor Beats:** Secondary plot elements or suggested subplots that you could weave into the mission as a side scene or subplot.
- **Key Non-Player Characters:** Brief descriptions of key NPCs, including the main antagonist(s), and whether NPCs are Minor, Notable, or Major. This element may also suggest specific NPCs from the core rulebooks or this guide to use or adapt. Any page references are to the Starfleet-focused core rulebook.
- **Conclusion:** The intended ending of the mission, with suggestions on how to adjust the conclusion when the players move the story in unanticipated directions.
- **Adding This Mission to Your Campaign:** Advice on how you might fit the mission into your ongoing campaign.

"I, SHIP"

Suggested Era of Play: Any era
Suggested Spotlight Role: Science or Engineering Officers

OPENING LOG ENTRY

"I always wanted to go where no one has gone before, but this is a little extreme. Mere moments ago, we were attacked by an unidentified alien vessel. It used an unknown energy weapon and, the next thing I knew, we were in this strange prison of sorts."

SYNOPSIS

The crew is attacked by aliens who employ a weapon that transforms them into binary energy. The crew is rendered part of the ship's operating system. They must fight off an enemy who is trying to hijack their ship in the physical universe and find a way to restore their bodies.

MAJOR BEATS

WHERE ARE WE?

The players should not be initially told that they are existing as binary energy in their ship's computer core. The Scientific Method may be invoked. Reveal to the characters the "Right Way" once they succeed in the Scientific Method. The experimental alien weapon that was unleashed upon them interacted with the warp engine and transporter emitters, creating a polymatrixed subspace inversion field that shunted the characters into the ship's computer core as binary beings. Allow them to explore a universe composed of data, learning to interact with their surroundings. Toward the end of this beat, introduce your ship in personified form – perhaps as a new supporting character – to help guide them in this universe that is new to them.

ADDING THIS MISSION TO YOUR CAMPAIGN

This is a new perspective on a crew's ship – almost looking from the inside out at how computers function aboard a vessel and how they interface with the physical world.

MASTERING SHIP SYSTEMS

Characters will need to learn to control the ship from inside the computer core. Diagnosing ship status, gaining control of systems, operating sensors, and gathering intel on the current state of the enemy vessel are all tasks that can be performed. Finding a way to restore their physical bodies should be an extended task. This task should not be resolved until the end of the **Ghosts in a Shell** beat.

GHOSTS IN A SHELL

Back in the physical universe, the alien attackers try to commandeer the players' vessel. They believe it to be devoid of crew. Allow the characters to fight off the pirates, but from the binary world. The pirates try to seize computer controls. Characters may try to befuddle their attempts in creative ways. Encourage players to create advantages to benefit their battle or impose complications on their foes.

MINOR BEATS

Getting to know the ship on a personal level, even learning how to manipulate the binary environment to look and feel different, could make for great minor beats. Perhaps characters will find a way to reform temporary bodies in the holodeck (if they have one) to fight off the pirates.

KEY NON-PLAYER CHARACTERS

Create a persona to represent your ship in the binary universe. Ask for player input. Use or adapt Ferengi on page 325 for the pirate aliens.

CONCLUSION

Regaining control of the ship before the pirates learn of the crew's continued existence is the main objective. If the aliens learn of their existence, they may try to purge the computer of the crew's consciousnesses. The crew might decide to capture or destroy the alien weapon after defeating their new foes.

"PEER PRESSURE"

Suggested Era of Play: Any era
Suggested Spotlight Role: Ship's Counselor or Conn Officer

SYNOPSIS

A fleet of sentient ships tries to recruit the characters' vessel to join their migrating pod. The characters must try and convince their vessel to not abandon them on the next habitable planet.

MAJOR BEATS

WHO'S OUT THERE?

Conn officers may want to gain control of their vessel with **Control + Conn** tasks while engineering crews attempt to diagnose the issue. Communications officers may decipher that the radio chatter is binary in nature. The ship continually tries to alter course into the nebula. Long-range sensors detect a fleet of ships traveling on a course through the nebula.

A COMMUNITY OF SHIPS

Medium-range scans of the fleet reveal dozens of unmanned, alien starships. They are on a migratory course through the intersecting nebulae, harvesting deuterium like a pod of whales seeks plankton. Characters with focuses in computers or cryptography might catch that their vessel is exchanging cultural data with the other starships. The starships are of varying designs, indicative that they are an ensemble of vessels built by different species. The characters' starship alters course into the nebula again, even locking out access to navigational, power, and engine controls. Use Threat to create complications on the characters or generate linear and gated challenges to represent the ship trying to lock them out of key systems.

MY OWN KIND

Accessing the computer logs reveals that the characters' ship's binary language structure is evolving. When the players query the computer, treat this as social conflict. The ship begins to express opinions and emotions along with facts. It emotes feelings of loneliness and wanting to be with its own kind. It may comment on past missions. It may even find a way to appear to the crew on viewscreens or as a hologram in a representative form.

OPENING LOG ENTRY

"Long range scans have picked up extensive radio chatter from inside a vast complex of uncharted intersecting nebulae along the borders of Federation space. Strangely, our ship altered course without warning. We are now headed into the nebula."

MINOR BEATS

Allow players to talk with their ship. Perhaps they will express how it is part of their family and convince it to stay. Engineering teams may attempt tasks to wrestle control of systems from their own ship. They may need to purge an alien virus from the computer core that has proven to be a corrupting influence. Command officers might discuss this situation, considering the Prime Directive.

KEY NON-PLAYER CHARACTERS

Adapt a variety of spacecraft from the core rulebook to represent the pod of starships.

CONCLUSION

The adventure may end with the characters' ship finding a way to join the fleet of sentient vessels, perhaps dumping the crew on an alien planet or forcing them to eject in escape pods. Alternatively, the characters may discover a way to change their ship's decision, perhaps revealing some insidious plot from the pod of starships. Will the pod of starships take hostile action to "rescue" one of its own?

ADDING THIS MISSION TO YOUR CAMPAIGN

This is a great opportunity to infuse a personality into your vessel, reminding players to view their ship as a character, an established theme in *Star Trek*. This mission could be played before or after the mission brief "I, Ship" to add depth and drama to a sentient ship scenario.

"HAPTIC"

Suggested Era of Play: Any era
Suggested Spotlight Role: Captain or Executive Officer

OPENING LOG ENTRY

"We have been assigned by Starfleet to welcome a H'p-t'k delegation on board our vessel to further diplomatic relations in a key trade sector. My staff has gone to great lengths to prepare for this meeting, as the nonverbal species can only communicate through a series of complex embraces and tactile interactions."

SYNOPSIS

The crew is tasked with conducting trade negotiations with a newly discovered species with a distinct form of tactile communication. Disaster strikes their planet in the middle of diplomatic talks and the crew must lean on their innovation and technical expertise to aid their new allies.

MAJOR BEATS

HANDS-ON NEGOTIATIONS

Establishing clear communication once the delegation boards the ship is of primary importance. Xenolinguists will be busy as diplomacy begins, especially once the H'p-t'k inform the captain of an impending natural disaster about to occur on their planet. They ask for help. Science teams can get to work theorizing how to stop the event or at least mitigate damage. Use the Scientific Method or extended tasks to represent hours or days of research. The ship is a required part of the solution.

CULTURE CLASH

Spend Threat to create complications that represent misunderstandings between the crew and the delegation. These could occur during a cultural exchange, dinner, recital, or holodeck program. Engineering teams might now be trying to put the science team's theories into practice, but clear communication with the H'p-t'k is a challenge.

IMPENETRABLE DARKNESS

Either the natural disaster or something else introduces a high-frequency dark matter particle stream or anti-photonic anomaly into the equation. The radiation will eventually harm people. Pitch blackness permeates the ship that no light can pierce. Crew members who are shrouded in impenetrable darkness but have a good handle of the H'p-t'k language could save the day, as may those who memorized LCARS display settings.

MINOR BEATS

Ask a player if they are interested in pursuing an interpersonal B-plot with a delegation member. Characters with linguistics, sign language, or diplomacy will be valuable. Trade negotiations regarding medical supplies or defense technology could get medical and security personnel involved. The universal translator may need to be modified by engineering teams to aid with communication.

KEY NON-PLAYER CHARACTERS

Adapt any NPC to represent the H'p-t'k. Perhaps work with players to design what a nonverbal, signing, and tactile species might look like. Add the traits Tactile Communicators and Nonverbal.

CONCLUSION

Major miscommunication could spell disaster for the alien planet or the ship. On the other hand, mastering their language and preventing the catastrophe may endear the aliens to Starfleet. It is possible a H'p-t'k character joins the ship for future missions, perhaps to further trade or diplomatic relations.

ADDING THIS MISSION TO YOUR CAMPAIGN

This is a good mission to emphasize the challenges of meeting a species with an extremely different form of communication. It also gives players a chance to understand how vision-impaired characters operate a starship using alternative means.

"JEFFERIES TUBE JAM"

Suggested Era of Play: Any era
Suggested Spotlight Role: Engineering or Security Officers

SYNOPSIS

A transpatial macrogelatinous life-form fills the corridors and key areas of the ship. Everyone trapped inside its gooey body is immobilized. Scans indicate that the life-form will slowly digest trapped crewmembers. The life-form cannot fit into the tight Jefferies tubes, so it is up to the crew trapped inside the tubes to effect a solution that frees their comrades and ejects the creature back to its own pocket of space.

MAJOR BEATS

GOOP

Establish the location of other player characters who are not working in the Jefferies tubes. What part of the ship are they in and what are they doing? Once decided, intruder alerts blare as a macrogelatinous creature quickly erupts out of a subspace pocket into all the ship's decks. It grows at a rapid rate, its jelly-like transphasic mesoglea quickly filling up every space wider than a Jefferies tube. **Fitness + Security** tasks must be performed to safely get into a Jefferies tube and avoid being paralyzed by the goo.

SCANNING

Internal sensors must be accessed from the tubes to learn more about the semi-translucent cosmozoan. Force field emitters are non-operational. If pieces of the creature are transported away, its substance quickly grows to refill the space. Deactivating life support doesn't affect this temperature-, toxin-, and vacuum-resistant creature. Crew members trapped in the goo are initially unharmed, incapacitated by cnidoblasts layered inside the creature that paralyze any organisms caught in its smooth, amorphous casing. Characters who scan the trapped crew members learn that the cnidoblasts contain secretory organelles that will begin to digest victims within a few hours. EV suits might temporarily protect characters from digestive activity.

THE POCKET

Several **Fitness** tasks are required to travel to essential sections. Accessing external sensors reveals the subspace pocket from which the creature originated. Taking control of navigation, charting a course back to the subspace pocket, and controlling sensors to learn more about the anomaly might reveal a way to dispatch this creature.

OPENING LOG ENTRY

"I am running a level one drill with key personnel on how to maintain vital engineering circuits in the event of a mass system failure. Four hours crawling through Jefferies tubes and people are getting antsy."

MINOR BEATS

Some officers might be injured while escaping the macrogelatinous creature. They may require medical attention without an available sickbay. Lights might go out. Claustrophobia might be in play. Perhaps an enemy purposely set this creature loose on the crew.

KEY NON-PLAYER CHARACTERS

Adapt the Denevan Neural Parasite on page 342 for the creature, adding invulnerability to toxins, vacuum, and heat/cold.

CONCLUSION

The objective is achieved once the creature is expelled from the ship and the crew members are rescued. Is the lifeform sentient, hostile, or a combination of both? Will the science team keep a sample for future study?

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can be played out as a B-story while other characters are on an away mission. Use this brief if you want to explore the inner workings of your vessel.

"PLAYING ALONG"

Suggested Era of Play: Any era
Suggested Spotlight Role: Medical Officer

OPENING LOG ENTRY

"I've completed my studies of the files sent from *Tokuno*'s CMO. Apparently, the aliens that disabled the *Tokuno* exist in a quasi-somatic state, slightly out of phase with reality. They react positively to heightened levels of stimulation to the brain's prefrontal cortex, dorsal and ventral striatum, amygdala, and habenula. In other words, to safely pass through this area of space, we will all have to play."

SYNOPSIS

The ship is sent to rescue the *U.S.S. Tokuno* after it is attacked by a race of quasi-somatic aliens that judge species based on their ability to play.

MAJOR BEATS

APPROACHING THE "PLAY" AREA

Captain Voorn of the *Tokuno* reports that they were performing standard surveys when power began to be depleted from key areas of their vessel like the bridge, engineering, sickbay, and science labs. Crew in those areas began to suffer from debilitating headaches. However, areas where crew were engaged in recreational activities – play – were unaffected. *Tokuno* crew members admit that they sensed "a presence." Sensor sweeps do not reveal the presence of any life-forms. Also, any unmanned vessels or probes sent into the area of space occupied by the *Tokuno* immediately lose power. The player vessel must enter this mysterious area of space to transport the crew off the *Tokuno*.

READY, SET...

Characters must engage in play to avoid taking mental stress and suffering from headaches. They could make art, play music, dance, engage in sports, or do some creative activity that stimulates the brain's "play center." **Reason/ Insight + Command** tasks with a Difficulty of 1 might need to be attempted for characters that try to resist the urge to play. Any attempts to create a chemical stimulant before the ship enters the region will provide uncertain protection. Spend Threat to create complications to counter potential medical solutions or delete advantages.

FUN AT WORK

Conducting a delicate rescue operation to tractor the *Tokuno* to safety while engaging in play could likely be a major challenge. This should be an extended task. Ship tasks can be altered to be a game; for instance, pressing buttons to the beat while humming a tune. Maybe engineers will turn a diagnostic task into a relay race. Any complications rolled mean that 1d20 random crew members failed to continue playing and are debilitated by massive headaches. Their area of the ship begins to suffer power failures caused by the quasi-somatic aliens. Spend Threat to create power and system failures.

MINOR BEATS

Players get to round out their characters by exploring their favorite games and recreational pastimes.

KEY NON-PLAYER CHARACTERS

This is a chance to get to know other characters that serve on your vessel and their preferred hobbies.

CONCLUSION

Will the crew play their way out of this dangerous situation? Will they learn that the aliens believe that a species' ability to derive pleasure from life is a prerequisite to them making contact? Or maybe the aliens feed off positive energy and exact a pleasure tax from those who trespass on their space.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission provides an opportunity for players to explore recreational activities commonly occurring on their ship.

"IT TAKES A VILLAGE"

Suggested Era of Play: Any era
Suggested Spotlight Role: Medical or Science Officers

SYNOPSIS

The crew stumbles upon a "dead" civilization that cannibalizes planetary resources before psionically infecting new hosts to propagate its species.

MAJOR BEATS

READING MATERIAL

Excavation teams have unearthed volumes of ancient tomes written by one of the extinct species' historians. Some effort reveals several medical journals once the universal translator is employed. While science teams catalog their findings, a character(s) with archeological or cultural studies focus is assigned to study the writings, perhaps in the quiet comfort of their quarters. Physically touching the old parchment paper ignites a matter-transforming process wherein the character's mental energy begins altering their quarters into an environment that resembles the alien village. The more they read, the more of the village is formed.

INTERNAL ALERTS

The bridge crew is alerted that something strange is occurring on the deck where the village is forming and spreading. Investigations reveal corridors that lead into an active alien village complete with buildings, vegetation, and people. Tasks could include searching the village, interacting with NPCs, and conducting scans that reveal that what the crew is witnessing is real, not a hallucination or holoprogram.

DISCOVER THE CATALYST

The investigation team should come across the character who is the catalyst for this occurrence. The character's appearance and dress has altered to make them look like a native of the alien world. They invite others to read the writings. Those who do must attempt tasks to resist or likewise become hosts for the psionic infection, speeding up the ship's transformation into a village. Characters examining data on the dead moon discover that the civilization took over the native inhabitants, developed, then burned through all the world's resources in less than 3,000 years. They may find this recorded on a cave wall or in the ancient computer core hidden by the original planet's inhabitants. The species propagates by keeping a written history on special parchments infused with gene-altering psychic imprints. They die off and go into psionic stasis until an unwitting civilization comes and discovers the tomes, a self-propagating psionic process of reincarnation.

OPENING LOG ENTRY

"Our away team has spent three exhilarating weeks sifting through the ruins of an extinct civilization on the third moon of Razencheer. No Federation member has been here before, so we have an exciting report to compile for the Federation Archaeology Council. Spending 22 days moving through a protective biodome and digging through old structures while in EV suits has me longing for a hot bath. We depart the surface today."

MINOR BEATS

The infection is psionic in nature; hence, the history of the tomes deceitfully alters to create a high level of engagement with the reader. Perhaps the tome offers a solution to a current problem or alludes to being connected with key crew members or cultures.

KEY NON-PLAYER CHARACTERS

Create a new species to represent the alien race.

CONCLUSION

The characters must solve this mystery before the crew and ship are completely subsumed. Characters may want to take measures to warn other ships and civilizations about this moon and the ancient tomes.

ADDING THIS MISSION TO YOUR CAMPAIGN

Before beginning this mission, discuss with your players which character(s) agree to be the catalyst for the matter transformation process. If no one desires to be the catalyst, select an NPC.

"RETROFIT GONE WRONG"

Suggested Era of Play: Any era
Suggested Spotlight Role: Security or Command Officers

OPENING LOG ENTRY

"This is a security officer's worst nightmare. I have been awakened to the sound of red alert and the inability to exit my quarters."

SYNOPSIS

A hostile species has taken over a Starfleet base used to retrofit vessels. The crew must find a way off their own ship, board the station, and retake the base before the aliens commandeer an entire fleet of vessels.

MAJOR BEATS

THE SHIP IS A BRIG

The player vessel has docked to have a retrofit performed. Discuss with the players which systems are being upgraded. Most of the crew is on shore leave. Only a skeleton crew has been left behind, including the player characters. However, the adventure begins with all player characters trapped in their quarters. All energy weapons have been disabled. Transporters are offline. Establishing intra-ship communications, escaping their quarters, and bypassing force fields will be required tasks as they have been locked out of command controls and computers. Allow characters to run into each other so that they can compare notes and begin an investigation.

THIS IS BAD. REALLY BAD.

Player characters will need to attempt to access computer logs. Complications reflect the hostile aliens detecting the characters. They will do everything in their power to defy the characters, like erecting new force fields, cutting off life support, or even opening hatches to outer space. Upon successful completion of the extended task the characters will learn that aliens have overridden station controls and used stolen Starfleet access codes to gain control over all the docked ships.

HIDE AND SEEK

Before the characters find a way off their ship, the aliens send in a search party to track down the escaped officers. There should be insurgents equal to the number of player characters +1. Characters can try to avoid being discovered or caught. They might also find innovative ways to incapacitate the insurgents, though the crew is locked out of key engineering and security systems.

MINOR BEATS

Characters that are captured might be taken to the station for interrogation. Station personnel have been incapacitated and cannot assist, and fellow vessels are in the same predicament. Characters with stealth, weaponsmithing, kitbashing, persuasion, deception, or martial arts might have a chance to show off their skills.

KEY NON-PLAYER CHARACTERS

Adapt aliens using any NPC in the core rulebook or create a new hostile race.

CONCLUSION

Characters may gain control of their vessel by boarding the station, getting into the station's computer core, and resetting proper command controls. Station personnel may need a rescue – if they're still alive. Allow players to come up with even more ingenious solutions. The hostile species might succeed in stealing some vessels, which might prompt another mission to track down and recover/destroy stolen vessels.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can highlight command and security protocols as the vessel is used against its own crew. The criminal mastermind or alien behind this gambit might become a recurring villain.

"BILITRIUM BLUES"

Suggested Era of Play: Any era
Suggested Spotlight Role: Engineering Officer

SYNOPSIS

The crew is asked to mine some bilitrium for a Tellarite space station whose power source has failed. However, the mined bilitrium contains microscopic cosmozoan lifeforms that impregnate the ship's warp core. Can the crew purge the lifeforms, save their warp core, and deliver the bilitrium before the space station loses power?

MAJOR BEATS

SHUMPT ASTEROID BELT

Personnel at Nalanid Station are in danger. Their malfunctioning power system left them drifting into a gravimetric eddy that will crush the station in about 60 hours. Tractor beams fail due to gravity distortions, so pulling the station free is not an option. Though personnel could be evacuated, the Tellarites refuse to leave, insisting that bilitrium be brought to them so that they can save the station and its crucial experiments. Scans reveal a nearby asteroid with bilitrium. Mining operations must be conducted in the cold vacuum of space to acquire the element. Engineering teams have the chance to spacewalk in EV suits to mine bilitrium.

SYSTEM PROBLEMS

While the mining operations are taking place, any bilitrium brought aboard the characters' ship immediately starts creating power issues. The gamemaster should not reveal until this beat that the source of the problem on the station and the ship is the infested bilitrium. Characters need to deal with multiple power-related complications on their vessel and investigate the source of the issue, tracking it down to microscopic lifeforms that are coagulating in the warp core. Gestation is occurring in the core and a new lifeform will be born in hours – with explosive results.

EXACERBATING THE ISSUE

Microscopic lifeforms now begin to swarm from the asteroids to the ship's warp core. This makes matters in the warp core worse, affecting all major ship systems. Characters can attempt to mount a defense.

OPENING LOG ENTRY

"We've received a distress signal from Nalanid Station, a Tellarite research facility testing bilitrium as a power source. Bilitrium is a crystalline element that is incredibly powerful, but it requires an antimatter converter to properly channel the energy. As the Federation feared – and warned them – this research could be hazardous."

MINOR BEATS

False leads can be used to stymie investigations into the warp core problem. The Tellarites happen to have a minor case of the scan-resistant Delter-90 flu that was brought upon their station by Orion traders, though they failed to inform their rescuers since they viewed the illness as a minor annoyance. Also, this type of gravity distortion has never been seen before.

KEY NON-PLAYER CHARACTERS

Choose whether the microscopic life-forms are sentient or not.

CONCLUSION

Characters may deduce that the infested bilitrium is the cause of the warp core issue. They may determine a way to purge the infestation while preserving a newly discovered lifeform. They may decide to evacuate the ship or eject the warp core to forestall disaster. They may restore the station's power once they mine a good amount of bilitrium, filtering out any harmful substances.

ADDING THIS MISSION TO YOUR CAMPAIGN

Use this mission to delve into the many systems that could fail on a starship when it experiences problems with the power systems or warp core.

"THE HANDLER"

Suggested Era of Play: Any era
Suggested Spotlight Role: Science Officer

OPENING LOG ENTRY

"The u'Ari Research Consortium left our ship yesterday. I have to say, though eight days delving into behaviorist economics and endangered species recovery has been enlightening, I never needed a good night's sleep more so than last night. I woke up refreshed and ready to return to my normal duties."

SYNOPSIS

A temporal wave sends the crew and their vessel into a divergent reality wherein their ship has become an attraction in an alien museum.

MAJOR BEATS

AWAKEN

Characters wake up in their quarters. What activities do they engage in when they first wake up? Things get strange when families from a never-before-seen species abruptly enter their quarters and begin observing their activities like patrons at a zoo. The universal translator does not work. Command codes are unresponsive. Any time the characters attempt to get near the patrons or exit to leave their rooms they get transported back to their starting location. Weapons have been somehow drained of energy. Combadges can function.

THE HANDLER

An alien named Fac'e Na'ton transmits a message from the characters' bridge. They introduce themselves as The Handler. They say they are a representative of the "evolutionarily advanced" Rashaalee and explain that the ship is now a feature in their alien gallery. They have used their temporal displacement technology to study other "lesser" civilizations for thousands of years. The ship and vessel will be released "once they have served their purpose of entertaining and educating the masses." They will allow the crew to resume its normal activities if their patrons can watch and there are no attempts to break free. Social conflict abounds but Na'ton cannot be convinced to simply let the characters go.

UNDER THE MICROSCOPE

It may be an extended task to access ship computers or sensors, but complications should abound. Investigation will show that the ship is in some sort of temporally displaced universe that resembles an advanced simulation composed of unknown matter. The ship is put into different scenarios that are indistinguishable from real life. In one instance, they might be trying to escape the pull of a black hole; the next, warding off a Borg attack. The Handler seems impervious to harm. They allow the characters to move about the ship and react to the amazing simulations, all the while being watched by visitors to this outlandish museum.

MINOR BEATS

B plots could include trying to garnish sympathy from alien observers or devising a way to trap and defy Na'Ton.

KEY NON-PLAYER CHARACTERS

The Rashalee can be adapted from any major species in the core rulebook. Use Curating, Force Fields, Pleasure Seeking, Temporal Physics, and Transporters as focuses for The Handler and make their Command and Science scores each 4.

CONCLUSION

Research will show that computer command codes malfunctioned after being hit by the temporal wave instigated by the Rashaalee. It rendered the characters unconscious. The characters must find a way to free themselves from the alien museum and escape the pocket universe. The ship's engines, deflectors, or shield systems should be integral to the solution.

ADDING THIS MISSION TO YOUR CAMPAIGN

This mission can serve as a one-off adventure or launch into a new campaign featuring a hedonistic and apathetic foe, The Handler.

"SURFACE ISSUES"

Suggested Era of Play: Any era
Suggested Spotlight Role: Conn Officer

SYNOPSIS

The characters are trapped outside their ship while on a spacewalking training exercise.

MAJOR BEATS

GET THE RUST OUT

Describe the environment to the players and have them explain what zero-G tactical exercises might look like. All should roll a **Fitness + Conn** task with a Difficulty of 1. Failure or complications could mean space sickness, disorientation, or orchestrated malfunctions in spacesuits. Other exercises might include replacing baffle plates, magno-scrubbing sensor nodes, or any number of routine tasks that must be done while spacewalking. The gamemaster should make sure that one additional NPC – perhaps a trainer – accompanies the team, as they will be needed in the next beat.

ATOMIZED

A red lightning effect suddenly encompasses the entire vessel. The effect creates a hyper-magnetic field that infuses the characters' bodies with atom-splitting radiation. It also renders the ship's shields inoperable. The exterior of the ship and everything on it exists in a state of quantum flux. To enter the ship would destabilize their bodies and instantly atomize them, as is soon discovered when the NPC tries to enter the ship via a hatch or via transporter to horrible effect. Characters can conduct sensor scans to determine what happened. They may also need to perform **Fitness + Conn/Engineering** tasks to keep from being shoved into space by spatial turbulence.

IRRADIATED SPACE BATS

The red lightning effect is a spatial environment that contains energy creatures that resemble Human-sized bats. Though not intentionally attacking the crew, the creatures could easily knock a character off the ship's hull as they zip by at rocket speed. Characters must avoid being struck while formulating a plan to escape danger and get to safety inside their ship. You could create an extended task for the navigator to successfully pilot clear of the red lightning effect. This will increase tension as the characters on the exterior of the vessel must fight to survive.

OPENING LOG ENTRY

"Per Starfleet regulation 2300-275A: 'All senior officers should engage in periodic, non-simulated, zero-G operational training.' As such, we have set the ship's velocity at one-quarter impulse and have exited on the ventral hull in EV suits to begin the first drill."

MINOR BEATS

Support characters might be activated to take command of the bridge and tackle the problem from the ship's interior. Players may want to try their hand at playing other crew members. Spend Threat to create complications related to fear, panic, or equipment malfunctions. Engineering and science officers can help jury-rig solutions to EV suit failures. Characters may need to perform daring rescues if fellow characters are separated from the ship.

KEY NON-PLAYER CHARACTERS

Use Starfleet Conn Officer stats on page 314 for the NPC. Adapt Gunji Jackdaw on page 343 for the space bats. Increase tension by adding a high-ranking Starfleet observer to the mission.

CONCLUSION

Characters must find a way to negate the hyper-magnetic field and purge their bodies of the radiation all the while dodging space bats. Navigating out of the red lightning effect will be required to minimize danger. Getting back into the ship will be a priority. Was this red lightning effect an attack from an enemy or signs of a world in crisis?

ADDING THIS MISSION TO YOUR CAMPAIGN

This adventure should highlight a new environment that players may have never experienced before, the exterior hull of their ship. It could be used as an action-packed opening to your gaming session that leads into a different adventure.

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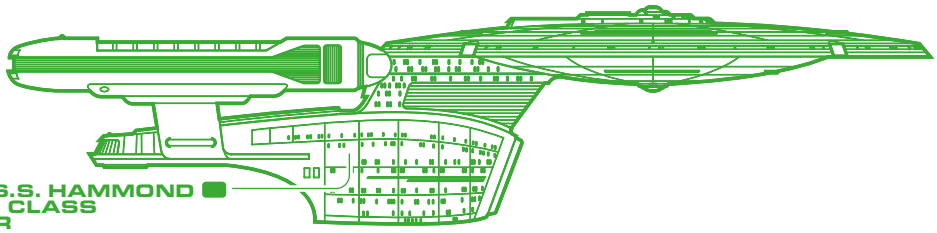
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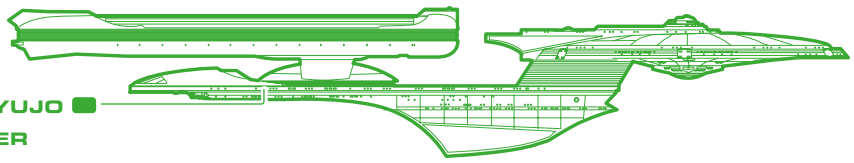
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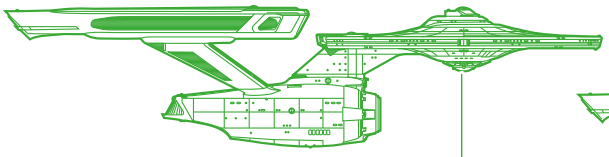
GROUP READINESS



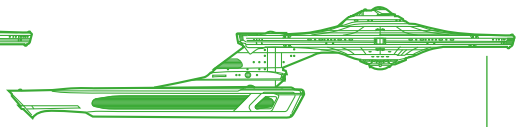
NCC-10970 U.S.S. HAMMOND
AMBASSADOR CLASS
GROUP LEADER



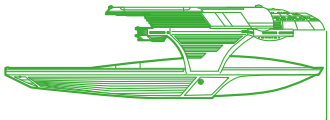
NCC-2022 U.S.S. RYUJO
EXCELSIOR CLASS
SUPPLY AUX LEADER



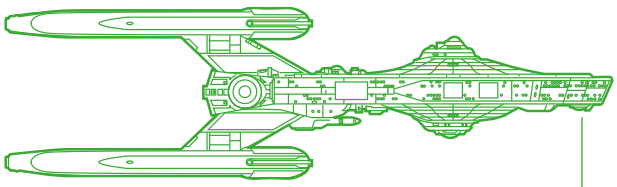
NCC-1910 U.S.S. IDAHO
CONSTITUTION CLASS REFIT
RAPID RESPONSE



NCC-1557 U.S.S. RIVER ROUGE
HERMES CLASS SLDN REFIT
FRIGATE



NCC 901 U.S.S. FEYNMAN
OBERTH CLASS
LONG RANGE RECONNAISSANCE



NCC 2151 U.S.S. CASSIOPEIA
CONSTELLATION CLASS
ESCORT

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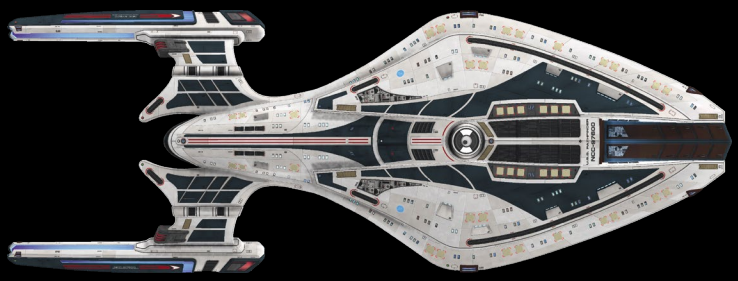
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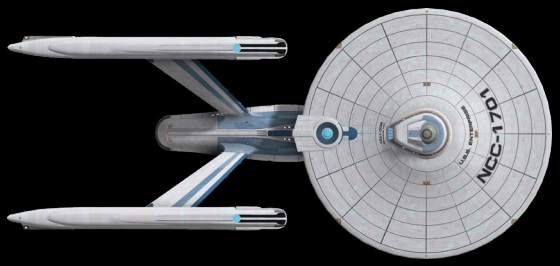
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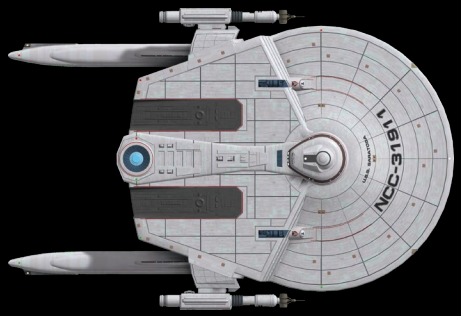
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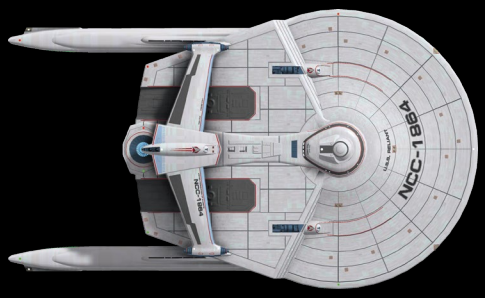
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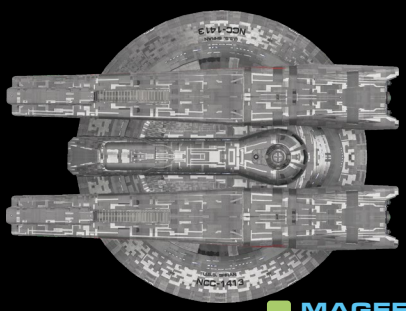
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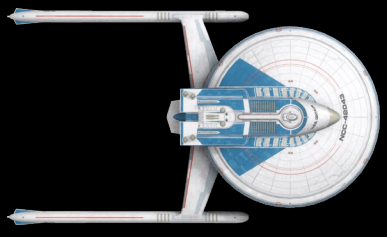
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MIRANDA
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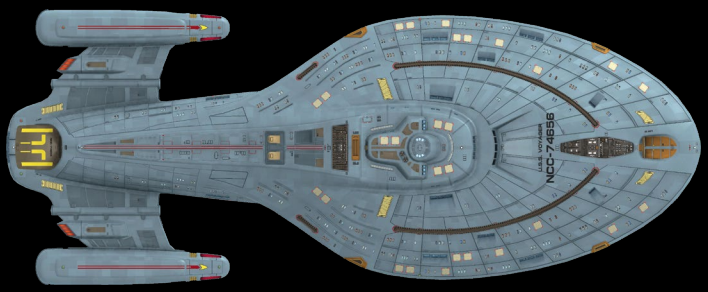
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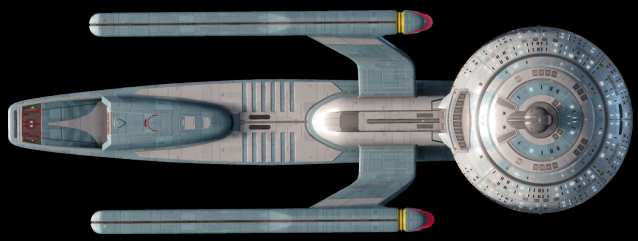
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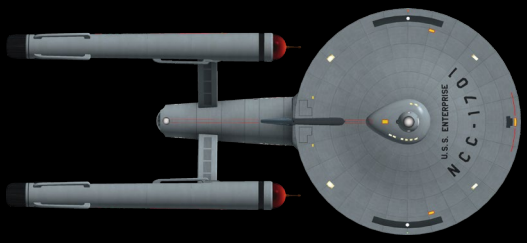
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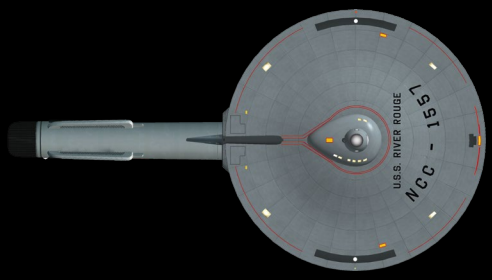
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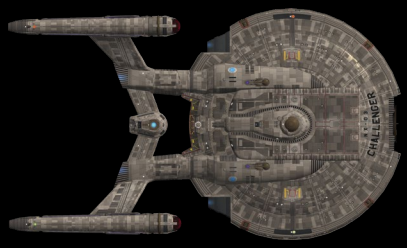
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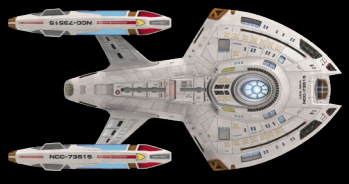
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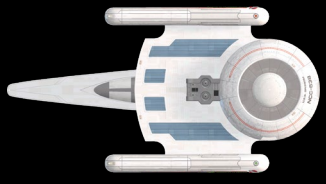
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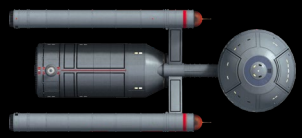
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ISBN 978-1-80281-032-5
MUH0142203
Printed in Lithuania