Star Trek B5W Conversion Rules Guide (v. 2.5.2)

Introduction

Welcome to the initial playtest pages for my Star Trek to Babylon 5 Wars conversions! Here you will find copies of the current ruleset for the Star Trek technology and some of the ideas behind them. I thank you for visiting.

I wish to begin by saying that I have been "out of the loop" as far as Star Trek goes for many, many years. I watched all of The Original Series as a child and enjoyed it. I watched almost all of TNG (except most of the last season) and found it to be generally okay. DS9 was the best of the new Star Trek shows, but they even lost my attention following their repeated inanities. They actually got me back as a viewer during part of the Dominion War when they (gasp) had story arcs, but lost me again upon another exercise of stupidity following the capture of the station (i.e., 'let's have a wedding when we could be attacked at any moment and let's also forget about the war entirely, really'). Voyager, to put it mildly, sucks and has always sucked. It has promise, but the show was not very good.

The above is all my opinion, of course, but the ship conversions I have done are based off of my fond memories of the battles within the Star Trek universe, and though I have relied heavily on other sources for my materials (Star Trek Encyclopedia and TNG Technical Manual especially), the ships remain as my vision of what the ships should look and feel like in a combat setting. In many cases I simply did not have any information on the ships in question other than obscure data on a website here and there. I endeavored to corroborate data as much as possible, but many of the ships undoubtedly won't be anything like what your personal expectations of them are.

The amount of structure for all ships is based off of a ratio comparing their length to that of an Omega Destroyer (using my preferred Omega length of 1km). You might be wondering why some of my Star Trek ships are so small. "This ship should be bigger and meaner!" some might scream. Well, the Galaxy-class (one of the largest ships in the Star Trek universe) is a mere 641 m -- not even 2/3 the length of an Omega! The Star Trek ships, though, are still quite strong due to their shielding systems, the one strength I saw that they had. All in all the Omega Destroyer and Galaxy Command Ship are equal opponents for one another, and other Star Trek conversions are scaled proportionally from this match-up. For example, there is no way you're going to tell me that the Constitution is worthy of capital ship classification after looking at that image, especially if you are one that buys into the Omega being BIGGER than 1000m.

I hope you enjoy these ships, and I look forward to hearing from you. Whether you have a complaint, a comment, or (gasp) a battle report, I would love to hear what you have to say. Some of the rules here might seem a little odd or arcane, and that is part of the reason why I have put up these pages--to get some feedback. The things that seem right and simulate the show the best to ME isn't going to reflect other people's impressions of the show.

Lastly, I would like to recognize those that were invaluable in the creation of these ships. First and foremost is Roman "ShadowScout" Perner. Over the past year we have discussed, hashed out, and debated the systems of the Star Trek universe, the discussion helping to develop both of our personal reflections of the Star Trek universe. I must also thank him for the icons, as they are his design and have become intertwined with the weapons they reflect in my mind. Thanks to Barry Collins for his inspiration, as it was his Nebula mock-up that made me decide to go with the high armor/low structure model for the Federation ships. I would also like to recognize Nate Rux and Rameus; their Star Trek conversions were driving elements into getting me interested in seeing whether or not I could get a workable simulation of Star Trek ships to work in the B5W setting. Dan Foxman deserves a nod as well, since his designs for converting FASA ships over to B5W made me take stock of the work that I had done and gave me another viewpoint to look at the ships from, something that is always important. Paul Brown has put up with my crap for awhile, too, and been a good sounding board over the years, along with having enough good ideas on his own project races to make me think deeper on my own. Todd Boyce should also be noticed for his great website, Battle Spoo, and his Battlestar Galactica (and now Star Wars) conversions that are well done, and set a standard for those trying to adapt other universes to the B5W mold.

1.0 Overview

The Star Trek B5W Conversion Rule Guide presents all of the rules you need to play out Star Trek battles in the Babylon 5 Wars game system.

If you seen any potential mistakes in the rules or any potential show-related actions that are not covered by the rules, please let me know.

2.0 Ship Systems

2.1 Impulse Drive Systems

Unlike standard Babylon 5 Wars ships, all Star Trek vessels utilize impulse drives for their sub-light maneuvering needs. Impulse Drives function similar in form to Shadow bio-drives. Any ship with Impulse Drives can apply as much of their free thrust—up to the total—through their impulse drives to perform any maneuver they so choose. However, unlike ships utilizing bio-drives, ships with Impulse Drives may purchase additional thrust and overthrust their thrusters, rolling for the required critical check as is used for standard thrusters. Additionally, Impulse Drives may apply thrust in any direction at will and are not limited to a single direction limitation of Shadow bio-drives.

In addition to this more liberal thrusting system, all ships with Impulse Drives are considered to have gravitic drive systems, a side effect of the gravitic bubble that allows the Impulse Drives to function.

If a ship loses all of its impulse thrusters due to damage or overthrusting, the ship still maintains the ability to maneuver. However, all thrust costs are DOUBLED and the ship suffers a –10 initiative penalty for the remainder of the scenario. *Example: An Excelsior Cruiser loses its aft section and no longer has any impulse thrusters. Normally the accel/decel cost of the Excelsior would be 3 thrust. To do so now requires double thrust costs, which would make the new cost 6 thrust.*

If the Excelsior wished to turn and was going at speed 6, it would have to pay double its normal turn cost of 6 thrust—so performing a turn at speed 6 would now cost 12 (!) thrust!

Impulse thrusters are not applicable targets for called shots should the called shots optional rule be in play.

2.2 Deflector Shielding

The shielding used by ships in the Star Trek universe differs greatly from the systems used by the Abbai, Brakiri, or even the Vorlons. Instead of simply “deflecting” the shots so that they don’t hit, or bending them slightly to weaken the strength of the offending weapons volley, deflector shields act to absorb this damage before it can strike the hull.

2.2.1 Shield Projections

Every ship has a set number of ‘shield projections’, each of which represents a specific arc of shield coverage for the vessel. Light combat vessels have a single projection, medium ships have two projections (forward and aft), and larger vessels have four projections, one for each side of the vessel. Each shield projection covers either a 120 degree region (in the case of units of heavy combat vessel size or larger), 180 degrees (in the case of medium ships), or 360 degrees (for light combat vessels and smaller).

Each projection has a rating listed within the projection icon. This value is the amount of damage that the projection can hold before damage breaks through to any systems and/or structure. A value of ‘40’, for example, in a shield projection shows that a total of 40 points of damage can be absorbed before the ship can take any damage! When scoring damage against shield projections subtract the damage from the value of the shield projection until the value of the shield projection falls to zero. At this point all damage is scored as normal against the appropriate ship side.

The defending player cannot choose to score specific weapons to shields and allow other weapons to hit the ship itself; if an unfilled shield projection exists in arc, that shield projection must be filled before ANY damage can be scored on the ship it is defending.

If weapons fire comes from a target that is firing from a location where the arcs of two shield projections overlap, the defending player must choose a single shield projection on which to score damage. Multiple projections may NOT be used to defend against weapon fire from a single unit or flight!

If a ship with deflector shielding is subjected to energy draining weapons (such as the Narn burst beam) and has an active shield projection in-arc, score 10 times the energy

draining amount against the shields as if it were actual damage. If this damage exceeds the remaining value of the shield projection, the weapon "overkills" and bleeds through the shielding and may roll to hit as normal, in effect getting a second free shot against the target!

2.2.2 Deflector Shields

At the beginning of every turn during the Ship Power Segment of the Combat Sequence, in-arc deflector shields are used to reinforce shield projections. Note that any deflector shields that are deactivated during the Ship Power Segment may not be used on that turn. The value within each deflector shield icon represents the amount of 'free' points of damage absorption that can be used to reinforce the value of any shield projection(s) within the shield's arc by adding them to the remaining value (if any) within the shield projection (up to its stated value).

Example: A 40 point shield projection takes a total of 38 damage to the projection last turn. During the Ship Power Segment of the current turn, the two in-arc deflector shields with values of 4 each can subtract a total of 8 damage from the currently absorbed capacity of the shield projection, taking it from 2 points of strength to 10 points of strength.

Extra points of regeneration, up to twice the current value of the deflector, can be safely purchased for 1 point of power per point of regeneration. This regeneration is purchased and applied immediately. Note that, if a deflector shield is making use of arc extension capabilities (2.2.5) to reinforce failed shield projections, the maximum shield regeneration is based on the modified shield value, not the original.

If the shield regeneration benefit of a deflector shield is increased beyond the normal maximum the deflector shield will be forced to roll a critical roll on the shield at the end of the turn (in addition to any other criticals the shield has incurred during the turn). All critical rolls on the turn are made with an additional modifier equal to the amount of regeneration purchased above the deflector shield maximum level (two times the base regeneration value). Overloading one's deflector shields can make the difference between life and death in desperate circumstances, but doing so runs the possibility of burning out the shield system completely.

Deflector Shields, due to their differences from either EM or Gravitic shields, require a different critical hit chart. When rolling criticals against Deflector Shields, refer to the following chart:

1-15: No Critical
16-19: Strength Reduced: -1 to shield factor
20-24: Strength Greatly Reduced: -2 to shield factor
25+: Shield Destroyed

2.2.3 Shield Generators and Deflector Shielding

As with gravitic shields, deflector shields use a central shield generator in order to maintain operations. Shield generators on ships using deflector shielding technology function under the same set of rules as normal shield generators and are equally limited in the number of deflectors that can be powered without the application of additional power. It is important to note that, with some exceptions, most ship's shield generators have high enough control ratings to run all of their deflector shields.

If at any time a ship's shield generator fails or is destroyed, all shield projections will fail at the end of the turn during the Adjust Ship Systems segment and the ship may no longer benefit from shielding. Likewise, if no deflector shields remain within arc of a shield projection it will fail and shields will collapse in that direction (but all other shield projections will continue to function normally). Shield projections that no longer have deflector shields in-arc to maintain them collapse during the Adjust Ship Systems segment.

2.2.4 Transferring Shield Strength

Damage absorption capability ("shield strength") can be transferred during the Ship Power Segment of the Combat Sequence, but only AFTER all deflector shields have reinforced any in-arc shield projections. Up to 50% (round down) of the remaining damage absorption capacity of a shield projection can be transferred to other consecutive shield projections. Shield projections may transfer absorption capability up to the allowed maximum to multiple shield projections so long as they are consecutive to the originating projection. The total absorption of a shield projection cannot be improved beyond its rated value, however.

The most common use of this option is to rebalance shield levels to keep all shields on roughly equal footing and helps to emulate the

"shields are at X%, Captain" reports of the crew frequently heard in the television shows.

2.2.5 Arc Extensions

Extra power may be applied to deflector shields to enlarge their arc so that remaining deflector shields can "pick up the slack" of destroyed shield systems to ensure that specific shield projections remain in play. This process is known as arc extension. Each extension increase extends the shield deflector to cover one additional, consecutive shield projection.

For each extension of a shield's arc, increase the power requirement of the deflector shield by 2 times the current power requirement (cumulative) and decrease the shield's regeneration value by 1. Medium ships must pay twice this price in order to take advantage of arc extensions. Light combat vessels cannot use arc extensions by the very nature of their integrated 360 degree deflector shield system.

If a deflector shield's innate regeneration value listed in the shield icon falls below 0, the shield is deactivated. Because of these limitations, shields with low regeneration values are not very effective at the task and the power requirements for extending shield arcs beyond a single consecutive projection become very costly to maintain.

Example: A forward deflector shield with a rating of 4 whose arc encompasses the forward and port shield projections needs to be extended to cover the aft shield projection which collapsed on the previous turn due to the destruction of the aft deflector shields that had previously maintained it. This arc extension would lower the forward deflector shield's rating to a 3, double the deflector's power requirement to 4, and extend the deflectors arc to cover forward, port, and aft projections.

*If the forward deflector was forced to also cover the starboard projection, it would have to perform an additional arc extension, making it a total of two arc extensions applied to the deflector. This would decrease the forward deflector shield's rating to a 2 and increase the deflector shield's power requirement to 8 (2 * 2 * 2), but the deflector shield now has a 360° coverage allowing it to support and maintain all of the unit's shield projections.*

The decision to perform arc extensions for deflector shields is made during the Ship Power Segment. Ship systems can be deactivated to cover any power losses resulting from arc extensions and deflector shield coverage can be extended at that time.

Shields that had already collapsed at the end of the last turn but are now covered by the arc extension do not retain their previous absorption value. These projections must start from scratch regenerating as if they had been reduced to an absorption value of 0. At this point a player may elect, however, to transfer shield strength from consecutive shield projections to temporarily shore up the weaker shield projection.

2.2.6 Deflector Shields and Ramming

In the event that a ship protected by deflector shielding is involved in a ramming attempt (either as the rammer or the rammee), add the current value of the applicable in-arc shield projection to the ship's ramming factor before performing damage calculations. This makes shielded vessels *much* more devastating when ramming unshielded vessels.

2.2.7 Deflector Shields vs. First Ones

Whereas First Ones negate the effects of non-First One shielding technology when it comes to standard gravitic shielding, First Ones DO NOT bypass deflector shielding. However, the immense power of the weapons used by First Ones can more easily disrupt and sap deflector shields. First One ship fire (not fighter fire) scores double damage against shields.

In the case where the remaining capacity in a shield projection is an odd number, the last point of damage scored against shields is used to reduce the shield projection to a capacity of 0 and is then added to the remaining damage total which is then scored against the target as normal.

Example: a Shadow molecular slicer beam strikes a shielded vessel that has 50 points of absorption capacity in an in arc shield projection for 80 points of damage. Only 25 points of damage would be required to fill the shield projection protecting the ship, and the remaining 55 points of damage would continue to be scored normally.

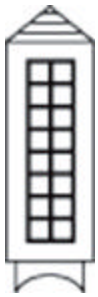
2.2.8 Increasing the Capacity of Shield Projections

A shield projection's absorption rating can be increased by 1 for every 2 full points of power applied to the projection. No shield projection may have its absorption rating increased by more than 50% of it unmodified rating (rounding down).

Any new absorption points purchased in this manner are considered "empty" until regenerated by in-arc deflector shields.

The decision to apply power to increase the capacity of shield projections is made during the Ship Power Segment of the Turn Sequence before deflector shields reinforce shield projections.

2.3 Warp Engines



Star Trek ships do not use jump engines. Instead they use warp engines to allow them to break the faster-than-light barrier and travel amongst the stars. Though in the series Star Trek ships seem to be able to jump in and out of warp speed at will, all Star Trek conversions have a Warp Delay. Similar to a jump delay, the warp delay is how many turns must pass before a ship may once again activate their warp engines in order to go to warp speed.

At the beginning of a turn, any warp engine equipped ship that wishes to attempt to escape into warp may declare its intentions to do so. The turn that the ship goes to warp speed it may not fire any of its weapons, either offensively or defensively as all such systems are temporarily offline due to the power drain needed to achieve warp speeds. They continue to arm normally, however. Otherwise, the warp engine should be handled as phasing drives for moving into and out of combat. Once disengaged from a scenario a ship that warped out may not return.

For ships with more than two warp engines, every warp engine destroyed adds 2 to the warp delay. This does not reset the delay but merely increases the time until the delay will be met.

If a ship has more than two warp engines available, it may elect to shutdown additional nacelles at a rate of one warp engine per turn. Each warp engine shutdown increases the warp delay by 1. Warp engines that are shutdown are not considered for purposes of determining warp engine failure when a ship attempts to warp out of a scenario. Shutting down warp engines is usually done if one of the ship's warp engines is so badly damaged that keeping it online would almost certainly inhibit the vessel's ability to jump to warp speed, or perhaps even endanger the ship via a warp core breach.

2.3.1 Warp Engine Criticals

Similarly to jump engines, warp engines do not suffer criticals. However, whenever a ship attempts to go to warp, a check is made on all warp engines. There is a percentage equal to the number of boxes destroyed that the warp engine will fail. Should any warp engine on the ship fail, the warp delay is reset and the warp attempt fails. *Example: One of the ship's warp engines has taken 18 boxes of damage, thus there is an 18% chance that the warp engine will fail should the ship attempt to go to warp.*

If one of the ship's warp engines fails its roll by less than or equal to half the critical chance of failure (rounded down), the ship is considered to have experienced a warp core breach. A ship will also a warp core breach should one or more of its warp engines be destroyed on the turn the unit attempts to warp out of the scenario.

Once a warp core breach has occurred apply the maximum reactor critical result (-10 power and containment breach chance) to the reactor. This is of course cumulative with any other reactor criticals already scored. If the ship is already experiencing a containment breach or if it suffers another such critical during future Critical Hit Segments the ship will be instantly destroyed. Needless to say, a ship experiencing a warp core breach cannot go to warp and their warp attempt will fail.

Optional Rule: *Explosive Detonations*
When a ship's warp core suffers a fatal warp core breach, the resultant energy release from the raw matter/antimatter reaction can have deadly consequences. Score a flash plasma damage amount equal to 20% of the detonating ship's ramming factor to the target hex. The damage wave then expands outwards from the initial hex, subtracting 20 damage per hex beyond the point of detonation.

Players may voluntarily cause a warp core breach to occur. The decision to do so is made in the Critical Hits Segment of the Turn Sequence. Please note that this can lead to uncharacteristic behavior so should only be allowed if the ship has no other possibility of survival or rescue and the ships would be otherwise allowed to ram in the scenario. If these two criteria are not met, then a fatal warp core detonation cannot be voluntarily performed.

2.3.2 Warp Engine Rings

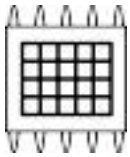
The Vulcans use a special warp engine arrangement known as a warp engine ring. Instead of arranging their warp engines into distinct nacelles the Vulcans arrange them in concentric rings. Warp engine rings are noted on the ship control sheet and represented by a series of warp engines connected by a single thick black line.

Warp engine rings confer their own distinct advantages and disadvantages. The greatest advantage of warp engine rings is their ability to resist criticals. All the warp engines constituting the ring are treated as a single warp engine for purposes of criticals. Every warp engine unit that is shutdown or destroyed in the ring will increase the warp delay by 1.

A hit to a warp engine ring can be scored on any of the warp engines that make up the ring, selected at the owning player's discretion. More often than not a warp engine rings belong to multiple sections. This increases the base survivability of warp engines arranged into rings, as the warp engines will not be automatically destroyed by the destruction of a single structure block, but it also provides additional opportunities for enemies to do damage to them on the appropriate hit charts.

Other than the changes noted above warp engine rings function like standard warp engines.

2.4 Cloaking Device



Some ships—notably Romulan and modern Klingon vessels—are equipped with cloaking devices. This piece of technology selectively bends light around the ship, evading most detection techniques and rendering the ship virtually invisible.

At the beginning the Ship Power Segment, any unit with a non-destroyed cloaking device may elect to cloak or decloak. Cloaking occurs at the end of the Ship Power Segment. Unless otherwise stated in the ship description or on the ship control sheet, any ship which cloaks must adhere to the following conditions:

- A unit may not use EW of any kind, either offensively, defensively, or for ELINT functions, so long as the ship remains cloaked. This includes the Offensive Bonus of fighters/shuttles.
- No weapon may be fired while cloaked; however, all weapons continue to charge at their normal rate.
- Any unit operating a cloaking device must lower shields. During this time the base recharge output of the unit's deflector shields is unavailable, as the cloaking device requires this power. Extra shield points can still be purchased in order to provide shield output to reinforce shield projections, but all such deflector shield points are purchased at twice the normal cost.
- Transporters do not function while cloaked.

Once a unit is cloaked its counter is removed from the board and movement is tracked secretly until the unit elects at the beginning of another turn to decloak. Once decloaked all of the unit's weapons and shields return to function normally.

Cloaking leaves a ship very vulnerable during the turns that it is cloaked, especially against the effects of flash or proximity weapons, as the ship no longer has shields available to protect itself.

Cloaking devices suffer a critical similar to that suffered by jump engines. Unlike other criticals, the critical roll for cloaking devices are made during the Ship Power Segment whenever the cloaking device is active.

If a cloaking device that has taken damage is activated, there is a percent chance equal to the number of boxes destroyed divided by the original number of boxes that the cloaking device will fail. If the cloaking device fails, the unit will suffer all of the penalties of being cloaked as if it were cloaked, including being unable to fire weapons, use EW, or raise shields, however the ship will remain completely visible.

2.4.1 Detecting Cloaked Ship

Units in a scenario can detect cloaked ships in the same way that mines are detected in Babylon 5 Wars. Use the mine detection rules, however EW should be placed towards cloak detection rather than mine detection and dedicated minesweepers do not benefit from their inborn minesweeping bonus when attempting to discover the location of cloaked ships. However, because of their more advanced sensor packages, ELINT ships receive a +2 detection bonus when performing cloak detection.

To determine the signature of a cloaked ship, take the ship's current EW level divided by 3, rounding up. For fighters, use their Offensive Bonus. If sensors are deactivated or destroyed, the cloaked unit's cloaking signature becomes zero. Because of how cloaking signatures are figured, more advanced ships can cloak themselves more effectively than lower tech units.

If a cloaked ship is detected using this method, it is a boon for the locating player as they get a free turn of unprotected fire against the enemy unit! For purposes of resolving fire against cloaked ships, refer to the mine rules in Showdowns-1.

Cloaked ships are also automatically detected if they take collateral damage from flash weapons or Vree antimatter shredders. Note, however, that this detection occurs after weapons fire is declared, so units will be unable to fire at the newly detected vessel. However knowing where the cloaked vessel is will be of great assistance in future turns when attempting to determine the position of the unit.

General Note: *Though these cloaking rules exist and can be taken advantage of in a battle to lick a ship's wounds, it is generally a bad idea to do so. A determined opponent is likely to attempt to locate cloaked ships once they know they are there, and depending on the ship that is cloaking it may be an easy affair to do so. When cloaked a ship is so vulnerable that weapons fire—even at double range penalties—can be devastating, and will easily render a vessel to nothing more than slag. For this reason alone it is in a ship's best interests not to recloak unless it is in retreat.*

2.4.2 Cloaking Fluctuations

Some units suffer from cloaking fluctuations that make their vessel more easily detected while cloaked. Such mechanical deficiencies as faulty plasma coils are usually to blame for these problems, and entire production runs have been known to contain such faulty equipment.

Units suffering from cloaking fluctuations have a signature 1 less than normal, making them more easily detected by their pursuers. Additionally, the cloaking devices on these vessels are more easily affected by damage, adding an additional 20% to the chance of failure when rolling criticals on the cloaking device.

2.4.3 Cloaked Units and Minefields

Minefields can be the bane of cloaked ships and fighters. The cloaking device can act to fool most types of active scanners, but a collision with an errant mine can mean disaster. When cloaked, a unit is affected normally by proximity mines but not captor and DEW mines, as they rely on active sensor data to acquire targets. Captor and DEW mines CAN attack a cloaked unit that accidentally enters the minefield and is successfully 'hit' by a proximity mines. This acts to 'light up' the cloaked ship or fighter and make it possible for captor or DEW mines to target them.

2.4.4 Cloaked Units vs. Advanced Sensors

Cloaking devices are able to disguise units against the sensors used by ships using normal sensors, but they are fairly poor at hiding from the all-seeing-eye of Advanced Sensors.

Ships with Advanced Sensors gain a +5 bonus to any Cloak Detection performed.

2.4.5 Phasing Cloak

Some ships, notably several advanced Federation prototypes, are equipped with cloaks that allow them not only limited invisibility but also confer the ability to move through solid matter. Known as 'phasing cloaks', this type of cloaking device is functionally identical in most ways to a standard cloaking device.

The most significant change in the rules is that a unit that is cloaked using a phasing cloak can pass through an enormous unit, asteroid, moon, planet, or other solid object without risk of damage. If for some reason the unit is forced to decloak while within a solid object it is instantly destroyed. If the solid object was another unit then the unit will take the effects of a 100% success ramming attack on one random section.

When a phasing cloak is engaged no enemy weapons other than those that cause subspace damage (such as isolytic weapons) can harm the cloaked ship. However a ship that is phase cloaked cannot fire their own weapons under any circumstances.

Finally, ships with phase cloaks consider their EW levels to be 25% higher than normal for purposes of their cloaking signature (round up). This represents the inability for normal sensors to detect a ship that is out of phase with reality.

2.4.6 Firing While Cloaked

Some advanced ships are able to fire while cloaked by some engineering marvel. The major obstacle to firing while cloaked has traditionally been the massive amount of power the cloaking device requires to provide its invisibility benefit. Ships that can fire while cloaked will be noted as such in the Special Notes box on their ship control sheet.

2.4.7 Enhanced Cloaking Device

The Romulans have long tampered with creating a cloaking device efficient enough to allow the ship to power both weapons and shields while the cloaking device is still active. Such an advancement was often seen a an elusive pipe dream by the mainstream military leadership.

Eventually the Romulans were able to make the breakthrough necessary to make the pipe dream a reality. The drives remained a complete secret to all of the Romulans adversaries until the prototype model made its debut onboard the Reman Scimitar Warbird, which served as Praetor Shinzon's flagship.

Unfortunately for the Romulans this prototype was destroyed by Federation and Romulan interlopers and much of the functional data on the system lost.

Any unit equipped with an enhanced cloaking device may use EW, but the ship cannot use its EW to perform ELINT functions. Weapons recharge and fire weapons as if the ship were not cloaked. Shielding also continues to function normally while the ship is cloaked, absorbing damage and regenerating as if the ship were actually uncloaked.

The unit's position will be betrayed each time that the ship fires any of its weapons. The ship will remain cloaked but enemy ships are allowed to fire on the ship, but suffer both double range penalties and a firing penalty equal to the amount of cloak detection EW that would have been required to detect the ship.

2.4.8 Cloaking Device, ELINT Operations, and Ship Identification

Cloaking forces a ship to forego the normal use of EW and prevents the vessel from performing any ELINT functions. However ELINT operations can have other affects on cloaked units.

Based on submissions by Adam Baird.

2.4.8.1 Ship Identification

While cloaked, units are forced to rely on their passive sensors only for detecting and identify enemy units.

Non-ELINT cloaked ships may voluntarily lower their cloaking signature by 1 to provide a +2 bonus for purposes of ship identification. ELINT vessels are more efficient in this regard, gaining a +3 bonus per signature reduction. A ship's cloaking signature cannot be reduced below zero. However ELINT ships lose their normal +3 bonus to ship identification rolls when cloaked.

In campaigns or strategic movement situations a cloaked ship will always be able to identify enemy units at their same location.

2.4.8.2 Blanket Protection

The blanket jamming protection provided by fleet scouts is effective in affecting enemy sensors, but it can also have adverse effects on cloaking devices. The interference can confuse cloaking devices, causing gaps or errors in the unit's cloaking shield.

If a cloaked unit is within the blanket protection range of either a friendly or enemy scout generating blanket protection, its cloaking signature will be reduced by a value equal to the amount of blanket protection being generated. The cloaking signature cannot be reduced below zero. If several ships in the same area are generating blanket defense, only the best defense level will be applied as a negative penalty to the unit's cloaking signature.

Example: A Romulan D'deridex Warbird with a cloaking signature of 3 is cloaked and accompanying the rest of its fleet into battle. A D'renet Scout is generating 2 points of blanket protection to the fleet and is within range of the cloaked D'deridex. Another D'renet, also within range of the D'deridex, accompanies the fleet and is providing another point of blanket protection.

The first D'renet's blanket protection of 2 is higher than the 1 generated by the other scout so is the best blanket defense level in range. This is subtracted from the D'deridex's cloaking signature, dropping the signature from a 3 to a 1.

2.4.9 Cloaking and Sustained Fire

Weapons that fire in sustained mode have several advantages against ships that can cloak. The tracking nature of the sustained fire makes it possible for the weapon to continue to strike the target even after it has cloaked.

If a unit that has been hit by a sustained weapon cloaks and the cloaked unit remains in the weapon's firing arc, there is a chance that the sustained weapon will still be able to strike the unit, despite the fact that it is cloaked. In any case the second turn of sustained fire is not automatic, but must re-roll to hit as follows. Take the defense signature of the cloaked unit, subtracting its cloaking signature, and then add the applicable fire control rating of the sustained weapon. The result is the to-hit value that the sustained weapon must roll against in order to determine whether the second turn of sustained fire strikes the target. As the target is cloaked, defensive fire will not normally be possible (see 2.4.7 Enhanced Cloaking Device).

In most cases sustained weapons that fire for a longer sustained cycle (more than two turns) will be unable to hit a cloaked unit after the second turn of sustained fire. This is due to the fact that it becomes too difficult to anticipate or continue to track the target's direction and speed of movement. The exception to this is if the target decloaks at the end of the second turn. In this case the additional turns of sustained fire will automatically hit the target until it cloaks again, at which point it should be treated as described in the above paragraph.

In general, units capable of cloaking should not do so if a sustained weapon is firing upon them. Sometimes cloaking will allow the unit to elude what would otherwise be an automatic hit, but it is definitely a gamble that could cause more harm than good for the cloaking vessel.

2.5 Transporters

Almost all ships in the Star Trek universe utilize matter-to-energy transferal devices known as transporters. Transporters allow ships to transfer cargo and personnel between locations at a faster rate than shuttles can.

Transporter technology does have its limitations, however. Transporters cannot be used if the source or target ship has active shielding of any type. This includes gravitic or EM shielding as well as deflector shields. Exceptions to this rule do exist, such as in the case of Dominion Enhanced Transporters and Expert Transporter Chiefs.

Transporters are not actually represented on any ship control sheets but are instead part of the ship's structure. Each transporter-equipped unit will generate a number of *transporter points* equal to the number of structure blocks currently present on the ship. Transporter points are an approximation of a unit's transporter infrastructure, representing how many transport operations it can perform in a single turn.

Each transport point can be used to transport (beaming in or beaming out) one marine contingent, cargo unit, or special officer per turn. In the case of special officers, the officer must have spent the prior turn moving from his/her normal duty position (C&C, engine, weapon, etc.) to the transporter. Otherwise the special officer will require the use of two transporter points to transfer (due to the remote beam out).

The maximum range for transporters is 25 hexes.

If two friendly ships both equipped with transporters beam equipment or personnel between themselves they can do so at double the normal rate.

All transporter actions take place during the Recovery Segment of the turn sequence and will be successful as long as all of the above criteria are met.

To determine the number of marine contingents available per ship for use in boarding actions, please refer to the rules for marines and breaching pods in the Babylon 5 Wars Rules Compendium.

Example: The Galaxy-class U.S.S. Enterprise *NCC-1701-D has five structure blocks, therefore the ship has a total of five transporter points to spend each turn.*

If the Enterprise *were to lose both its forward and starboard sections, it would be left with only three existing structure blocks. The Enterprise's transporter point total would likewise be reduced to three.*

All Star Trek ships are considered to have transporters available. In the cases where ships do not have transporter systems it will be explicitly stated in the Special Notes box of the unit.

2.5.1 Enhanced Transporters

The Dominion use powerful transporters unlike those used by the Alpha Quadrant powers. Their advanced form of transporters allows Jem'Hadar marine contingents to beam through shielding without problem, negating the primary disadvantage of the transport system. In addition, Enhanced Transpoters extend

transporter range to 30 hexes rather than the standard 25 hexes.

2.5.2 Combat Transporters

Some assault ships are equipped with combat transporters to facilitate faster transfer of marine contingents to disabled enemy vessels or ground sites. A ship equipped with combat transporters will be so noted in the special notes box of their ship control sheet. The bonus indicated on the ship control sheet represents the additional transporter points available to the ship for marine beaming ONLY. These extra transporter points cannot be used to move cargo or other personnel and are restricted to solely beaming marine contingents to or from a valid target.

Example: A Klingon Na Ra'den Heavy Assault Ship is a heavy combat vessel with three structure blocks. The vessel is also equipped with Combat Transporters (+1). For purposes of transporting marine contingents, the Na Ra'den's standard transporters can transport 3 marine contingents and its Combat Transporters can transport another 1, for a total transport capacity of 4 marine contingents per turn.

2.5.3 Fighters/Shuttles and Transporters

Most fighters and shuttles are equipped with simple transporter systems that are used to beam its crew either to a planetary surface (if performing a system survey) or to a safe location if their craft is in danger of destruction.

All fighters and shuttles generate one transporter point per turn. For shuttles and super-heavy fighters this point can be used as normal, beaming personnel and cargo between sites. However, in the case of fighters, the use of a transporter means the pilot is abandoning their craft, and the ship will be considered dropped out after beam out. The same is the case if a super-heavy fighter or shuttle beams one crew unit to a remote location.

Exceptions to this rule do exist. In campaigns or special scenarios it may be possible for fighter/shuttle crews to beam one specific individual or individuals to or from the craft. This can only be done if more than one crewmember is available onboard the fighter/shuttle. In any case, if this is possible it will be stipulated in the scenario rules.

Finally, the transporter range of fighters/shuttles is limited to 10 hexes, a limitation imposed by the less powerful transporter systems installed on the small craft.

GM Note: If running a campaign, especially a role-playing campaign, GM's may wish to be more detailed on the use of transporter operations. Each of the series has made widespread use of shuttlecraft of different sizes, and it is up to the GM as to what the players can and can't get away with in way of the transporter system.

2.5.4 Transporter Bombs

It was not long after the development of the first transporter systems that military strategists inevitably attempted to turn it into a weapon. One of the most popular methods of converting this utilitarian piece of equipment into a weapon of war was by way of transporter bombs.

Transporter bombs, or "t-bombs," are highly volatile antimatter explosives designed to cause an explosive energy release whose shockwave can cause incredible damage to nearby vessels.

Transporter bombs are Proximity (Antimatter) class weapons that score damage in Flash mode. They are targeted on a hex, not a unit, and will always 'hit' the hex that is targeted (there is no chance for fizzle or scatter). A single to-hit roll is made to determine the amount of damage scored against each of the units in the target hex. Roll a d20; the base to-hit against the hex is 20, and the transporter bomb will score 5X damage, where X is the amount rolled below 20. The maximum X that can result is 19, so any given transporter bomb can do anywhere from 0 damage to 95 damage against all targets in the hex.

It takes one transporter point to deliver a transporter bomb. The ship deploying a transporter bomb must also necessarily lower its shields in order for the transport to be completed. This includes ships equipped with Enhanced Transporters.

When deploying a transporter bomb to the target hex there is a chance that the bomb will detonate prematurely, exploding within the transporting ship. At the time of transport roll d20, adding +1 for each damaged section on the ship (+3 for a medium ship or light combat vessel) and +2 for each destroyed section. In this case a damaged section is considered any section whose structure block has taken even a single point of damage. On a roll of '20' or greater the transporter bomb has exploded, and damage is scored upon the transporting ship,

not the hex as per the normal rules. The resultant transporter bomb explosion will strike a randomly determined section of the transporting ship (primary is a valid section) and score damage as per the normal rules for the weapon.

Transporter bombs proved too dangerous for casual use and are usually only used in times of great desperation.

No ship comes with transporter bombs as standard equipment. They must be purchased separately, at a cost of 18 combat points each.

2.6 Time Ships & Advanced Temporal Weaponry

The Federation has encountered several ships from their future. These time ships are highly advanced starships designed for policing the time stream and maintaining the continuity of the timeline.

Contact with these ships has been rare, but there has been several noted exceptions in the past (or is it the future?).

This section details all of the rules required to play with the time ships presented. Many of the weapon and other systems that would normally be detailed in other sections are instead located with the rest of the time ship rules for ease of reference.

The majority of the time ship units, rules, systems, and weapons were developed by Epyon35314910824@aol.com.

2.6.1 Temporal Distortion Drive

Often times referred to simply as a 'temporal drive', the Temporal Distortion Drive is what makes routine time travel and instantaneous travel possible for the advanced Federation time ships. Temporal Distortion Drives both acts as a vortex generator as well as the ship's primary source of power, replacing the ship's reactor.

One of the special abilities conferred by the use of Temporal Drives is the ability to jump ahead in time or escape a battle entirely. In order to do this the ship must form a 'temporal vortex' and successfully traverse it. Temporal vortices are opened and function exactly like Babylon 5 jump points and use the same rules. The only modification to the normal jump engine rules regarding Temporal Drive-equipped ships is that the ship may select its own position, phasing, and speed upon re-entering the battle through a temporal vortex (jumping into battle).

Ships with a Temporal Distortion Drive have a separate delay separate from their standard warp delay. This temporal delay is equal to the ship's unmodified warp delay. A ship must meet its temporal delay before it may form another temporal vortex.

In campaigns GM's may wish to allow ships to send ships ahead into the future, stipulating exact time and location for the ship to reappear. If a campaign is going to involve time travel, however, the GM should go to great pains to make sure that rules are put in place to allow for the serendipitous arrival of a ship or ships from the *future* arriving in the past as a special event.

Temporal Distortion Drives suffer special criticals, as illustrated below:

1-10: No Critical
11-14: Minor Power Loss: -2 power
15-18: Moderate Power Loss: -4 power. +1 to temporal delay
19-26: Major Power Loss: -8 power. +2 to temporal delay
27+: Containment Breach: -10 power loss. The ship is no longer able to form temporal vortexes. There is a percentage chance each turn equal to the number of damage drive boxes of a temporal explosion.

2.6.1.1 Temporal Explosion

If a temporal explosion occurs, the Temporal Distortion Drive will explode, destroying the ship, and creating an unstable temporal anomaly. The anomaly is centered in and contains the unit's initial hex, with a diameter as follows: LCV/MCV: 1 hex; HCV/Capital Ship: 2 hexes; Enormous: 3 hexes. This entire region is affected by the temporal anomaly. Any units entering the temporal anomaly, or that occupied the space where the anomaly has just formed, that are either not equipped with a functional Temporal Distortion Drive, non-Ancient, or do not have Temporal Shielding will be automatically destroyed. The temporal anomaly will persist for 1d10 turns after forming, at which point it will collapse during the Vortex Activation/Closure point of the Turn Sequence.

2.6.1.2 Temporal Phasing

Units equipped with Temporal Distortion Drives can phase themselves so that they are outside of the time stream, thus effectively removing themselves from reality. While a unit is temporally phased it cannot be damaged, but

neither can it damage units that are still a part of the time stream. Temporal shields and deflector shields (even advanced deflector shields) do not function while temporally phased.

A ship may temporally phase so long as they have an undamaged Temporal Distortion Drive. Use the rules for Shadow Phasing Drive half-phasing for entering and exiting a temporally phased state. The mechanics are the same, though the destinations during temporal phasing and half-phasing are quite different.

2.6.3 Hyper Impulse Drives

Hyper Impulse Drives are functionally the same as standard Impulse Drives (2.1 Impulse Drive Systems) with the exception that they ignore the critical scored against them. This is in addition to the Gravitic Drive System bonus.

2.6.4 Temporal Shielding

An incredible innovation, temporal shielding is the ultimate iteration of deflector shield technology. Unlike standard deflector shields, temporal shields are much more capable of protecting the ship from weapons damage. The shields act to pervert reality for the units and its occupants, literally forcing incoming particles and weapons fire to cease to exist in the timeline.

Temporal shields ignore half the damage scored against them (round all fractions up). In the case of Ancients, temporal shields simply negate the double-damage vs. shields affect of Ancient weapons.

2.6.5 Advanced Deflector Shields

Federation time ships operate a more advanced deflector shield unit to compliment their temporal shielding. Advanced deflector shields are able to provide 2 points of shield regeneration for every 1 point of power applied.

2.6.6 Mono Reflective Plating

Advanced Federation ships make use of Mono Reflective Plating, a special armor type that can act to passively cloak the ship from the view of its research specimen. Ships equipped with Mono Reflective Plating may cloak and decloak at the appropriate points in the turn sequence (as noted in 2.4 Cloaking Device). While cloaked the ship must adhere to all the conditions of being a cloaked ship.

Mono Reflective Plating is also exceptionally good at concealing the cloaking vessel, conferring a bonus to the cloaking signature above and beyond that normally generated by the ship's sensors. This bonus is noted in the special notes box of the unit.

One of the advantages of Mono Reflective Plating over archaic cloaking devices is the distributed nature of the stealth system. A ship with Mono Reflective Plating can never lose the ability to cloak.

2.6.7 Temporal Transporters

Temporal transporters function as normal transporters with the distinction that they have unlimited range and can ignore any enemy shielding other than temporal shielding. Due to their range, temporal transporters are capable of transporting objects to any unit in a scenario, no matter the ranges involved.

2.6.8 Hyper Advanced Photon Torpedo

The ultimate iteration in the Federation's pursuit of a fast-firing photon torpedo weapon, the Hyper Advanced Photon Torpedo is one of the most destructive ballistic weapons ever developed. A fast rate of fire and high-energy output makes this weapon utterly devastating to lower-technology races.

2.6.9 Subatomic Disruptors

The Federation eventually ran out of practical ways to extend the capabilities of phasers and was forced to develop a different family of beam weapons. The subatomic disruptors are the ultimate in iteration of disruptor technology. All such weapons fire in Piercing mode, with devastating results on the target. Advances in subatomic theories as well as temporal manipulations helped to make subatomic disruptors a reality.

2.6.10 Temporal Incursion Cannon

The Temporal Incursion Cannon is a unique weapon developed by the Krenim in some timelines. The Temporal Incursion Cannon acts to totally erase the weapon's target from the timeline. The resultant temporal shockwave permanently alters the timeline.

When the Temporal Incursion Cannon is fired on a unit it will continue to attack the unit for as long as it is within arc of the weapon. Each turn that this criteria is met, the Krenim player will roll a d6, adding +1 for every previous

failed roll; on a roll of '6' or better, the Temporal Incursion Cannon will have successfully removed the target from the timeline. If the weapon misses it will simply attempt to attack the target again on the next turn, as long as it is still within arc.

If the target should move out of the Incursion Cannon's arc the weapon will shutdown and begin its recharge cycle.

If the target is erased from the timeline, a temporal shockwave will occur. This shockwave will strike at the end of the turn that the target was erased from the timeline. Every non-fighter/shuttle unit in the scenario must make a d6 roll on the following chart for the result:

1 or lower: Unit elevated: Replace the unit with a random vessel of a higher combat point value than the current unit. Apply all pre-existing damage to like systems/structure blocks and set shields at current absorption capacity totals. If no unit is available, erase an amount of damage equal to 1d10 x remaining number of sections. –1 to all future rolls.
2-4: Unit unaffected: No Effect.
5: Unit diminished: Replace the unit with a random vessel of a lower combat point value than the current unit. If no unit is available, score an additional 2d10 damage to each section (ignoring armor).
6 or greater: Unit erased from the timeline: Immediately remove the unit from play. +1 to all future rolls (cumulative).

All fighters/shuttles are destroyed when their carrier is erased from the timeline. Ships with active temporal shielding are immune to the effects of the temporal shockwave.

Player Note: *If the Krenim Timeship or any other unit operating a Temporal Incursion Device is present in a scenario, all players should produce a small list of ships of both stronger and weaker ships, preferably from different time peroids, in order to be ready when a temporal shockwave occurs.*

It is also important to stress that there could be additional scenario effects depending on the object being erased from the timeline. For example, if the Krenim Timeship were fighting in a Battle for Earth scenario and erased Earth, the temporal shockwave would automatically eliminate all Federation starships in the battle.

GM's should use extreme caution when allowing such weapons into their campaigns due to the far-reaching effects that they can have on the campaign environment. Such effects are usually inversely related to the fun value of the campaign (the more time incursions the less fun the game is for everyone involved).

2.7 Racial Modifiers

2.7.1 Marine Bonuses/Penalties

Each of the races depicted in Star Trek has their own strengths and weaknesses in ground or hand-to-hand combat. Refer to the list below for modifiers by race/faction:

Klingons: -1 if the attackers are Klingon, +1 if defenders are Klingon

Jem'Hadar: -1 if attackers are Jem'Hadar, +1 if defenders are Jem'Hadar

Borg: -2 if attackers are Borg, +2 if defenders are Borg

Remans: -1 if attackers

Based partially on a submission by William Murdick.

2.7.2 The Dominion and Ramming

The Jem'Hadar forces employed as the soldiers of the Dominion are totally fanatical, bred to fight and die for the Founders. Their battle philosophy stresses that every Jem'Hadar is dead until they earn back their life through battle. With nothing to lose, the Jem'Hadar often fall back on suicide tactics to earn their forces victory in battle.

Dominion units are allowed to ram in any scenario (unless explicitly overridden by the scenario setup) so long as the unit meets one or more of the following criteria:

- The unit has lost half or more of its weapon systems (rounded up).
- The unit has lost three sections (if capital ship/enormous unit), one section (if HCV), or suffered 50% damage to structure (if medium ship/LCV/fighter/shuttle).
- The unit's shields have completely failed due to the destruction of all deflector shields or shield generator(s).
- A Founder is present in the scenario.

The ships of other races are still denied the choice of ramming unless the scenario stipulates otherwise.

2.8 Remodulating Weapons

When fighting races with adaptive armor—such as the Borg—it may be necessary to remodulate the ship's weapons in order to attempt to bypass the target's adaptive armor segment.

During the Ship Power Segment a player may declare that a unit is remodulating its beam weapons. Ballistic weapons, such as missiles and torpedoes, cannot be remodulated. During the turn that remodulation is taking place the unit cannot fire any of its non-ballistic weaponry. Additionally, the turn delay of all non-ballistic weapons is increased by one. All weapons will continue to recharge normally during the turn that the unit begins the remodulating process. All weapons are considered remodulated on the following turn.

Once remodulated, any non-ballistic weapons fired on a unit protected by adaptive armor has the potential of ignoring the adaptive armor segment. Roll d6; on a roll of '5' or '6', the remodulation of the ship's weapons was successful and adaptive armor will be ignored on the current turn. On subsequent turns the player must continue to roll d6, and on a roll of '6' the ship's weapons will continue to ignore adaptive armor.

Should the remodulated weapons fail their checking roll it means that the enemy's adaptive armor has adapted and the remodulation procedure has failed.

2.9 Hangars

2.9.1 Converting Hangar Boxes

In addition to the normal assault shuttle for medium fighter conversion outlined in the Rules Compendium other hangar conversions are available to Star Trek races.

2.9.1.1 Federation Hangars

Federation hangars are abnormally large compared to those in use by other races. The Federation has adapted such spacious hangar bays to better facilitate hangar operations and aid in the maintenance of their vessels' array of shuttlecraft.

The Federation is allowed to convert these hangar bays to base vessels of larger sizes. Players can convert hangar boxes to heavy fighter capable bays for the cost of 10 combat points each. Players can for 20 combat points convert four contiguous hangar boxes to base a single super heavy fighter (such as the Danube Runabout).

2.9.1.2 Hangars of Other Races

Non-Federation players can convert their empty hangar boxes to hold larger craft, though less efficiently.

For 10 combat points two hangar boxes can be converted to base a single heavy fighter. For 30 combat points six contiguous hangar boxes can be converted to base a single super heavy fighter.

2.9.1.3 Launching Super Heavy Fighters from Hangars

Super heavy fighters that are based out of a hangar require one launch/land point to either launch or land from a hangar.

2.9.2 Dominion LCV Basing

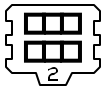
The Dominion are allowed to base light combat vessels (LCV's) internally on any ship that is a Capital Ship or larger. In this case it is handled exactly as a super-heavy fighter based in a hangar, taking four hangar boxes per LCV and requiring one launch/land point to enter or exit the hangar.

2.9.3 Resolving Damage to Multi-Box Hangar Units

Units that take up more than one hangar box to base them upon a ship take damage differently than normal fighters or shuttles. Normally the destruction of a box would instantly destroy the fighter/shuttle. In the case of those units that occupy multiple hangar boxes per unit, the destruction of one of these hangar boxes will score 10 points of damage ignoring armor and shields against the unit.

2.10 Special Defensive Systems

2.10.1 Polarized Hull Plating



Ships of the 22nd Century made use of polarized hull plating before the widespread adoption of the more familiar deflector shielding technology. Rather than projecting an energy field in a spherical region away from the ship's hull, polarized hull plating binds an

electromagnetic field to the ship's hull that acts to harden the ship's natural armoring abilities.

Ships equipped with polarized hull plating for defense will have polarized hull plating generators, commonly called polarized hull plating units or systems, located in each of the ship's sections. These units serve as juncture points for the ship's polarized hull plating network. Usually a ship will have more than one system available in a section, with one being active and the other serving as a backup unit in case the primary unit is knocked offline. Polarized hull plating units take a small amount of power to maintain operations, representing the power flow necessary to maintain the cohesion of the polarization matrix.

An active polarized hull plating generator will add its current rating to the armor values of all systems in it's ship section (forward, port, starboard, aft, or primary), including the polarized hull plating generator. For enormous units and capital ships this is fairly self-explanatory. However, in the situation of medium ships where structure is part of both forward, aft, and primary blocks, a ship will only benefit from any polarized hull plating through the arc which the enemy unit is firing.

The rating of a polarized hull plating system can be increased through the application of power in the same way that sensors can improve their EW output. To increase a polarized hull plating system by one point would require a payment of power equal to the new hull plating shield factor. *Example: a 1 point polarized hull system would require a total of 2 power to increase to a strength of 2, a total of 5 power to increase to a shield factor of 3 (2+3), and a total of 9 power to increase to a shield factor of 4 (2+3+4).*

Polarized hull plating systems are non-cumulative and the player should use the highest generator rating of those available. Multiple polarized hull plating generators are often installed on ships to provide redundancy in case of damage to the ship.

Polarized hull plating systems are not subject to criticals, but their effectiveness can be decreased as a result of damage. As each damage track in a polarized hull plating system is destroyed, the system's rating will decrease by 1.

As with EM shields, if a burst beam or other energy draining weapon strikes a ship protected by an active polarized hull plating system, the weapon will not roll to hit but will instead inflict its energy draining effects upon the active polarized hull plating system. Unlike EM shields, further energy draining weapon hits on the ship score damage normally -- they are not all absorbed by the polarized hull plating as they are with EM shields!

The Federation and other major powers eventually stopped using polarized hull plating because of its limitations compared to deflector technologies. Some transitional units attempted to use both deflector shields and polarized hull plating, but, while a potent combination, such ships suffered crippling power problems. With too much space reserved for defensive systems, too, these ships could operate very few weapons.

2.10.2 Energy Dampener

During the Romulan War the Andorian government was forced to reactivate large portions of their mothballed war fleets to help stave off the Romulan advance. These old Andorian warships were not built with future advances in mind and as such could not be upgraded to deflector shield technologies. Instead, the Andorians developed a revolutionary new defense technology—the energy dampener—that could serve as a stop gap solution to the problem.

In game terms, the energy dampener functions like a shadow energy diffuser, absorbing damage directed at their ship section into one of several energy ‘tendrils’. In fact the energy dampener uses the same icon as the energy diffuser in order to illustrate this similarity.

The one major difference between the energy dampener and the energy diffuser is that the energy stored in the energy dampener is highly volatile and is released upon the destruction of the energy dampener. When an energy dampener is destroyed, total the amount of damage stored in the dampener’s ‘tendrils’ and then apply it as a standard mode volley to the dampener’s section.

It was the volatility of the energy dampener that limited its usefulness. After the end of the Romulan War the Andorians opted not to expend further resources to develop energy dampener technology.

2.11 Multi Vector Assault Mode

2.11.1 Performing the Maneuver

To separate, a ship must declare the intent to do so during the Power Stegment step of the turn. At that point the ship may not use power for any purpose (purchasing EW, reinforcing shields, etc.), may not fire any weapons (though weapons continue to charge at their normal rate), and may not maneuver as the ship must maintain its current heading in order to successfully separate. At the end of the turn the ship sections are considered to have successfully separated, but on the next turn they will suffer a -7 initiative bonus as if they were fighters which had launched on the previous turn.

When recombining, all elements of the ship must match their speed and direction on the turn prior. The intent to recombine is declared during the Power Segment step and all of the conditions that are required to successfully separate are required in order to recombine. On the following turn the recombined ship is at a -7 initiative penalty.

2.11.2 Damage to Systems

When separating a ship, apply any damage to exposed weaponry, thruster, or other such general systems on a one-to-one basis. These systems are completely analagous to those on the separated version of the ship.

For primary systems such as sensors, reactor, engines, tractor beams, C&C, shield generators, and hangars score a point of damage to the matching separated ship's system of the same time for every two points of damage scored on the unified unit's system (rounded up).

When recombining separate sections of a ship perform the above in reverse order. Any new damage to general systems is transferred over with systems being damaged or destroyed as normal. Those weapons which are not exposed during unified operations (designated by a weapons number followed by '(X)') do not transfer damage but remain damaged for the rest of the scenario.

Other systems transfer one point of damage to the unified ship per two points of damage taken in separated mode.

2.11.3 Structure Damage

Structure damage is applied on a one-to-one basis when figuring the amount of structure damage taken. In the case of initial separation, take the amount structure damage and divide it by the number of separated units; then apply each damage segment equally between all structure blocks on both ships.

In the case of reunification of separated ships, add the amount of structure damage taken across all separated entities and divide it evenly between the structure blocks of the unified ship.

2.11.4 Criticals

In the case of criticals which have lasting, permanent effects in a scenario (reactor criticals, engine criticals, etc.), separated ships DO NOT all suffer from the critical of the original unified ship. Instead, the player selects a single vessel that separated from the original unified unit to bear the burden of the critical.

When ships reform, all criticals are pooled into the new unified vessel and cumulatively affect the newly reformed unit.

2.11.5 Deflectors

Damage to deflector shield damage is handled differently for purposes of transferring damage. When separating ships, apply damage to deflector shields in the following manner:

For every two points of damage suffered on the main deflector shield, score one point onto the target deflector shield. Any destroyed deflector shield destroys other analagous deflector shields on separated sections. As with other specific criticals, choose specific separated unit's deflector shield to incur the effects of any criticals taken.

When a ship reforms itself, score one point of damage per three damaged boxes to analogous deflector shields on the unified vessel. For each critical taken onto individual deflector shields score an additional point of damage.

2.11.6 Shield Projections

To determine how much shield power a ship has when separating or recombining, add up the remaining absorption ratings in all of your shield projections and divide by the maximum values for those projections. This represents the percentage of shields remaining.

A single ship performing a separation process would find its percentage of shields remaining and then multiply that towards the values of all shield projections of its separated units (rounded down) to see how much capacity is left in each shield projection. So if you had 78% of your shields remaining when separating,

and your new form as four 30 point shield projections, each shield projection would be at 23 points of absorption capacity.

When unifying several separate ships back into a single unit the same is done on a unit by unit basis for the combining vessels and then averaged (rounding down). Example: A Prometheus' three sections have 32%, 50%, and 90% of their shields remaining respectively. This averages to be 57% for the percentage of shields remaining, which would give the reunified vessel four shield projections with 28 point absorption capacity.

Designer Notes: *I have avoided the Galaxy's saucer separation for a long time, but I was forced to deal with it in regards to the Prometheus whose one true reason in life is to do the stupid multi-vector assault mode separation. As with the cloaking rules, the multi-vector assault mode is really not going to be more than a one time occurrence, and I doubt any ship will end up doing too much damage exchanging during a game, or ever reform a ship for that matter.*

2.12 Theta Radiation Cloud

Ships that transport large amounts of antimatter waste products will experience abnormally high levels of theta radiation. Theta radiation is extremely volatile, dangerous, and deadly. Crews that operate around theta radiation without the proper protection will have their lives substantially shorted in the best case, or simply die from exposure.

If the special notes box of a unit notes a Theta Radiation Cloud it means the vessel's cargo holds are filled with theta radiation causing waste.

Once per turn a ship may release a cloud of theta radiation to help protect the ship. When the cloud is released the player must note which section of the ship released the cloud. The ships releasing the cloud will then gain a +3 DEW bonus again the to-hit rolls of all weapons that fire into that section on the turn.

The waste in the ship's cargo holds is very volatile and prone to explosion. If a cargo pod carrying antimatter waste is hit during a turn, roll a d10; on a roll of '10' the theta radiation within will combust, destroying the cargo pod and scoring a raking (10) volley equal to the number of boxes remaining in the pod. This is resolved on the facing side in the usual way. In most cases such a catastrophic explosion will destroy the ship.

2.13 Tholian Web

2.13.1 Web Spinners and the Tholian Web

Tholian webs are made up of persistent tractor beams which come from a special emitter, called a Web Spinner. Web Spinners may not emit a normal tractor beam, and vice versa, but they can be used to anchor the Web Spinner's ship to a willing ship and then used as a tractor beam, if necessary. In this mode, it costs three points of power regardless of the target, but the web-laying ship and the target ship must spend an entire turn in the same hex (or moving at the same speed and starting in the same hex) without maneuvering. After that, use the rules for tractor beams with regard to movement costs.

Any ship with a Web Spinner can lay or reinforce web hexes. It costs one (1) power per hex per level of web strength, limited by the rated maximum of the Web Spinner. A maximum of two ships can construct a single web, and to do so, they must spend one turn at speed zero in the same hex when starting the web. Web can only be laid in rings (all turns in the web can only be in one direction), or lines with anchors (Enormous Units or hex-filling asteroids) in which case the web has to follow the straightest lines between the two points. Two webs cannot be laid in adjacent hexes; if there is a web segment running from 2010-2012, you cannot lay a new web that would run through 2109-2112.

Web hexes are laid during the Movement Phase of the turn sequence as the Web Spinner-equipped vessel moves, but do not become active until the start of the following turn.

2.13.2 Firing Through Web Hexes

Tholian phasers (only Tholian-built phasers on Tholian-built and controlled ships) can fire through web hexes, but do so at double range penalties.

2.13.3 Hitting a Web Hex

Hitting a web hex instantly stops the ship (speed becomes zero [0] immediately). This sudden stop, and the force of the web itself,

damages the impacting ship. The ship will take a standard damage hit, ignoring armor, to primary equal to the strength of the web times the ship's speed times 2. This damage is then repeated as a second standard damage hit to the side that impacted the web. Again, armor is ignored. On the following turn the ship will also suffer from the initiative penalties caused by the reduction in their speed to zero.

Example: A Federation Excelsior Cruiser going speed 6 ahead impacts a strength 2 web hex. The Excelsior's speed immediately drops to 0 and the ship takes two standard damage hits, one to primary and one to the impacting section, which is its forward section. The standard damage done in this case is 6 (ship's speed) x 2 (web hex strength) x 2 (base web damage multiplier) for a total damage of 24 to each of the two sections suffering damage from the web hex impact.

2.13.4 Avoiding Web Hexes

A ship can "avoid" damage from a web hex by making one hex of the web "transparent" for the ship by discharging it's warp engines, so long as the warp engine's warp delay is at least 50% satisfied (rounding up). This does not actually affect the web in any way; rather, it affects the ship doing the discharging, allowing it to pass through the web.

Likewise, small craft such as fighters and shuttles can use their own warp engines to discharge a section of the web to allow passage. Those fighters and shuttles that are not equipped with warp engines may still attempt to pass through a Tholian web hex, discharging their impulse engines instead to try and open a small enough hole for them to pass through. For every point of free thrust allocated against discharging the web, the damage to the fighter/shuttle is decreased by 1. Larger craft cannot take advantage of this ability however, as their impulse engines cannot provide enough power to open a large enough hole in the web.

Ships that are otherwise caught in a Tholian web and cannot exit due to loss of warp engines or other reasons are considered captured by the Tholians at the end of the scenario.

2.13.5 Constricting Web

Constricting web costs three times as much to lay as normal web. It must be laid in hexes surrounding a ship or ships as a web ring (see 2.13.1 Web Spinners and the Tholian Web). On the turn after it is completed and every turn thereafter, each web hex of the constricting web will move one hex closer to the epicenter of the web ring at the shortest path possible during the point in the turn sequence when movement-based weapons fire. Vessels within the constricting web take damage equal to 20% of their ramming factor (rounded up) every turn to each section, including primary, ignoring armor. Additionally, if a ship is in a web hex that constricts during the turn it will suffer additional damage as if it had moved into the web hex. If a unit is in a web hex when it contracts, leaving the ship "outside" of the constricting web, the ship is destroyed.

The only escape from a completed constricting web is through the discharge of the ship's warp engines with their full delay met (unlike normal web, where only half of the warp delay need be met). Because of this, any ship that is caught in a constricting web is likely to be destroyed.

2.13.6 Destroying Tholian Web

It is possible for a ship to take an aggressive approach to Tholian webs, attempting to destroy the webbing to escape. Each web hex is considered to have a structure amount equal to the web hex strength times 50, with 10 armor. The base to-hit against web hex is a 20.

Once all of the web hex's structure is gone the hex is considered dissipated and units may move through the hex unhindered. It is important to note that this approach to clearing Tholian webs is oftentimes a fools errand and entirely impractical.

The Tholian Web rules are based on suggestions by Kevin Nault and Dave Pullen.

4.0 Weapons & Other Technologies

4.1 Laser Weapons

4.1.1 Laser Cannons

The Federation used common laser weaponry until transitioning to the more versatile phaser family of weapons in 2250. Starfleet used primariy light laser cannons and medium laser cannons on their ships, though other varieties were in rarer use in the fleet.

Phasers are typically replaced with lasers on a 1.5:1, phaser-to-laser basis. For example, you could combine a medium phaser and light phaser or two medium phasers to house a single medium laser. Two light phasers or one medium phaser could be replaced by a light laser. The firepower increase on Federation hulls coupled with the added versatility of the phaser was one major reason for shifting from laser weaponry to phasers in the 23rd Century.

4.2 Phaser Weapons

4.2.1 Phasers

Phasers are one of the most common types of weapons in use by most of the races. Initially developed by the United Federation of Planets as an advancement over the laser weapons previously in service and in part to counter Klingon imperial weapons advancements in the disruptor field. All phasers tend to be very versatile, an element that the Federation and Starfleet found most enjoyable after decades of using laser cannons. Most phasers can fire for an accelerated rate of fire (though for less damage), and most are designed for sustained fire.

Phaser Banks

Early phasers were mounted in 'phaser banks', largely due to the size and power requirements of the phaser devices. The use of banked phasers constricted the arc of fire compared to other contemporary forms of weaponry. Heavy and medium weapons are typically restricted to 120 degree arcs of fire and light weapons to 180 degrees when placed in banks. Some ships mount phaser bank weapons in wider arcs, but almost always at the loss of substantial amounts of armor.

Designer's Note: All phaser varieties are listed as "banks" on the weapons datacards despite the historical period in which they appear, and even if used in phaser arrays (4.2.2). This may change in future iterations, but all weapons of the different classes are functionally the same.

Phaser Arrays

The advent of phaser 'strips' or 'arrays' by the Federation was a major advancement in phaser technology, almost as major as the development of beginning phaser technology itself. Before phasers had been forced into tight, restrictive 'banks' that forced the ship to restrict the arc of fire of its phasers, lest they expose them and make them easier targets for the enemy. Phaser strips revolutionized overnight the way Starfleet built starships. Arrayed phasers allow heavy weapons to easily provide 180 degrees or more of weapons arc, while mediums and lights can just as easily procure 240 degree arcs of fire. This added targeting flexibility combined with the innate flexibility of phaser weapons make phaser arrays the ultimate iteration of phaser implementation and technology.

Point Defense Phaser

Class: Molecular
Modes: Standard
Primary Users: Federation, Civilian
Developed: 2241 (Federation); 2259 (Civilian)
Size Factor: 3

An early model phaser, the point defense phaser has not been seen in extensive use on military ships since the initial development of phaser technology during the transition from laser to phaser technology. Vulcans are heavy users of the point defense phaser, and many early phaser armed Federation vessels used the weapon as a point defense battery at range and to wear down enemy shields at extremely close ranges.

Into the late 2260s and beyond, the point defense phaser became almost solely used by civilian units and minor nations that could not afford anything better. By the 24th Century few if any entities continued to use the

point defense phaser as the light phaser proved more cost effective.

Light Phaser

Class: Molecular
Modes: Standard
Primary Users: Federation, Cardassian, Civilian
Developed: 2243 (Federation); 2305 (Cardassian); 2260 (Civilian)
Size Factor: 3

The light phaser was designed and implemented primarily as an auxiliary weapon system that could contend with light units and any ships that strayed into close range. Effective in many different applications, the light phaser was seen on most Federation vessels until the mid-24th Century, at which point the implementation of the phaser array allowed medium phasers to fill the niche the light phaser had previously held.

Intermediate Phaser

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2245
Size Factor: 4

A stepping-stone technology between the light and medium phasers, the window of time in which the intermediate phaser was used is very short. This precursor to the medium phaser was considered a milestone in weapons technology in its time and was quickly put into service. However, the medium phaser followed close on the heels of the intermediate phaser making it obsolete overnight. The medium phaser cost only took required slightly more space and cost roughly the same in construction in return for more damage and better firing computers.

Some intermediate phasers were still used on those ships that were too small to be equipped with medium phasers or as additional equipment on ships looking to expand their loadouts. In the 24th Century few if any warships operate the intermediate phaser, opting instead for the medium phaser.

Medium Phaser

Class: Molecular
Modes: Raking, Sustained
Primary Users: Federation
Developed: 2251
Size Factor: 5

The medium phaser is the definitive phaser weapon and the one most often identified with the phaser weapons family. The medium phaser was the primary beam weapon of the Federation fleet after its invention in the mid-23rd Century. Once it had completed its trials, the medium phaser entered general service, and most ships were refitted to take advantage of the weapon. Those ships that had been previously equipped with slow firing laser weapons found the phaser to be a welcome change of pace.

Heavy Phaser

Class: Molecular
Modes: Raking, Sustained
Primary Users: Federation
Developed: 2339
Size Factor: 8

After nearly a century in service, the medium phaser was finally relegated to a secondary weapon in Starfleet's armament with the introduction of the heavy phaser. An excellent weapon, the heavy phaser arrays implemented throughout the fleet allowed the newer hulls -- such as the Galaxy and Nebula classes -- unparalleled versatility in fleet combat and tactics, thus making them more than a match for any enemy fleet.

Mega Phaser

Class: Molecular
Modes: Sustained (3)
Primary Users: Federation
Developed: (Unknown)
Size Factor: 14

A conjectural weapon which appeared in the alternative timeline created by Q and installed on the Enterprise-D Dreadnought, the mega phaser cannon is an automatically sustaining phaser of enormous destructive power. This weapon is able to easily slice through enemy cruisers with ease. It is unknown whether this weapon will be developed in the current timeline.

Dual Phaser

Class: Molecular
Modes: Raking, Sustained
Primary Users: Federation
Developed: 2350
Size Factor: 12

The dual phaser is a modern improvement upon the medium phaser technology employed on large Federation

bases. Created by combining two medium phasers into a single phaser array, the dual phaser is an enormous weapon which has nearly the same damage potential as a heavy phaser while also benefiting from an incredibly fast rate of fire.

These weapons replaced the medium phaser banks on most major starbase installations during a wave of refits in the first half of the 24th Century. Only the largest bases can mount this monstrous weapon, and no ship to date has the power system or structural integrity to equip themselves with even a single one of these weapons.

Pulse Phaser Cannon

Class: Molecular
Modes: Pulse
Primary Users: Federation
Developed: 2368
Size Factor: 6

The pulse phaser cannon is a weapon system designed by the Federation following the Borg incursion of 2367. Unlike other phaser weapons previously employed by the Federation, the pulse phaser cannon fires discreet pulses rather than continuous beams. Also unlike phasers, pulse phaser cannons are mounted with a direct energy channel to the warp core, allowing them to have greater (and more reliable) power output compared to a medium phaser.

As the pulse phaser cannon was designed to combat the Borg, the weapon is able to remodulate with every pulse, making it hard for the Borg to effectively adapt to the weapon. As such, pulse phaser cannon fire ignores half of any ship's adaptive armor segment (rounding down). This includes Vorlon adaptive armor, which operates on a similar principle.

Sweeping Phaser

Class: Molecular
Modes: Standard
Primary Users: Orion
Developed: 2318
Size Factor: 3

The Orions developed a special version of the light phaser meant specifically for sweeping enemy minefields. This mission role was especially important to Orion warships which often operate as blockade runners and routinely encounter enemy minefields.

Phase Concentrator

Class: Molecular
Modes: Standard
Primary Users: Tholian
Developed: 2245
Size Factor: 5

The phase concentrator is a strictly Tholian offshoot of the phaser weapons family. Using their advanced tractor beam technologies, the Tholians were able to create a version of the medium phaser that could have its energy output focused and combined with that of other such weapons. This concentrator effect allowed for greater damage over greater ranges. The phase concentrator was born. Since that time the Tholians have used the phase concentrator as their primary anti-ship weapon.

The phase concentrator can be used to combine shots from up to four concentrators on a single ship. Each shot combined adds +2d10 damage to the total damage and increases the chances to hit by +2.

Ultralight Phaser Beam

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2241
Size Factor: 1 (Fighter)

The weakest phaser available for mounting on small craft. Developed solely for defensive purposes, it is too weak to be used effectively against any military target as it can barely scratch the surface of opposing shuttles, let alone warships. This weapon was design alongside the other prototype phaser weapon, the point defense phaser.

Light Phaser Beam

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2302
Size Factor: 2 (Fighter)

An advancement over the original ultralight phaser beam, the light phaser beam has marginally higher damage than its predecessor.

Phaser Beam

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2360
Size Factor: 2 (Fighter)

Another incremental step in phaser beam technology. The phaser beam's higher damage makes it have some utility against enemy units, but the weapon still remains a purely defensive mount on most shuttles and fighter on which it is mounted.

Paired Phaser Beam

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2364
Size Factor: 2 (Fighter)

Taking two phaser beam systems and coupling them into a single mount allowed the Federation to increase the damage output of the phaser beam, creating the paired phaser beam. Used heavily on Federation shuttles and the Peregrine fighter in the 2260's and thereafter, it was determined to be an excellent and effective light weapon.

Phaser Blaster

Class: Molecular
Modes: Standard
Primary Users: Bajoran
Developed: 2358
Size Factor: 2 (Fighter)

During the Bajoran occupation, many freedom fighters (or terrorists, depending on your world view) saw that there was a need for a small one or two man attack craft to use in their fight against their Cardassian oppressors. Through trades with black market sources operating on or near Bajor they managed to secure basic plans and production resources for the phaser beam. The Bajorans, however, did not believe that the phaser beam could do the damage necessary to reliably bypass the armor on Cardassian warships.

Several Bajoran technicians worked in secret with the phaser beam models they had acquired and eventually found that by making modifications to the plasma flow regulator and phase modulators that they could shorten the beams duration while maintaining virtually the same energy potential as the phaser beam. Some damage was lost, but the higher fixed damage of the gun was seen as a good trade off.

This new weapon, called the "phaser blaster" by the Bajorans, was quickly mounted on their few impulse fighters and tested in the only way the Bajorans could appreciate – against the Cardassians.

Initial losses were high, but the attack upon an enemy cargo transport proved that not only were they successful in creating a decent fighter weapon but that their small swarms of impulse fighters could also be used to take down larger ships.

Ultralight Phaser Gun

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2361
Size Factor: 4 (Fighter)

The ultralight phaser gun was the first attempt to miniaturize a light phaser so that it would fit on a fighter or shuttle unit while maintaining a damage level on par with the original light phaser. Phasers had already been mounted on such units, but the power plants of those vessels and the weapon designs themselves limited their destructive potential.

Not widely used, the ultralight phaser gun was a technology prototype that led almost immediately to the light phaser gun.

Light Phaser Gun

Class: Molecular
Modes: Standard
Primary Users: Federation
Developed: 2365
Size Factor: 3 (Fighter)

Developed from the ultralight phaser gun, the light phaser gun realized the goal of mounting a weapon with the damage level of a light phaser onto a shuttle/fighter sized vessel. The light phaser gun sported both improved damage and smaller size compared to its predecessor.

Light Phase Concentrator

Class: Molecular
Modes: Standard
Primary Users: Tholian
Developed: 2300
Size Factor: 2 (Fighter)

The Tholian light phase concentrator is a deadly weapon which allows groups of fighters and shuttles to combine their fire against a specific threat. Up to six fighter or shuttle units may combine their light phase concentrators so long as they are within the same hex. Each additional light phase concentrator adds +1d6 damage to the shot.

The Tholians use few dedicated fighter units, so the spontaneous development of the

light concentrator is something of a mystery. It is believed that it was originally intended as a means by which Tholian shuttles could be used to protect fleeing ships, buying the fleet enough time to make it to warp speeds and away from the battle.

4.3 Disruptor Weapons

The Klingons are the originators of basic disruptor weaponry. Though some weapons sharing similar qualities have been developed by other races, the first widespread use of such weaponry is linked to the original Klingon implementation of the disruptor-type weapon. Whereas phasers are designed to rake across targets, most disruptors fire short bursts designed to deal a solid blow to a localized section of a ship's shields or hull. Advanced models take this a step further by allowing the weapon to actually pierce the ship's hull.

4.3.1 Disruptor Cannons

During the 22nd Century, the Klingons began developing primitive versions of the disruptor. These weapons, called disruptor cannons, were common sites on the ships of the period.

Before the development of disruptor cannons the Klingon Empire had been forced to rely on power hungry particle weapons as their primary weaponry.

Disruptor cannons, like the modern disruptors that would follow them, deliver their damage in one overpowering discharge in an attempt to do significant damage with every shot. Unlike modern disruptors, however, disruptor cannons suffered from slower rates of fire and all such weapons did less damage in comparison.

Light Disruptor Cannon

Class: Molecular
Modes: Standard
Primary Users: Klingons
Developed: 2094
Size Factor: 3

The light disruptor cannon was the first weapon of the type engineered by Klingon weapon specialists. A weak, short-ranged weapon, it is only seen as a tertiary weapons mount on larger Klingon warships of the era. Widely considered to be a worthless weapon by Klingon captains, light disruptor cannons usually found themselves powered down in order to reinforce the ship's shields.

Disruptor Cannon

Class: Molecular
Modes: Standard
Primary Users: Klingons
Developed: 2125
Size Factor: 5

The antecedent of the medium disruptor, the disruptor cannon is in many ways similar to that weapon. The disruptor cannon does nearly the same amount of damage as a medium disruptor but lacks the range and electronics packages of the more modern weapon. The disruptor cannon also fires more slowly than a medium disruptor, perhaps its largest disadvantage.

Most Klingon ships relied on disruptor cannons before the development of the early disruptor, using it as their heavy weapon of choice.

Heavy Disruptor Cannon

Class: Molecular
Modes: Standard
Primary Users: Klingons
Developed: 2143
Size Factor: 7

The heavy disruptor cannon remained the heaviest weapon in the Klingon arsenal for many years, only finally being bumped from this position by the development of the heavy disruptor over a century later. Despite the raw damage that a heavy disruptor cannon hit can score on an opponent, it is not generally consider a great weapon.

Nonetheless the heavy disruptor cannon was the heaviest assault weapon of its day. The size of the mount limited its mounting to only the largest battlecruisers of the period, but this extra firepower made the ships the equals of even the best Vulcan warships.

4.3.2 Modern Disruptor Weapons

The modern family of disruptor weapons was developed as a natural extension of existing Klingon disruptor cannon research. Most disruptors are more powerful and longer ranged than their predecessors.

Early Disruptor

Class: Molecular

Modes: Standard
Primary Users: Klingon
Developed: 2142
Size Factor: 4

The original modern disruptor weapon, the early disruptor was developed in the mid 22nd Century to replace existing Klingon disruptor cannon weapons. The early disruptor served to revolutionize weapons technology overnight, firmly asserting the Klingons a power to be reckoned with. The weapon is cruder and less damaging than future weapons in the disruptor family.

Some minor nations adopted the early disruptor and purchased models of such from the Klingons in the early 23rd Century, but these minor nations were almost all under the direct control of the Klingon Empire and only allowed small fleets for their protection.

Light Disruptor

Class: Molecular
Modes: Standard
Primary Users: Klingon, Romulan, Civilian
Developed: 2158 (Klingon); 2265 (Romulan); 2240 (Civilian)
Size Factor: 3

The light disruptor represented a vast improvement over the early disruptor, incorporating a faster firing time for only slightly less damage. The light disruptor is less advanced than comparable sized phasers that would later be developed by the Federation, but the lower maximum damage is made up for in its higher average damage.

Klingon use of this weapon has been high since the time of its development and, despite is fragility, was the successor to the early disruptor. Light disruptors soon became one of the most common light weapons in existence, being seen on everything from military cruisers to civilian freighters. As the light phaser propagated among Federation client states so did the light disruptor among Klingon (and later, Romulan) client states.

Medium Disruptor

Class: Molecular
Modes: Standard
Primary Users: Klingon, Romulan
Developed: 2187 (Klingon); 2265 (Romulan)
Size Factor: 5

The medium disruptor is an enlarged light disruptor, firing a larger disruptor pulse at the enemy to break through shielding and pulverize a ship's hull. It is the most common Klingon medium mount and is favored above any other variation of disruptor technology. Sturdy and dependable, the medium disruptor is seen as the most solid of the disruptor family.

Sale of medium disruptor technology to the Romulans in 2265 entered the Romulans into the use of disruptor technology and they, too, adopted the medium disruptor as their primary weapon of war. As with the Klingons, the medium disruptor remains a mainline weapon onboard their ships into the present day.

Assault Disruptor

Class: Molecular
Modes: Standard
Primary Users: Klingon
Developed: 2230
Size Factor: 5

As part of a weapons program push in the 2220's, the Klingon Empire began tests to see if a heavier hitting version of the medium disruptor could be developed. Increasing the power output of the energy beam had the desired effect of vastly improving the weapons damage, however the resultant weapon became highly volatile when fired. Fire control electronics was prone to being compromised by the electromagnetic backwash of the weapon, causing its accuracy to be considerably diminished. There also was a possibility that electronic failures in the weapon's power system would seize up, causing the emergency power lock down protocols to be initiated, shutting down flow of power into the system. Though rare, this would in many cases shutdown the weapon only after firing a very weak blast.

The Klingon Defense Forces went ahead with the deployment of this new weapon – the assault disruptor – despite is flaws. The weapon found itself equipped on many warships, including the first Klingon battleship, the K'el r'ianda. The increased power requirements of the assault disruptor were an unnecessary drain on the "Fat Man" battleship, and the vessel was ultimately proved a failure. The assault disruptor remained in service, however, being installed on several newer hulls.

The assault disruptor never lived up to its potential. Some Klingon captains swore by the weapon, claiming that it was the assault disruptor that had allowed his/her warship decimate the enemy in battle; other Klingon captains swore *at* the assault disruptor, calling it

every uncomplimentary word in the Klingon language.

The assault disruptor eventually was phased out of the fleet by the time of the late 23rd Century, all new designs opting instead for the tried and true medium disruptor which had served the fleet loyally for almost a full century. Very few hulls would ever again see the assault disruptor being mounted upon them, and only a very small handful of minor nations and private parties ever inquired about purchasing assault disruptor technology or contract models. By the 24th Century the weapon was all but extinct.

Heavy Disruptor

Class: Molecular
Modes: Raking, Piercing
Primary Users: Klingon, Romulan
Developed: 2327 (Klingon); 2334 (Romulan)
Size Factor: 8

The heavy disruptor is the one member of the disruptor family able to fire in raking mode, with an alternate piercing mode option also available. Used as a heavy, medium to long range weapon, the heavy disruptor was first developed by the Klingons in 2327 and later independently by the Romulans in 2336. The ability to pierce an already brutalized target in order to knock out enemy starships that had already taken grievous damage was another factor that entered into the weapon's development.

In the Klingon naval forces, the heavy disruptor was frowned upon by most Klingon warriors because of its lack of brute force. They remain in heavy use, however, as they are very effective when used to batter down enemy shielding.

The Romulans on the other hand embraced the heavy disruptor. The Romulans acknowledged the heavy disruptors failings compared to other, newer weapons technologies, but the added versatility offered by the ability to pierce combined with the raking mode of fire made them reach the conclusion that the heavy disruptor worked the most synergistically with the rest of their arsenal.

Mega Disruptor

Class: Molecular
Modes: Piercing only
Primary Users: Klingon, Romulan
Developed: 2340 (Klingon); 2365 (Romulan)
Size Factor: 12

The mega disruptor is the ultimate iteration of disruptor technology. Firing such a powerful beam as to pierce through any target unlucky enough to be hit by the weapon, the mega disruptor is commonly employed as a shield buster weapon, or to finish off ships whose shields have nearly failed. It is an enormous weapon mount, so is restricted to only the largest of warships and even then they are used sparingly.

A closely guarded Klingon weapons technology, the Romulan Tal'Shiar intelligence organization was able to steal important classified documents relating to the technology, allowing them to reverse engineer it for their own use. The joke among the Tal'Shiar division responsible for procuring the information is that they "traded a case of blood wine for the mega disruptor, and the Klingon thought it was a good trade." It is highly doubtful that this is the case, however. The Romulans are still attempting to develop their mega disruptor model so that it functions as reliably as that of the Klingons and so has not entered general service at this time.

Threshold Disruptor

Class: Molecular
Modes: Standard
Primary Users: Klingon
Developed: 2379
Size Factor: 6

Klingon scientists developed the threshold disruptor after the end of the Dominion War. The war had taught the Klingons the value of versatility, something that they had previously ignored during their last two hundred years of weapons development. Rather than developing an entirely new weapon to meet this versatility requirement they instead turned their eye towards fine tuning the venerable medium disruptor.

The threshold disruptor is little more than a modified and upgraded medium disruptor cannon. The threshold does slightly better damage with slightly fire control, but its true advantage lies in its ability to be overcharged in order to achieve a faster firing rate. If double power is applied to the weapon, the threshold disruptor can then fire every turn instead of every other turn without any other penalty's to the weapon's performance.

The threshold disruptor saw early service on several refit Klingon cruiser hulls, but yet remains rare in their service.

Ultralight Disruptor Beam

Class: Molecular
Modes: Standard
Primary Users: Klingon, Romulan
Developed: 2157 (Klingon); 2267 (Romulan)
Size Factor: 1 (Fighter)

Early light disruptor weapon capable of being mounted on shuttles and fighters, the ultralight disruptor beam does very little damage, even against ships with lower armor. Incapable of truly damaging starships, the ultralight disruptor beam is used more for defense against other light craft and pirates.

Light Disruptor Beam

Class: Molecular
Modes: Standard
Primary Users: Klingon
Developed: 2234
Size Factor: 3 (Fighter)

Both bigger and more damaging than an ultralight disruptor beam, this weapon was developed by the Klingon Empire for mounting on their heavy shuttles. The light disruptor beam made up for its slower rate of fire by scoring nearly double the damage of an ultralight disruptor.

Disruptor Beam

Class: Molecular
Modes: Standard
Primary Users: Klingon
Developed: 2286
Size Factor: 4 (Fighter)

The disruptor beam is an improved version of the light disruptor beam. The disruptor beam is larger than most fighter weapon mounts, but its damage (which is close to that of a light disruptor) makes it a deadly weapon when used correctly.

4.3.3 Disruption Bolts

Disruption Bolt

Class: Molecular
Modes: Standard
Primary Users: Romulan
Developed: 2366
Size Factor: 6

The disruption bolt is a purely Romulan weapon design, and one of their most closely guarded development secrets. During the Romulan's time of isolation (2346-2364), Romulan scientists worked feverishly to attempt to design and prototype a new weapon which would be more effective than both the medium phaser and the medium disruptor – the two weapons used by their primary enemies.

The disruption bolt is the final result of this research program and it succeeds in every way possible. The weapon matches the range and fire control abilities of the medium disruptor and its constant damage makes it a much more reliable weapon. With the disruption bolt the Romulans had begun using the dangerous and unstable substance known as trilithium in weapons construction. Trilithium and trilithium resin both are used as catalyst agents in the standard operations of the disruption bolt.

As of 2371 the Federation did not believe that the Romulans had yet fielded any weapons that used trilithium. This miscalculation is a perfect example of how well guarded a secret the Romulan's research project was.

The disruption bolt has not yet appeared on any mainline, mass produced Romulan warships, as it is still in the testing phase. It is expected that the next general Romulan warbird design will be built around weapons such as the disruption bolt.

Heavy Disruption Bolt

Class: Molecular
Modes: Standard
Primary Users: Romulan
Developed: 2375
Size Factor: 8

The heavy disruption bolt is intended as the ultimate successor to the heavy disruptor. The heavy disruption bolt does more damage than the disruption bolt and has a longer range, yet fires just as fast as the lighter mount.

The Norexan Warbird was the first mass production vessel to make use of the heavy disruption bolt.

Designer's Note: I noticed that the Valdore in Nemesis fired two larger, orange shots from under the wings. I decided to create the heavy disruption bolt to match this onscreen evidence.

4.3.4 Particle Interrupters

Early Orion ships used particle weapons called particle interrupters. These unique weapons were optimized for close-quarters combat, as the speed of Orion ships meant that anything else was unlikely. Particle interrupters function by introducing a continuous stream of

particles into a neutral charge environment. As the particles enter the containment chamber they are stripped apart at the atomic level and bound inside an electromagnetic containment field. Once enough particles are bound to the electromagnetic packet, the interrupter fires its payload. The advantage of firing weapons is this manner is that the packet of particles launched at the time of firing can be substantially more damaging than the output of other, similar weapons and can travel further before losing cohesion.

However, once the weapon reaches a given range the particle interrupter packet loses cohesion quickly and begins to dissipate. The net result is a family of weapons that can fire accurately at close range but is inaccurate at long ranges where the packet has time to lose too much cohesion before impact.

The Orions began experimenting with particle interrupter weapons in the 2140's, adopting the first working models in 2147. Once Klingon disruptor technology became widely available most Orion concerns adopted the new technology, seeing it as vastly superior to their own interrupter weapons. The last major advancement in particle interrupter weaponry was an assault model, developed in 2268, which represented a combination of interrupter and disruptor technology. It was deemed 'too little, too late' by most Orions and never fully utilized.

Light Interrupter

Class: Particle
Modes: Standard
Primary Users: Orion
Developed: 2144
Size Factor: 2

The light interrupter is the weakest interrupter weapon widely used by the Orions. The weapon is small and compact, but not very damaging.

Medium Interrupter

Class: Particle
Modes: Standard
Primary Users: Orion
Developed: 2162
Size Factor: 5

Comparable to the disruptor cannon, the medium interrupter was the standard Orion starship weapon until the 2220's when the medium disruptor became available.

Heavy Interrupter

Class: Particle
Modes: Standard
Primary Users: Orion
Developed: 2180
Size Factor: 7

The heavy interrupter acted as the Orion's primary long-ranged heavy weapon before the adoption of disruptor weaponry.

Assault Interrupter

Class: Particle
Modes: Standard
Primary Users: Orion
Developed: 2265
Size Factor: 6

The assault interrupter was the last Orion particle interrupter weapon every developed. The assault interrupter was an attempt to produce a viable native weapon system equivalent to the medium disruptor.

The assault interrupter is a highly effective weapon in its own right and has better short-range accuracy than its contemporaries. The weapon's damage potential is also very high.

Unfortunately for the interrupter's supporters the weapon never caught on. The cost of implementing the assault interrupter was too high for most freelancers who could procure medium disruptors for half the price from domestic and foreign distributors.

Interruption Torpedo

Class: Ballistic
Modes: Flash
Primary Users: Orion
Developed: 2228
Size Factor: 5

The interruption torpedo was a common Orion ballistic launcher before their replacement by photon torpedoes. Interruption torpedoes are short-range weapons meant to harry enemy forces more than destroy them, stripping them of shields and weapons in an attempt to drive them off.

4.4 Photon Torpedoes

The primary ballistic weapon of the Federation, Klingon, and Cardassian fleets, this antimatter-based torpedo is capable of doing immense damage to its target. The long range and heavy hitting power of the photon torpedo has made it an integral part of fleet design for over a century.

4.4.1 Proximity Torpedo Fire

All photon torpedo weapons can elect to fire in a proximity mode. All damage scored by the torpedo when in proximity fire mode is resolved as flash damage. It takes one full turn for the weapon to change from a normal mode of fire to a proximity mode of fire (and vice versa).

When set to proximity fire, a photon torpedo can elect to either target a specific unit as normal or instead target a hex. If targeted on a hex rather than a unit, roll a to-hit roll to see the degree of hit on the hex using '20' for the base to-hit. Half of the torpedo's damage amount is scored in flash mode against targets in the destination hex and one quarter of the torpedo's damage is scored in each surrounding hex (rounding down in all cases).

Proximity fire mode photon torpedoes are useful for flushing out cloaked ships.

4.4.2 Variable Photon Torpedo Yields

It is possible for a ship to fire photon torpedoes that have a lower damage capacity than those normally fired by the launcher. In most cases a commander will do this if his/her intent is to cripple rather than destroy the targeted enemy vessel.

A player may secretly declare during the ballistic weapon launch step that a photon torpedo is going to fire a lower yield torpedo. Along with the normal targeting information record the new maximum X value (Max X) for the torpedo weapon. This value cannot exceed the normal Max X for the given photon torpedo system, nor can the value be negative; however, It is perfectly valid to set the Max X down to zero (0) effectively eliminating the variable antimatter damage component of the torpedo. The fact that a photon torpedo is armed with a lower yield torpedo is announced along with normal ballistic weapon launch information as appropriate in the turn sequence.

Example: A Federation Excelsior Cruiser is attempting to disable a rogue Pakled freighter. The cruiser wishes to disable the destroyer with the fewest casualties possible. The Federation player secretly records that Photon Torpedoes 7 and 8 are firing at the freighter, with both torpedoes firing at a reduced damage yield of Max X: 5.

During weapons fire, Photon Torpedo 7 misses the target, but Photon Torpedo 8 managed to hit the freighter. The Excelsior's roll for Photon Torpedo 8 is 12 below the needed to-hit number. Normally the photon torpedo would receive an X of 12 on top of the photon torpedo's fixed 10 damage. However, as the torpedo has a reduced Max X of 5, it will score only 5 + 10 = 15 damage.

Early Photon Torpedo

Class: Ballistic (Antimatter)
Modes: Standard
Primary Users: Klingon, Vulcan, Federation, Romulan
Developed: 2136 (Klingon); 2136 (Vulcan); 2250 (Federation); 2267 (Romulan)
Size Factor: 4

The first photon torpedo design was used on Klingon ships in the early-22nd Century. Weak compared to even the light photon torpedo, the early photon torpedo was superior to other torpedo weaponry in use at the time and gave the Klingon Empire a marked advantage against comparable Human, Vulcan, Andorian, and Romulan ships of the era.

Once Vulcan sources gained word of an advanced ballistic weapon coming out of Klingon space they aggressively began searching for information on the new weapon. It took nearly a decade before Vulcan spies were finally able to acquire schematics on the photon torpedo. Development of the Vulcan's own photon torpedo weapon began immediately, and within three years the Vulcans were building ships with their own version of the early photon torpedo.

The early photon torpedo would be the only photon torpedo ever developed by the Vulcans. With the early photon torpedo in widespread use the Vulcans saw little need to develop a new ballistic weapon. It would not be until the middle of the 23rd Century before Federation and Vulcan scientists would develop more advanced photon torpedo weaponry.

The early photon torpedo would later be reverse engineered by the Federation into the light photon torpedo.

The smaller mount size of the early photon torpedo led to designs within both the Federation and Klingon empires mounting the weapon even after it was considered obsolete. The early photon torpedo was routinely mounted on units that would either be unable to be equipped with larger torpedo delivery systems or for those few ships that wanted to pack as much firepower into a single hull as they could.

The Romulans received both early and light photon technologies from the Klingons as part of their brief alliance. It was used sparingly,

however, as the Romulans were wary users of photon torpedo technology.

Despite this extension to the lifespan of the early photon torpedo technology, the weapon fell out of use almost entirely once standard photon torpedoes had become the definitive standard for long range ballistic ship weaponry.

Light Photon Torpedo

Class: Ballistic (Antimatter)
Modes: Standard
Primary Users: Klingon, Federation, Romulan, Cardassian
Developed: 2170 (Klingon); 2253 (Federation); 2267 (Romulan); 2295 (Cardassian);
Size Factor: 5

Developed originally by the Klingons and later reverse engineered by Federation scientists based off of specimens of Klingon technology. Shorter ranged than the later full-fledged, "standard" model, the light photon torpedo was light years beyond any of the torpedo and chemical-based rocket systems used by the Federation in the past. By the time that the Federation had developed the weapon it was considered antiquated in the Klingon Empire, with all ships since the mid-2230's having been built around the more advanced heavy photon torpedo.

As with the early photon torpedo, the Romulans netted the weapon as part of their technology trades with the Klingon Empire in the late 2260's. Used on a few of their hulls, the weapons helped to serve as technology models that would later help the Romulans make the breakthroughs necessary to develop the plasma torpedo.

The Cardassians came upon light photon technology through technological trades with its neighbors. It used the weapon moderately through its fleet, mainly to counter the long range capabilities of what it perceived as its major rivals, the Federation and Klingons.

Photon Torpedo

Class: Ballistic (Antimatter)
Modes: Standard
Primary Users: Klingon, Federation, Ferengi, Cardassian
Developed: 2204 (Klingon); 2260 (Federation); 2316 (Ferengi); 2332 (Cardassian)
Size Factor: 6

Developed in the early 2200s by the Klingon Empire, the photon torpedo quickly replaced the light photon torpedo in their service. The photon torpedo was a larger, more durable photon torpedo launching system with more powerful payloads. This weapon benefited greatly from the increased range and damage and became common throughout the fleets of many militaries, including early Klingons and almost all newer Federation designs.

Heavy Photon Torpedo

Class: Ballistic (Antimatter)
Modes: Standard
Primary User: Klingon
Developed: 2228
Size Factor: 6

Heavy photon torpedo is the final iteration in Klingon photon technology. Consistent with Klingon methodology, the heavy photon torpedo is, quite simply, a larger launcher that fires a larger photon torpedo. The damage increase in each individual salvo is significantly improved over the standard photon torpedo, however the amount of time required to cool-down and reload the weapon is increased. The Klingons did not see that as a major deficiency, preferring overwhelming first strikes with their weaponry.

The Klingons were eventually able to miniaturize the heavy photon torpedo significantly as a result of weapons research conducted during and after the Dominion War. This allowed newer Klingon warships to carry even more of the powerful photon torpedo launchers onboard.

Improved Heavy Photon Torpedo

Class: Ballistic (Antimatter)
Modes: Standard
Primary User: Klingon
Developed: 2380
Size Factor: 6

The improved heavy photon torpedo integrates advancements in photon torpedo technology in order to increase the rate of fire of the heavy photon torpedo as well as increase the weapons range by an additional 5 hexes.

Few ships carrying the preexisting heavy photon torpedo upgraded to the new improved model, with the improved heavy photon torpedo being reserved for new construction units.

Spinal Photon Torpedo

Class: Ballistic (Antimatter)

Modes: Standard
Primary User: Klingon
Developed: 2377
Size Factor: 12

The spinal photon torpedo is the Klingon's ultimate answer to the ballistic weapons advancements of the Federation. Developing a larger, more powerful torpedo launcher had become a lower priority for the Klingons due to the superiority of the heavy photon torpedo over the standard model in the previous century. However the latter half of the 24th Century saw the Federation Starfleet developing and deploying several key ballistic weapons that tipped the balance of power in their favor. The advanced photon torpedo launchers and quantum torpedoes were far and away better than the heavy photon torpedo.

The Klingon Empire experimented with several possible replacements to counter these Federation advancements, even going so far as to try to replicate Dominion polaron torpedo weapons.

In the end the Empire settled on creating a still larger photon torpedo system. This enlarged form of the heavy photon torpedo, called the spinal photon torpedo, does greater damage at the expense of a slower arming cycle. In addition, the size of the spinal photon torpedo launcher makes it difficult to mount more than one forward tube, and the arc of that weapon is highly constrained.

Advanced Photon Torpedo

Class: Ballistic (Antimatter)
Modes: Standard
Primary User: Federation
Developed: 2350
Size Factor: 6

A purely Federation enhancement, the advanced photon torpedo was developed specifically for the Nebula/Galaxy projects and was testbedded on the New Orleans Battlecruiser. In initial development research it was found that it was impractical to mount extensive numbers of photon torpedo launchers onto a single hull, yet it was saturated photon torpedo fire that was found to be most effective against enemy ships -- especially light hulls operating under pack tactics. Able to hold up to three shots, launching them all at once or firing individually, the advanced photon torpedo launcher allowed ships such as the Galaxy Command Ship to launch salvoes of as many as six torpedoes at a single or multiple targets. Some loss in accuracy resulted from using the launcher is this manner, but it was seen as more than made up for in its effective damage yield. For every photon torpedo after the first fired from an advanced photon torpedo launcher, each warhead suffers a cumulative –1 to-hit penalty. *Example: if 2 torpedoes from an advanced photon torpedo are fired, then each suffers –1 to hit; if all 3 torpedoes are fired, each suffers a –2 to-hit penalty.*

Quantum Torpedo

Class: Ballistic (Antimatter)
Modes: Standard
Primary Users: Federation
Developed: 2369
Size Factor: N/A

Not a separate launcher but rather a major upgrade in ammunition, the quantum torpedo is a new torpedo type that modern Federation vessels are gradually upgrading to. Equipped with a far more volatile and destructive weapon charge, the quantum torpedo nearly doubles the potential damage each torpedo can do, scoring 2X+15 (Max X: 10) damage to the target vessel. Quantum torpedoes cost 15 combat points each and may only be used with standard photon torpedo or advanced photon torpedo launchers. (Federation Only)

Optional Rule: *For those that don't want to track quantum torpedoes as individual munitions can, instead, choose to pay on a launcher per launcher basis. In this case, all launchers on a ship MUST be upgraded in order to take advantage of the upgrade. Increase the cost of the ship by 50 points per photon torpedo and 100 points per advanced photon torpedo. All torpedoes fired from the ship are quantum torpedoes for purposes of damage.*

Advanced Quantum Torpedo

Class: Ballistic (Antimatter)
Modes: Standard
Primary Users: Federation
Developed: 2369
Size Factor: 6

The advanced quantum torpedo launcher can be found on those Federation units that make use of solely the new quantum torpedo munitions, never photon torpedoes. Functionally it is the same as the normal advanced photon torpedo system.

Heavy Advanced Quantum Torpedo

Class: Ballistic (Antimatter)

Modes: Standard
Primary Users: Federation
Developed: 2372
Size Factor: 12

The heavy advanced quantum torpedo was first demonstrated on the Federation's Sovereign Dreadnought. This large quantum torpedo launcher is a turreted affair developed for rapid-succession torpedo fire, saturating the target with deadly quantum torpedoes.

The heavy advanced quantum torpedo can hold up to four shots at any given time, firing them all at once or separately. Please not that the same firing penalties that apply to the advanced photon torpedo also apply to the heavy advanced quantum torpedo, so firing all four torpedoes on the same turn will incur a –4 firing penalty against each of the four torpedoes.

The size of the heavy advanced quantum torpedo means that ships must be built with the weapon in mind. No ship can conceivably have the weapon retrofitted to the hull without major design alterations, alterations that would almost assuredly not be economically feasible.

Tri-Cobalt Device

Class: Ballistic (Plasma)
Modes: Standard
Primary Users: All Races
Developed: 2178
Size Factor: N/A

This older torpedo weapon has been used in the past by the Federation as well as other spacefaring races. Most often used as an area saturation or bombardment weapon, tri-cobalt devices are very 'dirty' weapons that leave substantial radioactive fallout. It has also been learned that they can sometimes cause limited subspace effects, though not so much so as to be outlawed under the Khitomer Accords.

Any missile rack of Class-SO or larger; drone rack B, C, D, or H; or photon torpedo of the standard type or larger can be equipped with a tri-cobalt device. In the cases of launchers that can hold more than one shot at a time (ex: advanced photon torpedo) the tri-cobalt device can be the only weapon loaded at one time.

The decision to begin arming a tri-cobalt device is made during the Power Management step of the Turn Sequence. Once this is done the missile or torpedo system will have its turn delay reset and increased by one turn, representing the extra time required to prep the tri-cobalt device for launch.

Tri-cobalt devices score 4d10+10 plasma damage to their target at a range of 30 hexes (-1 per 3 hex range penalty). However their damaging effects are largely mitigated by the presence of active deflector shielding. Each point of shielding can absorb 5 damage scored by tri-cobalt devices (rounding up). All tri-cobalt device impacts should be resolved before resolving other ballistic weaponry.

Because of their relative inability to breach shields these weapons are used only rarely with their true purpose being for vacuum demolition of asteroids or abandoned starships.

Tri-Cobalt Devices cost 12 combat points each.

Transphasic Torpedo

Class: Ballistic (Antimatter)
Modes: Standard
Primary Users: Federation
Developed: 2377
Size Factor: N/A

Schematics for torpedoes of this type were recovered by the Federation upon *U.S.S. Voyager's* return from the Delta Quadrant. Developed sometime in the Federation's future, these weapons were years ahead of anything that Federation scientists had yet imagined.

The transphasic torpedo is something of a combination of the quantum and polaron torpedoes, sharing qualities of both. Amazingly destructive, the transphasic torpedo can pass through shields and into a ship's hull before detonating, increasing the damage done with each blast.

As with quantum torpedoes, transphasic torpedoes represent a special munitions type that can be fired from any standard or advanced photon torpedo launcher. The cost per transphasic torpedo is 30 each. If purchased on a per-launcher basis the cost is 125 for each standard photon torpedo launcher and 250 points for each advanced photon torpedo launcher.

Transphasic torpedoes have the following damage statistics:

Damage: 2X+18
Max X: none
Special: Ignores shields on a d6 roll of '5' or '6'.

Micro Torpedo

Class: Ballistic (Antimatter)

Modes: Standard
Primary Users: Federation
Developed: 2352
Size Factor: 3 (Fighter)

Micro torpedoes are miniature photon torpedoes which were developed by the Federation for use on their small craft. Prior to this time the only weapons that shuttles and fighters could be armed with were beam weapons, such as phasers. The small launchers have a very limited ammo supply, usually about a dozen or so torpedoes on the largest craft. The tactical advantage bestowed by the micro torpedoes, however, has proved it worth in battle. In many fleet engagements, the mass fire of micro torpedoes by fighter or runabout class vessels has helped to weaken the enemy before the main cruiser line enters the battle. In the case of the Danube Runabout, micro torpedoes have made it capable of fighting larger vessels when situations force them to do so.

4.5 Blast Beams

Often called 'Romulan blasters', blast beams are an entirely homegrown Romulan weapon system. Used extensively before the purchase of disruptor technologies from the Klingons in 2265, blast beams allowed the Romulans a weapon system that was extremely durable yet small enough to mount an above average number on normal ship designs.

Blast beams fire continuous, constrained beams of highly charged particles at the target in order to cause damage. The nature of the beam means that it tends to rake in longer, smoother arcs than phaser weapons, forcing starship commanders to rely on solid strikes to do killing damage to their enemies. However, the blast beam's ability to damage or destroy a greater number of enemy weapon systems in a single pass of the beam did find its uses and was considered an adequate trade off.

Despite the constrained nature of the particle beam fired, energy dropoff due to range was a very real problem for the Romulans. They could never find a cure to the problem, as every time that they attempted to reroute power to the weapons to attempt to stabilize the beam (or strengthen it) the power coils in the weapon would overload and explode with deadly consequences. Romulan scientists finally overcame this drawback with the heavy blast beam, but by that point in time the blast beams were no longer in vogue.

The numbers of blast beams typically installed on new Romulan ships was so high that the ship's reactors couldn't power all of them, leading to a dangerous overtaxing of the ship's reactor. It was a case of the Romulans taking advantage of their reduced volume in a situation where it was not warranted.

Starting in 2265 and proceeding for two decades thereafter, most Romulan ships were upgraded to the new disruptor weaponry standard. Though the disruptor family of weapons were more delicate and less survivable than the older blast beams, their enhanced damage at range and their pulsed rather than streaming firing mode made them superior to blast beams.

Many local Romulan entities in the 2280's attempted to press the Senate to appropriate more funds for ships that used the domestic blast beams over the imported disruptors but all met with failure. The rewards of the Klingon disruptors proved too substantial, and their heavy hitting damage was more inline with the hit-and-run tactics favored by the Romulan Star Empire's modern military doctrine.

By the 24th Century very few blast beam equipped ships remained in Romulan service, and those that did only did so because they could not accept the disruptor upgrade. It is not known whether or not blast beams were ever sold to any other races, though it is known that none of the more important powers surrounding the Romulan Star Empire ever displayed the use of these weapons. Given the Romulan penchant for the armed invasions of neighboring races in order to directly dominate them (rather than through protectorate agreements as was common for the Federation and to a lesser degree the Klingons) it is unlikely that any races within the Romulan sphere of influence were ever allowed to field warships, let alone purchase and use blast beam technology.

Light Blast Beam

Class: Particle
Modes: Standard
Primary User: Romulan
Developed: 2232
Size Factor: 2

The first of the blast beams to be employed by the Romulan Star Empire. The particle beam fired by the light blast beam is extremely short ranged and inaccurate, but its

duration and range is so short as to not lose damage to range.

This first step in blast beam weapons development is very rarely seen in the Romulan fleet, though many early warships and exploration craft were equipped with the weapon, preferring it over bulkier missile or primitive particle weaponry.

Blast Beam

Class: Particle
Modes: Raking (8)
Primary User: Romulan
Developed: 2239
Size Factor: 4

The next iteration in blast beam technology, the medium blast beam (commonly referred to simply as the blast beam) was a revolutionary jump from the earlier light blast beam. The blast beam benefited from the help of larger power capacitors and an advanced particle projection system which allowed its beam to travel further and do more damage.

It was in the development of this model, however, that the Romulans ran into the first signs of trouble. The damage ability of the beam emitted by the blast beam fell off with range, making it all but useless at extended ranges. Despite this speed bump, the blast beam was deemed a success (as it was better than the light blast beam by far) and was the primary weapon for new construction for decades to come.

Ranged Blast Beam

Class: Particle
Modes: Raking (8)
Primary User: Romulan
Developed: 2254
Size Factor: 5

The ranged blast beam achieved a great success for the blast beam lineage, primarily in its extended range. After the blast beam proved to be a shorter ranged weapon than desired researchers set out to find a way to alleviate the problem with the next generation blast beam weaponry. By redesigning selected segments of the blast beam they were able to extend the weapons range and marginally increase its damage potential. The end result, named the ranged blast beam, was heralded as the weapon the blast beam should have been.

The Romulan navy soon began to see the ranged blast beam entering service widely in the fleet. However, many designs continued to be built and design with the older blast beam in place, primarily because the ranged blast beam and support equipment proved to be larger than that of the original blast beam. The hard choice was made on these hulls to retain the older technology for the sake of fielding more weaponry.

Nonetheless, the ranged blast beam was one of the most important blast beam advancements made by the Romulan Star Empire.

Heavy Blast Beam

Class: Particle
Modes: Raking (8)
Primary User: Romulan
Developed: 2263
Size Factor: 7

The ultimate iteration of blast beam technology, the heavy blast beam is a weapon which incorporates many of the features and qualities that had been desired of blast beams since their inception. The heavy blast beam has the damage potential of a ranged blast beam (though not its extended range), but more importantly the heavy blast beam overcomes the problem of additional power overloading the weapon's power coils. Using revolutionary new techniques for allowing for and handling an abrupt influx of power to overcharge the weapon, the heavy blast beam can have extra power applied to it during the turn of firing, increasing the damage (and thus the range) substantially.

Unfortunately for the heavy blast beam, by the time it had completed prototype trials in 2267 new disruptor weapons had become available through an alliance with the Klingon Empire. These new weapons featured not only better range than most blast beams but also consumed less power. Sadly for the heavy blast beam it never entered widespread use, only being mounted on a handful of hulls (including the Morlasasi Stelam Dreadnought).

4.6 Plasma Mortars and the Plasma Torpedo

The Romulans are one of the few races to research and deploy plasma class weaponry. Used during the 23rd Century as an effective, heavy hitting style of weapon, plasma mortars slowly evolved into one of the most deadly weapons in existence at the time. A single plasma mortar blast to an enemy cruiser would

more often than not down shields and maul the ship.

However, this damage potential came at a price. Like all plasma weapons, the plasma mortars suffered from damage degradation over range. Though it is true Romulan scientists attempted to diminish this inherit handicap, they did not do so as vigorously as they would have should cloaking devices – which allowed for optimal firing of plasma mortars at near point blank ranges – not become a reality.

The plasma mortars would eventually fall out of favor with the heavy plasma mortar, but the research done on these weapons would eventually pave the way for the plasma torpedo, the first Romulan ballistic plasma weapon.

It is known that some other races, the Gorn in particular, used similar plasma weaponry in their arsenals.

Ultralight Plasma Mortar

Class: Plasma
Modes: Standard
Primary User: Romulan
Developed: 2270
Size Factor: 3 (Fighter)

A fighter sized plasma mortar, the Romulans experimented with this class of weapon during the 2270's while testing the feasibility of light one and two man fighter craft. The weapon proved to be of slight utility in the field, but the craft it was mounted on proved to be too weak to effectively fight full-fledged cruiser craft. The ultralight plasma mortar was little used again.

Light Plasma Mortar

Class: Plasma
Modes: Flash
Primary User: Romulan
Developed: 2248
Size Factor: 4

This lighter plasma weapon was actually developed after the full fledged plasma mortar as a spin-off development project. The light plasma mortar's smaller size allows for it to be mounted both on smaller starships and multiple weapons of the type to be mounted on larger ships. Lacking the damage potential of its larger sibling, the light plasma mortar is nonetheless a deadly weapon when used properly.

Plasma Mortar

Class: Plasma
Modes: Flash
Primary User: Romulan
Developed: 2246
Size Factor: 6

The precursor to the more advanced plasma torpedo, the plasma mortar was an important technological development for the Romulan Star Empire. The plasma mortar was the first working weapon model based on the concept of a plasma-based weapon similar in form to Klingon and Federation photon torpedoes. However, the weapon did not meet the full expectations of the Empire. Scientists could not at present develop a warhead capable of maintaining a forcefield of sufficient strength to keep the plasma "envelope" from subliming entirely away after a short distance. It was instead decided to apply an end-around tactic, increasing the payload volume and deploying the direct fire charge rather than a torpedo based system.

Initial tests proved promising. Though the plasma mortar still suffered from high damage degradation over range due to the cooling of the volatile plasma, it did remain enough of a punch to be considered effective. Combined with the then proprietary cloaking technologies the Romulans had developed for their starships, warships equipped with the plasma mortar found it relatively easy in trial runs to get within prime firing range of their target, maximizing the damage of the plasma mortar.

Heavy Plasma Mortar

Class: Plasma
Modes: Flash
Primary User: Romulan
Developed: 2285
Size Factor: 8

The last in the plasma mortar lineage, the heavy plasma mortar was developed during the early 2280s as an answer to the growing power and technological showcases of the neighboring Klingon and Federation. The weapon system made advancements in technologies to maintain plasma temperature over distance and general containment fielding theory, but it was too little, too late for Romulan technologies. The testbed hull for the heavy plasma mortar, the Phoenix Attack Cruiser, was meant to be an even opponent for the Federation's Excelsior Cruiser, but after two separate encounters in the 2290's between vessels of these two classes it became obvious

that the Phoenix and its heavy plasma mortar were ill equipped for the task.

Some of the technologies incorporated in the plasma mortar aided Romulan scientists to eventually be able to realize their initial goal of a ballistic plasma warhead deployment system in the 2300's, ending the era of the plasma mortar in the Romulan fleet.

Plasma Torpedo

Class: Ballistic (Plasma)
Modes: Standard
Primary User: Romulan
Developed: 2327
Size Factor: 5

The plasma torpedo integrated Romulan plasma technologies with conventional torpedo weaponry to create a weapon that, while dulled at long ranges, could feasibly deal inordinate amounts of damage at medium to close combat ranges. Relying on a force field to contain and focus the plasma fired, the plasma would strike the target and interact harshly, melting and ripping through even the strongest of hulls. The relatively small size and fast rate of fire of the plasma torpedo quickly made it popular in the Romulan fleet, and the weapon totally replaced the plasma mortars in service.

4.7 Plasmic Disruptors & Plasma Beams

The Ferengi use of plasma weaponry goes back to their early days of starflight. Using weak, low power plasma guns for offensive purposes, the Ferengi traded for other forms of weaponry but always came back to their plasma beam weaponry. After the serendipitous salvaging of a wrecked unknown vessel (later to be identified as a Klingon vessel) the Ferengi began studying the technologies and integrating them into their own plasma arsenal.

Light Plasmic Disruptor

Class: Plasma
Modes: Standard
Primary User(s): Ferengi
Developed: 2313
Size Factor: 3

An early model combination of plasma beam and disruptor technologies, the light plasmic disruptor incorporates high possible damage, but its energy bleed off makes it a poor offensive weapon. It's small size, however, allowed it to be mounted as a secondary armament on many Ferengi ships.

Plasmic Disruptor

Class: Plasma
Modes: Standard
Primary User(s): Ferengi
Developed: 2327
Size Factor: 6

The plasmic disruptor is a significant increase over the original light plasmic disruptor. With the power output increased and cooling problems dealt with, the newer model plasmic disruptor was much more versatile and deadly.

Heavy Plasmic Disruptor

Class: Plasma
Modes: Standard
Primary User(s): Ferengi
Developed: 2350
Size Factor: 9

This large plasmic disruptor mount is incredibly powerful. The plasma discharge from a heavy plasmic disruptor is able to tear down most enemy shielding in a single volley or cripple ships whose shielding has already failed. The close-range nature of the weapon is exacerbated by inadequate targeting computers which makes its accuracy fall off dramatically at extended ranges. Power hungry and large for a plasma weapon, the heavy plasmic disruptor is mounted on very few hulls.

Plasma Beam

Class: Plasma
Modes: Raking (8)
Primary User(s): Ferengi
Developed: 2310
Size Factor: 5

The plasma beam is the original heavy plasma weapon in the Ferengi arsenal. The plasma beam fires a focused beam of plasma along a carrier beam. The beam is highly condensed, and as such can sweep much more than a typical disruptor or phaser. When the plasma impacts upon the target vessel it burns through the hull, scoring it deeper than normal.

Despite its reduced damage at longer ranges, the Ferengi enjoy the greater damage that the plasma beam can do in relation to other races medium weapons.

Ultralight Plasma Beam

Class: Plasma

Modes: Standard
Primary User(s): Ferengi
Developed: 2298
Size Factor: 3 (Fighter)

The earliest plasma beam to be fielded by the Ferengi, the ultralight plasma beam is a fighter-sized weapon capable of firing small plasma beam bursts at enemy targets. The amount of power that such a vessel's reactors can generate reduce the effectiveness of the plasma beam over range, the plasma cooling very fast as it travels.

The ultralight plasma beam is of little use for anything other than a short range deterrent weapon, as any similar small craft armed with comparable phaser or disruptor weaponry can easily dispatch craft armed with the ultralight plasma beam from outside its weapons range.

4.8 Gravitic Weapons

The field of gravitic weaponry is one that is little developed within the known Star Trek universe. Some races such as the Viidians in the Delta Quadrant have experimented heavily with such alternate weaponry, but very few Alpha and Beta Quadrant races have adopted such technologies, instead opting for 'off the shelf' phaser and disruptor technologies that can be purchased from a multitude of sources.

The militaristic Cardassians are one of the few races to develop gravitic or gravitic enhanced weapon systems for use on their ships. These weapons tend to have a slower rate of fire than their phaser or disruptor equivalents, but they tend to have special properties that make them effective alternatives.

4.8.1 Compressor Beams

Often called 'spiral wave disruptors' by other races, compressor beams are an original invention of the Cardassians. Compressor beams utilize advanced gravitic lensing technologies to focus the beam fired, intensifying and amplifying the weapon's destructive properties.

Unfortunately for the Cardassian, the compressor family of weapons is space intensive and very few can be mounted on most mid-range hulls. This more than anything else has led to the Cardassian doctrine of developing warship hulls built for fleet actions rather than solo combat.

Light Compressor Beam

Class: Gravitic
Modes: Raking
Primary User: Cardassian
Developed: 2318
Size Factor: 5

The light compressor beam is the originator of the compressor beam weapon family. The light compressor beam was originally intended by the Cardassian Central Command to be an alternative to the medium phaser. The Cardassians had managed to secure several models of the medium phaser from black market channels (primarily weapons runners), but all attempts to reverse engineer and reproduce the technology met with inadequate results. In most cases, the weapon proved to be too bulky, too power hungry, or simply unstable. Testbeds of the medium phaser on the Gurnet Warship proved fruitless.

It was hoped by the Cardassians that integrating their knowledge of phaser weaponry and their advanced research into applied gravitics would allow them to develop a weapon of comparable strength to the medium phaser, but able to be built and serviced by the Cardassian Union.

After many years of research the first light compressor beam prototype was developed. Cardassian scientists had managed to develop a hybrid weapon that had more reliable damage with only a slightly increased power requirement. Fire control systems were substandard but were the best that the Cardassians could provide. The only disadvantage to the light compressor beam was the increased rate of fire necessitated by the need for a longer weapon cooldown cycle.

The light compressor beam would see great use during the subjugation of numerous worlds during the height of Cardassian imperialism. The light compressor beam was more than powerful enough for battles against the small navies of its lightly defended neighbors.

By the late 2330's, however, the weapon was starting to feel its age. Newer, stronger weapons were being fielded by other powers in the region. The Klingons and Romulans especially were fielding new disruptor weapons that made the light compressor beam look even more inferior.

The light compressor was eventually replaced in its role as a heavy weapon by the compressor beam between 2338 and 2244. After this point the light compressor became a

secondary weapon in most cases or on ships that could not mount a full compressor beam.

Compressor Beam

Class: Gravitic
Modes: R, S
Primary User: Cardassian
Developed: 2338
Size Factor: 8

The compressor beam is little more than an enlarged light compressor beam. Based on the same technologies as its predecessor, the compressor beam is the central weapon of the Cardassian military. Most ships equipped with compressor beams tend to mount them in a fixed position as the equipment necessary to power such a weapon requires great amounts of space and a direct connection to the ship's reactor to provide the necessary power.

The primary advantage of the compressor beam is the amount of damage that the weapon can do in a successful strike. Easily able to rip down ships and decimate enemy ships, the compressor is a deadly weapon--especially when sustained. Unfortunately, the increased strength comes at the price of rate of fire, making the compressor beam a slow firing weapon.

The compressor beam has been the heavy weapon of choice within the Cardassian fleet for over fifty years. In recent years, the Cardassians have even managed to miniaturize the weapon further, allowing for multiple compressor weapons to be housed in less space.

Gravitic Disruptor

Class: Gravitic
Modes: Standard
Primary User: Cardassian
Developed: 2290
Size Factor: 3

The gravitic disruptor is one of the first weapons the Cardassian fielded based on gravitic technology. The weapon was originally intended to act as a long ranged replacement for the popular light phaser, but its low damage made this an untenable choice in the eyes of the military leadership. Most knew the value of the light phaser in Cardassian fleet based tactics and had come to rely on the weapon in combat.

Nonetheless, the gravitic disruptor entered limited service on new hulls. In early engagements and battle simulations the gravitic disruptor earned the name of "shield ripper", a designation that is actually more common than the weapon's actual name. It was found that gravitic disruptors could be used to weaken enemy shielding on the approach, making it easier for the fleet's light phasers to break through shields and damage enemy craft.

Due to a quirk in the gravitic disruptor's design, it is able to store up enough power if unfired on a turn to fire two volleys on the following turn. On ships that made heavy use of "shield rippers", it allowed the ship to fire a hail of disruptor fire at enemy ships which, at close ranges, would almost guarantee shield collapse.

During the doctrinal and technological upheaval of the 2340's, the Cardassian union shied away from gravitic disruptor weaponry and no longer mounted it on new hulls. Some models of the weapon were sold to third parties, usually with Cardassian maintenance contracts attached. The weapon has only rarely seen use in the civilian sector, starship proprietors preferring to use weapon systems that are more easily fixed and maintained by other sources than the Cardassian military.

4.9 Polaron Weapons

The Dominion developed polaron weapons as their primary weapon type. The Dominion found that polaron weapons fit their doctrine far better than disruptors or phasers. One of the most striking advantages of polaron-based weapons is the ability to bypass in whole or part enemy shielding. It is possible for shielding to be adapted so as to negate this advantage, but it takes time to develop—something that most of the Dominion's enemies have not had the luxury of.

The polaron beam family of weapons and icons were based on designs by Roman Alexander Perner.

Light Phased Polaron Beam

Class: Molecular
Modes: Raking (Special)
Primary User: Dominion
Developed: unknown
Size Factor: 3

This lighter version of the phased polaron beam is seldom seen on Dominion warships and is restricted to escort vessels charged with clearing enemy shuttle or fighter hordes from space.

Phased Polaron Beam

Class: Molecular
Modes: Raking (Special)
Primary User: Dominion
Developed: unknown
Size Factor: 6

The phased polaron beam is the standard beam weapon in the Dominion arsenal. This weapon fires a beam of phased polaron particles at the target. In their phased state much of the energy is able to bypass enemy shields, striking directly at the target's hull.

The effects of phased polaron beams can be devastating, as was demonstrated by the Dominion attack ships during the Dominion War.

Heavy Phased Polaron Beam

Class: Molecular
Modes: Raking (Special)
Primary User: Dominion
Developed: unknown
Size Factor: 9

This large phased polaron beam was the heaviest beam weapon operated by the Dominion during the Dominion War. One of the singly most potent weapons the Alpha and Beta Quadrant powers had ever witnessed, the heavy phased polaron beam could literally cut through a ship's shields and maintain enough cohesion to do major damage to the ship within.

Heavy phased polaron beams can only be mounted on the largest Dominion starships, and even then in limited numbers.

Tri-Polaron Blaster

Class: Molecular
Modes: Standard
Primary User: Dominion
Developed: unknown
Size Factor: 8

This fast firing polaron weapon incorporates three phased polaron beams into a single housing. These beams are designed to fire a series of discreet pulses rather than raking beams. The tri-polaron blaster is extremely fast firing, the individual emitters not requiring their normal cooldown time before shots.

The tri-polaron blaster was first mounted on the largest of the Dominion's battleships where they were to serve as close-quarters weapons to defend against light frigates and attack fighters.

Unlike other phased polaron weapons, the tri-polaron blaster is fully effected by enemy shields.

Polaron Torpedo

Class: Ballistic (Molecular)
Modes: Standard
Primary User: Dominion
Developed: unknown
Size Factor: 6

The polaron torpedo is capable of bypassing enemy shielding entirely. Each torpedo that hits its target rolls a d6 and will totally ignore shielding on a result of '5' or '6'. This gives polaron torpedoes a striking effectiveness against enemy warships that do not have countermeasures in place.

4.10 Subspace Weapons

Isolytic Torpedo

Class: Ballistic
Modes: Flash
Primary User: Son'a
Developed: 2326
Size Factor: 6

Used by the Son'a, the isolytic torpedo is a powerful and volatile subspace weapon capable of causing ruptures in subspace, damaging the target ship and potentially irreparably harming local subspace. The isolytic weapon not only affects the target unit and the units in the target's hex but also every unit within one hex of the target. This wide area of effect is due to the nature of the subspace disturbance that is being caused by the torpedo.

On a natural roll of '1' on an isolytic torpedo to-hit roll, a severe subspace rupture is formed. This rupture in subspace will immediately home in on the warp signature of the closest ship to the detonation point. If more than one unit with operation warp engines exists in the target hex roll to randomly determine which unit the rupture has locked onto. This rupture will proceed to 'chase' its intended target. The rupture assumes the same speed as the target at the time of impact and may accelerate or decelerate by two hexes during its movement, which occurs during the point in the turn when other movement-based weapons are fired. The subspace rupture must move on the shortest path possible towards its target when moved and pays nothing for turn costs or side slips. If multiple paths exist that will move the rupture as close to the target as is possible, the firing player is allowed to select which path the rupture takes. If the subspace rupture passes

through a hex that contains units, each of the units in the hex will take 2d10 damage to their facing side.

If the subspace rupture should end its movement allotment in the same hex as its target, score 4d10 damage to each section of the targeted unit. The subspace rupture will continue to chase its target until the target is destroyed or the target jettisons its warp core, shutting down the ship's warp engines and effectively stranding it.

The isolytic torpedo, as with other subspace weapons, are banned under the Second Khitomer Accords. The damage such weapons do to subspace is horrific and can cause such a breakdown in subspace so as to make warp travel through affected regions impossible.

Isolytic Converter

Class: Subspace
Modes: Enveloping
Primary User: Son'a
Developed: 2370
Size Factor: 7

A new and even more dreadful subspace weapon, the isolytic converter is a direct-fire weapon that damages the area of subspace between the firing ship and the target. This weapon in essence burrows into subspace, rending it and breaking it until it reaches the vicinity of the enemy ship. This can have disastrous consequences and the effects of the subspace disruptions engulf most ships fired upon by the isolytic converter.

The Son'a field few ships equipped with isolytic converters, though it is rumored that the space stations and orbital defense array defending the Erlorra system are armed with these weapons. It is estimated by Federation scientists that the use of these suspected subspace weapons during a full-scale assault on the world would cut off warp travel to the entire region.

4.11 Phase Cannons

The Vulcans developed phase cannons as an alternative to the particle cannon. The light and standard particle cannons had a high capacity for damage but were very power hungry, putting an unnecessary strain on the weaker warp cores of the period.

Phase cannons have many things in common with particle cannon weapons. Firstly they are particle class weapons, not of the molecular type that later beam weapons would be classified as. Phase cannons are also continuous-fire particle beam weapons like the particle cannon, meaning they rake across their target rather than delivering damage in a single blow.

The name phase cannon may seem to indicate that this family of weapons has some relationship with the later, more advanced phaser weapons. In truth phase cannons are far more primitive and have little in common with the phasers that would be developed in the following century.

Light Phase Cannon

Class: Particle
Modes: Standard
Primary User: Vulcans, Terrans
Developed: 2107
Size Factor: 3

Before the introduction of the light phase cannon the Vulcans relied heavily on the antiquated light particle beam as their primary tertiary weapons mount. The light phase cannon boasts greater range than the light particle beam, though at the expense of diminished damage and poorer fire control computers.

Phase Cannon

Class: Particle
Modes: Raking, Sustained
Primary User: Vulcans, Terrans
Developed: 2109
Size Factor: 5

The phase cannon was the standard Vulcan weapon found on their ships in the 22nd Century. These versatile, long ranged beam weapons were a counterpoint to the new disruptor cannon technologies coming out of the Klingon Empire at the same time.

The phase cannon's range advantage and multiple modes of fire provide captains with extra options in battle.

Heavy Phase Cannon

Class: Particle
Modes: Raking, Sustained
Primary User: Vulcans
Developed: 2112
Size Factor: 8

This exclusively Vulcan weapon technology was one of the most powerful weapons of its day. The heavy phase cannon is

comparable to the particle cannon in damage but puts a far lower strain on the ship's power grid and requires less space to mount.

Most ships equipped with heavy phase cannons assembled its entire combat arsenal around the weapon. This created ships that relied on the heavy phase cannon for taking out the enemy while its secondary weapons staved off attack from any other aggressors or threats.

The heavy phase cannon may have eventually seen wider deployment if not for the development of the medium laser cannon by the Terrans. This improved laser weapon proved to be superior to the heavy phase cannon, albeit a larger weapon, and further development of phase cannons ceased.

4.12 Other Missile & Torpedo Weapons

The Federation and most minor powers have made use of chemically driven missiles or other basic ballistic weaponry before procuring and developing more advanced weapon systems.

4.12.1 Missile Racks & Missiles

Class-SO Missile Rack

Class: Ballistic
Modes: Standard
Primary User: Vulcans, Terrans
Developed: 1580 (Vulcans), 2100 (Terrans)
Size Factor: 5

This missile rack was the standard model used by most developing races in the known galaxy. Simple to construct and operate, racks of this type were capable of firing a variety of missile types on demand.

Spatial Missile

Class: Ballistic
Modes: Standard
Primary User: Vulcans, Andorians, Terrans
Developed: 1823 (Vulcan), 1900 (Andorian), 2118 (Terran)
Size Factor: n/a

Often incorrectly referred to as a 'spatial torpedo', the spatial missile is really a chemical reaction-based rocket weapon similar to many of the missile types operated by developing races. The Spatial Torpedo is identical to the Type-D Light Missile operated by the Alacans.

The Vulcans and several other races first developed this weapon, eventually phasing it out of their service as newer, more advanced ballistic packages became available.

Designer's Note: Yes, the crew called them spatial torpedoes in the show. But given the CGI effect and the implication of torpedoes in the B5W game system I changed the name to spatial missiles for clarity.

Photonic Missile

Class: Ballistic (Antimatter)
Modes: Standard
Primary User: Terrans
Developed: 2152
Size Factor: n/a

The Terrans were ultimately successful in reverse engineering a crude copy of Vulcan and Klingon photon torpedo weaponry based on sensor data recovered by Terran starships.

Termed the photon missile, this weapon is launched from a missile rack like other missiles but is otherwise very similar to the existing early photon torpedo.

One of the biggest disadvantages of the photonic missile is its limited range. The missile's range is better than that of a standard spatial missile, but still far below that of a full-fledged torpedo.

4.12.2 Drone Racks & Drones

Drones are self-guiding munitions, not unlike the concept of hunter-killers within Babylon 5 Wars. Whereas a special HK controller device must control hunter-killers, the autonomous nature of drones makes them much more akin to standard missiles, and that is how they are handled within the Star Trek Conversion.

Drones can only be launched from special racks, called *drone racks*. Several different models of drone racks exist, each with their own advantages. Just as drones are handled like standard missiles, drone racks are handled like standard missile racks.

Star Fleet Battles, one of the oldest of the Star Trek gaming licensees (if not the oldest) introduced the concept of drones and drone racks into the Star Trek universe. It is debatable as to how well such weapons fit into the current Star Trek universe, but they are included within the conversion for completeness. Note, however, that drone use within the conversion is greatly curtailed compared to its usage in Star Fleet Battles.

4.12.2.1 Drone Rack Types

Type-A Drone Rack

The "A-rack" was one of the standard drone racks used by most spacefaring races before the development of more advanced ballistic launch systems. This rack was eventually replaced by the more advanced Type-B and C racks.

Type-B Drone Rack

The Type-B Drone Rack features a larger magazine, holding 50% more drones than the Type-A rack. It was this extra munitions storage that endeared the Klingons to the rack type.

Type-C Drone Rack

This rapid-fire drone rack is capable of launching drones at twice the rate of either the Type-A or B racks. This was the favored drone rack of the Kzinti.

Type-D Drone Rack

This large drone rack is used primarily on bases and satellites, though some races (such as the Kzinti) have been known to mount them on some of their ships.

The weapon pulls drones from three separate magazines. This gives the weapon a higher ammo redundancy, but also makes it more prone to suffering catastrophic explosions.

The Type-D Drone Rack will suffer a magazine critical on a natural roll of '19' or '20'. However, only one-third of the drones in the rack will detonate, reducing the amount of damage done by the explosion.

Type-E Drone Rack

The Type-E Drone Rack is a dedicated defensive drone rack. The Type-E rack can only be equipped with the Type-VI Dogfight Drone.

The rack's fast rate of fire means that its limited magazine will quickly be depleted, but it still remains a competent defensive system.

Type-F Drone Rack

The Type-F rack, sometimes also referred to as the "jump rack", is an exclusively Klingon system engineered to allow ships not originally equipped with drone racks to be able to be equipped with them. Most Type-F drone racks are installed in vacated hangar space, sacrificing shuttle capacity for extra weaponry.

The Type-F Drone Racks were all eventually replaced with Type-A or B racks once those racks became available.

Type-H Starbase Drone Rack

The Type-H Starbase Drone Rack is the largest drone rack ever constructed. It is too large to ever be mounted on a ship, no matter its size.

The ammunition storage units, of which there are four, are all compartmented. Because of this the Type-H rack is immune to magazine explosions.

4.12.2.2 Drone Types

Type I Standard Drone

This standard drone was the most common drone type used in most drone racks. Its average damage and range were adequate for dealing with most threats.

Damage: 8
Range: 12 hexes
Fire Control: +0/+0/+0
Cost: 0 combat points each

Type II Improved Drone

An improved drone model, the Type II Improved Drone is significantly better than the Type-I Standard Drone. Its better damage and range makes it a better choice for most drone ships.

Damage: 10
Range: 15 hexes
Fire Control: +0/+0/+0
Cost: 2 combat points each

Type III Long-Range Drone

With a range of 40 hexes, the Type-III Long-Range Drone is the longest ranged drone available. The range of the Type-III allowed it to remain competitive even after the development of photon torpedoes.

Damage: 8
Range: 40 hexes
Fire Control: +0/+0/+0
Cost: 3 combat points each

Type IV Heavy Drone

The Type-IV Heavy Drone is an extremely powerful and effective drone capable of punching through enemy shields quickly and effectively. The Type-IV has the same range as a standard drone but has twice the destructive potential.

Damage: 16

Range: 12 hexes
Fire Control: +0/+0/-3
Cost: 4 combat points each

Type V Improved Heavy Drone

A slight improvement over the Heavy Drone, the Type-V Improved Heavy Drone does slightly higher damage at a slightly greater range.

Damage: 18
Range: 15 hexes
Fire Control: +0/+0/-3
Cost: 5 combat points each

Type VI Dogfight Drone

The Type-VI Dogfight Drone was originally designed as an anti-drone weapon to be used in intercepting incoming drones. However, combat trials proved that the Type-VI Dogfight Drone was an excellent counter to enemy fighters and shuttles. The Dogfight Drone has a short range and does little real damage, but the onboard electronics of the drone give it a +3 to hit against fighters and shuttles. Additionally it can function as an interceptor missile, providing a –3 intercept against one incoming ballistic attack.

Damage: 6
Range: 6 hexes
Fire Control: +0/+0/+3
Intercept Rating: -3 (Ballistics only)
Cost: 1 combat point each

4.13 Other Technologies

Energy Draining Tractor Beam

The energy draining tractor beam is a Borg weapon akin to standard tractor beams; however, the Borg version of this device is so powerful as to be able to be used offensively against most races ships.

The energy draining tractor beam uses the tractor beam's rules except as follows:

- Fighter/shuttle tractoring velocity can be a difference of 8 or less.
- When tractoring ships, both ships do NOT have to be going the same direction or same speed. A ship with an energy draining tractor beam can tractor a ship as long as the speed difference is 6 or less.
- Energy draining tractor beams have a range of 5 hexes, not 0 hexes as the tractor beam does.
- The energy cost of tractoring the ship is Ramming Factor divided by 8, not 4.
- Tractor beam can be established automatically against a willing target. Otherwise, the chance of successfully attempting to lock on with a tractor beam is equal to the target's profile minus both the difference in speed between the two units and the distance of the ship from the tractoring vessel.

If an energy draining tractor beam successfully tractors a unit the ship will lose -1d6 power on the next turn of the scenario, but the effect of this energy drain will only affect them on the next turn only. Note that ships with active shields cannot be tractored so long as their shields are online. Ships using deflector shielding WILL still be subject to the energy draining effect, applied instead against shielding rather than a general power loss, and any bleed over "damage" from the energy drain is lost. Ships with gravitic or EM shields will have all in-arc shields shutdown on the following turn.

A ship which has been involuntarily tractored by an energy draining tractor beam can continue to maneuver, but all movement costs cost an amount equal to the ship's own movement requirements plus those of the tractoring ship. Thus, a Galaxy Command Ship successfully tractored by a Borg Cube would have to pay 3 x Speed to turn (1 x Speed + 2 x Speed), and would have an Accel/Decel Cost of 12 (4 Thrust + 8 Thrust). It is evident then that a ship that is tractored will have a difficult time maneuvering, if at all!

Magnetic Grappler

Primary User: Terrans
Developed: 2100
Size Factor: 2

The magnetic grappler is a Terran device intended for use in grappling shuttlecraft or other small units for towing into the ship's shuttlebays.

Functionally, the magnetic grappler is a combination of the grappling claw and the tractor beam. The magnetic grappler attaches to the target using the grappling claw rules, at which point it functions as a tractor beam.

Thalaron Cannon

Class: Molecular
Modes: Standard
Primary User: Remans
Developed: 2379

Size Factor: 16

The Thalaron Cannon is a weapon of mass destruction constructed for the sole purpose of the eradication of organic life. The thalaron matrix used by the Thalaron Cannon can destroy all organic substances on a ship, moon, or planet with equal ease. It takes only microscopic amounts of thalaron radiation to achieve these results.

Those ships that mount the Thalaron Cannon are built around the maintenance of the thalaron firing matrix and its array of thalaron emitters. Few ships can achieve this feat, and even fewer would ever wish to try.

The Thalaron Cannon must be deployed before the weapon can fire. It takes eight full turns before the Thalaron Cannon is fully deployed. During these eight turns the deploying ship cannot move or fire. The ship may remain cloaked during the deployment of the Thalaron Cannon, however it cannot fire while cloaked.

Once the weapon is deployed it can then fire on any target that is both within the weapon's arc and with the 10 hex maximum range. The selected target is automatically destroyed. If the target was a scenario object, such as a planet or moon, all life on the world is instantly destroyed.

Thalaron radiation is very volatile and unpredictable. If the Thalaron Cannon is destroyed the ship is also destroyed.

5.0 Optional & Other Rules

5.1 Optional Rule: Sustained Fire Advantage

Weapons firing in sustained mode are more effective at breaking through enemy shields on subsequent turns of sustained fire. As the beam weapon has already focused on the target, its energies are harder to disrupt and it is more likely to tear through any new shielding.

Any weapon that hits in sustained mode against a shielded target will score double damage against shields on each turn of sustained fire after the first. Note that Ancients will score *quadruple* damage against shields if they hit with a sustained mode weapon.

5.2 Optional Rule: Star Trek as Ancients

For those that believe that the Star Trek conversions are too weak compared to Babylon 5 Wars ships, apply the following modifications to the ships and double all ship costs:

- Deflector shields subtract damage equal to their shield factor from incoming weapons fire before scoring damage against shield projections or ship section (use the highest value of any in-arc deflector shields).
- Deflector shields reduce the profile of the ship by an amount equal to their shield factor (use the highest value of any in-arc deflector shields).
- Consider all ships to have Advanced Armor and Advanced Sensors.
- All Star Trek ships that use pulse mode weapons score an additional 6 points of damage per pulse.

5.3 Optional Rule: Warp Engines Power Generation

In many Star Trek settings, a ship's warp engines are depicted as generating power for normal ship operations. In this conversion the reactor is considered to abstractly depict the warp core of the vessel, and thus its power generation capabilities. Should a player wish to play scenarios in which the warp engines actually produce power for the ship may use this optional rule to do so.

For each ship, take the number of structure boxes in each warp engine and divide by 4; this is the amount of power that each warp engine generates. The power generated by warp nacelles is not extra power, but instead represents the amount of power that the warp engines themselves generate. For every full 5 boxes of damage scored on a warp engine a –1 power loss is incurred on the ship. If an entire warp engine is destroyed, then all power that warp engine produced is lost.

Note that playing with this optional rule makes warp engines much more important targets and increase the chance of crippling a ship once its warp engines are destroyed, which is fairly easy considering that most ships have their warp engines located on the aft structure block. The system does, however, reflect a greater resilience to warp engine damage for ships with multiple warp engines, which for many may better reflect the feel of the Star Trek universe.

5.4 Shuttles as Fighters

Most Star Trek races use combat shuttles in place of dedicated fighter craft. They find that the versatility of using one craft for short intra- or intersystem transit and skirmishing to be the most effective method for their fleets.

Against ships from other universe – such as those from the Babylon 5 universe – there is the need to bring large numbers of these shuttles into a battle in order to counter the fighter-heavy fleets of their enemies. Normally this would become an accounting nightmare, as each fighter would have to be tracked separately.

A player may instead choose to reform his shuttles into "flights" of up to 5 shuttles (one row on a shuttle sheet) and handle them as one cohesive unit just as fighters are handled as flights. All shuttles fire separately, but are moved as a single unit. This allows shuttles to be used on the battlefield with the least amount of headache.

In the cases individual shuttles that have not yet merged into flights, a player should consider the shuttles to be in the same hex as the ship that launched them until such time as a shuttle flight is formed. The shuttles may fire or perform any other combat actions they are allowed, but will remain following their carrier until such time as a full shuttle flight is formed.

If a carrier cannot form a full shuttle flight, a player is allowed to form partial shuttle flights out of the maximum shuttles that the ship can operate.

5.5 Torpedo Range Penalties

For those players that believe that torpedoes are too accurate in their current incarnation, apply the following range penalties to existing torpedo weapons. For any torpedo weapon not covered here, the weapon will lose -1 to-hit per a number of hexes equal to the maximum range divided by 10 (rounding up).

Heavy Photon Torpedo: -1 per 6 hexes
Advanced Photon Torpedo: -1 per 5 hexes
Photon Torpedo: -1 per 5 hexes
Plasma Torpedo: -1 per 5 hexes
Polaron Torpedo: -1 per 5 hexes
Light Photon Torpedo: -1 per 4 hexes
Early Photon Torpedo: -1 per 3 hexes

Note: The rules listed above are now in force throughout the conversion! These help to balance the potentially overpowering effects of massed ballistics in larger conversion battles.

5.6 Optional Rule: More Effective Cloaks

For those that want cloaked units to be even stealthier in their movements, calculate the unit's cloaking signature by taking the unit's EW or Offensive Bonus value and divide it by 2, rounding up. This gives cloaked units a much lower chance of being detected by enemy units and helps to fit many of the scenarios from the series where cloaked ships are totally undetectable even from nearly point-blank ranges.

If this optional rule is used, increase the point cost of cloakable ships by 10%.

5.7 Optional Rule: Phaser Strip Enhancement

This rule exists for those that feel that modern phaser strip equipped starships should have greater firepower than older banked phasers. All light, medium, and heavy phasers mounted on Federation designs with an in-service date of 2350 or later are allowed to increase their base damage through the application of additional power at the rate of +1 damage per power applied. Damage can only be increased by a value equal to the normal fixed damage component of the weapon (after effects of criticals).

If this optional rule is in use increase the point cost of affected units by 5%.

5.8 Optional Rule: Movie Effect Phasers

The medium phaser effect from Star Trek II was somewhat different and more discreet in pattern than other phaser firing effects. This rule should help capture this effect.

All raking phaser weapons score damage in a modified raking mode. Instead of ignoring armor on subsequent hits the phasers will simply treat armor as if it were one point lower than in previous sub volleys. *Example: A 30 point medium phaser hit strikes the front of a Miranda and hits structure with all shots. The first shot will score 6 points of damage (10-4 armor), the second 7 damage (10-3), the third 8 damage (10-2).*

Based on a suggestion by Daniel Haughton.

6.0 Elite Officers & Ship Enhancements

6.1 Elite Officers

6.1.1 Existing Elite Officers

Expert Helmsman

Rules Compendium, pg. 156
Cost: 5% of the base cost of the ship. Halve the cost for capital ships and larger units.
Location: C&C

Expert Engineer

Rules Compendium, pg. 156
Cost: 5% of the base cost of the ship.
Location: Engine

Expert Scanner

Rules Compendium, pg. 156
Cost: 7% of the base cost of the ship.
Location: Sensors

Expert Navigator

Rules Compendium, pg. 157
Cost: 7% of the base cost of the ship.
Location: C&C

Expert Technician

Rules Compendium, pg. 157
Cost: 9% of the base cost of the ship.
Location: Reactor

Elite Crew

Rules Compendium, pg. 158
Cost: 50% of the base cost of the ship. It can be purchased a second time (for an "ultra-elite" crew), but this requires a total cost of 125% of the ship's base value.
Location: Throughout the ship.
Examples: Enterprise crew

Expert Security Officer

Rules Compendium, pg. 160
Cost: 5% of the base cost of the ship.
Location: C&C
Availability: The Federation, Romulans, and Cardassians may purchase this officer at the listed price. All others increase the cost by 50%.
Example: Worf

Expert Religious Leader
Cost: 15% of the base cost of the ship.
Location: Any primary non-weapon system.
Availability: Available only to those races with a theocratic form of government, including the Bajorans.

Expert Political Officer

Rules Compendium, pg. 161
Cost: 40% of the base cost of the ship.
Location: C&C
Availability: Capital ships or larger units only. Cardassians only.
Example: Enabran Tain

Expert War Leader

Rules Compendium, pg. 162
Cost: 5% of the base cost of all units involved in the scenario (assume this to be 500 in a campaign), plus 25% of the base cost of his/her own ship.
Location: C&C
Availability: Only the Klingons can purchase this elite officer at the listed price. All non-Klingon War Leaders cost 50% more than the listed price.
Examples: Martok, Chang

Expert ELINT Officer

Rules Compendium, pg. 163
Cost: 15% of the base cost of the ship.
Location: Sensors
Availability: Double the cost for all races except the Federation and Romulans.

Expert Graviton Controller

Rules Compendium, pg. 163
Cost: 10% of the base cost of the ship.
Location: Engine
Availability: Non-Cardassian races which use gravitic drives or weapons can purchase one for 50% higher than the listed cost.

Expert Warrior

Rules Compendium, pg. 164
Cost: 50% of the base cost of the ship.
Location: C&C
Availability: Klingon and Dominion only.

Expert Troop Leader

Rules Compendium, pg. 164
Cost: 5% of the base cost of the ship.
Location: Hangar
Availability: Dominion only.

Expert Plasma Scientist

Rules Compendium, pg. 165
Cost: 10% of the base cost of the ship.
Location: Engine
Availability: Any race using plasma weapons may purchase an officer of this type at the listed price, NOT at double the price as noted in the Rules Compendium.

Expert Targeter

Rules Compendium, pg. 165
Cost: 10% of the base cost of the ship.
Location: One structure block.
Availability: All races.

Expert Dogfighter

Rules Compendium, pg. 158
Cost: One-half the base cost of the fighter.

Expert Motivator

Rules Compendium, pg. 158
Cost: One-half the base cost of the fighter.

Expert Missileer

Rules Compendium, pg. 159

Expert Evader

Rules Compendium, pg. 159

Expert Coordinator

Rules Compendium, pg. 160

Expert Electrician

Rules Compendium, pg. 160

Expert Pilot

Rules Compendium, pg. 160

6.1.2 New Elite Officers

Expert Cloak Technician

Some Romulan cloaking device operators are especially effective in keeping their ship concealed from the prying eyes of other enemy's long range sensors. As such they can keep their vessel's cloaking device running at peak efficiency.

Any ship with an Expert Cloak Technician is considered to have a signature 2-points higher for purposes of cloak detection.

The careful care and maintenance performed by the technician also makes it highly resistant to damage. Ships equipped with an Expert Cloaking Technician halve damage for the purpose of cloaking device criticals.

Cost: 15% of the base cost of the ship.
Location: Cloaking Device
Availability: Romulans only.

Expert Transporter Chief

An Expert Transporter Chief simply has a knack for transporters and the technologies involved. Any good transporter chief knows the rules by which transporter work—but it is the Expert Transporter Chief that knows how to break them.

Expert Transporter Chiefs increase the number of transporter points available to their ship by 1, giving them more options. They also extend the transporters normal range by 5 hexes.

Perhaps the greatest ability of the Expert Transporter Chief is his/her ability to beam through shields. It is a risky maneuver, but one that any Expert Transporter Chief is more than capable of performing. When transporting through shields all normal transporter point costs are *doubled*. At the point in the turn sequence where transporter operations occur roll a d6 for the success of the through-shields transport. On a roll of '5' or '6' the transport is a successful if either the source or target have operational shields; if both the source and targets have shields operational in arc success is only possible on a roll of '6'.

Cost: 5% of ship's base value.
Location: Any primary non-weapon system.
Availability: Expert Transport Chiefs are rare outside of Federation service. Other non-Federation races may purchase Expert Transporter Chiefs, but at an increased cost twice the normal cost.

Expert Ship Counselor

The Federation is well known for placing ship's counselors in high level positions, frequently placing them on the bridge in order to act as an advisor to the command crew. In many cases these highly trained and skilled individuals will help to turn the course of the battle in favor of the Federation.

An Expert Ship's Counselor provides a +1 initiative to their ship. The counselor also has several other special abilities that can be used during battle. Once and only once each scenario an expert ship counselor can do following:

- *"I sense hostility, Captain!"* The counselor's acute attention to detail allows him/her to warn the crew of possible hostile actions being taken against them by the opposing fleet. The counselor's ship receives a +8 initiative bonus on the turn this is declared, but all weapons fire from the ship is at a –2 penalty to-hit as the ship performs evasive maneuvers.
- *"I'm not sensing anything, Captain."* Despite the counselor's years of training they are unable to understand the situation and have no idea what is going on. The counselor's ship incurs a –8 initiative penalty for the turn, however the counselor's caution affords the ship extra protection from their enemy as all weapons fire against the ship is at a –2 to-hit penalty.
- *"They're in trouble, Captain!"* The counselor realizes that a friendly vessel is in grave danger. The player may choose one friendly unit as the target of this ability. That unit gains a +5 initiative bonus for this turn only and all damage done to the ship subtracts –1 from the dice (but no lower than the minimum damage per die).

Cost: 10% of the base cost of the ship.
Location: C&C
Availability: Federation only.

Expert Shield Technician

A valued asset on any ship, an Expert Shield Technician knows the ins and outs of his/her ship's shield system and excels at optimizing the shields to reach their maximum operational efficiency. Expert Shield Technicians allow their ship to improve shield projection capacity for one point of power per point of absorption increase (instead of the normal two power requirement; note that the 50% improvement maximum still applies, even for an Expert Shield Technician). The Expert Shield Technician also allows his/her ship to perform one free arc extension per turn at no additional power cost.

As a side effect of the Expert Shield Technician's knowledge of shield systems, they are adept at predicting just when and where a shield will fail. Once and only once during a scenario, an Expert Shield Technician may perform an ***emergency shield extension***. An emergency shield extension allows the ship to immediately perform one arc extension on any one deflector shield. This allows a ship with an Expert Shield Technician to maintain shield projections (and their unused absorption capacity) that could otherwise be lost due to damaged or destroyed deflector shields. On subsequent turns the arc-extension performed by way of the emergency shield extension must have the necessary power allocated to cover its cost, unless it is selected as the one free-arc extension allowed by the Shield Technician.

Cost: 12% of the base cost of the ship.
Location: Shield Generator.
Availability: All races may purchase Expert Shield Technicians, but they are more common among the highly logical Vulcans. A purely Vulcan fleet can purchase Expert Shield Technicians for only 10% of the ship's base cost.

Expert Warp Technician

The Expert Warp Technician is a master of subspace manipulation and warp drive theory. These experts have published numerous papers and helped to extend the science of warp travel.

Because of the tinkering and calibration of the Expert Warp Technician their ship's warp delay is one less than normal (minimum of 1 turn). The warp engines are also far more energy efficient, with each warp engine producing +2 extra power per nacelle.

The first warp core breach that a technician's ship suffers due to a warp engine critical will force a re-roll of the critical in an attempt to avert the warp core breach from occurring. Throw out the results of the previous critical roll and re-roll the critical. Any further critical hit effects cannot be altered. This represents the Expert Warp Technician's ability to quickly make repairs to counter the breach and possibly re-stabilize the warp core.

Cost: 10% of the base cost of the ship.
Location: Reactor
Availability: Any race except Raiders.

Founder

The Founders of the Dominion are "changelings," shape-shifting aliens that approach galactic politics and conflict with a detached and almost callous ruthlessness.

If a Founder is present in a battle all Dominion units may ram at any time and are no longer constrained by the limitations of 2.7.2 The Dominion and Ramming. Additionally, all

Dominion units gain an additionally +2 bonus to all ramming rolls, both for the attempt as well as for damage.

All Dominion units receive a +1 initiative bonus, except for the Founder's own ship which receives a –2 initiative penalty due to the crew's attempts to protect the Founder.

Only one Founder may be purchased per fleet. In a campaign situation where multiple Founders could possibly appear on the battlefield their fleet-wide effects are non-cumulative, though each Founder's ship will suffer from the listed initiative penalty.

Cost: 10% of the base cost of all friendly units in the scenario. Assume this to be 500 points if purchased in a campaign.

Location: C&C

Availability: Dominion only.

Changeling Operative

The Dominion works through subversion and misinformation, learning the weaknesses of their enemies by infiltrating their governments and militaries. Once inserted, these Changeling Operatives feed the enemy misinformation and mislead them at every turn until the final moment when their presence and duplicity is revealed.

The location of any Changeling Operatives is determined secretly at the beginning of a scenario by the Dominion player. Any enemy non-fighter/shuttle unit may be selected as the Operative's location.

At any point during the scenario the Dominion player may activate the Operative, at which point the Operative's ship will be forced to suffer the following penalties:

- On the first turn after activation the unit will suffer a –4 initiative penalty, decreasing by 1 per turn until the penalty is removed. *Example: On the first turn the ship suffers a –4 initiative penalty, on the second a –3, on the third a –2, and so on.*
- Each of the unit's shield projections loses 5 points of absorption capacity as if they had been hit for 5 damage.
- The Dominion player may select a single system on the target ship to experience a critical at the end of the turn. This special critical is in addition to any other criticals suffered during the turn. Damage is *doubled* for purposes of the critical.

Each of the above maneuvers are results of actions performed by the Changeling Operative only moments before revealing their presence.

On subsequent turns the Changeling Operative acts like a single Marine Contingent located in the primary section of the unit and will attempt a Wreak Havoc mission each turn until they are killed. If other Dominion Marine Contingents are beamed aboard the Operative's unit they will receive a –1 to their attack on all mission rolls. This is in addition to existing racial bonuses for Jem'Hadar soldiers.

Cost: 500 combat points. Only one Operative can be purchased per 5,000 points of Dominion units in the scenario.

Location: Any primary system.

Availability: Dominion only.

Expert Intelligence Officer

Knowledge is power, and for the Expert Intelligence Officer this power is exceptional. Through a mix of skill, connections, and backstabbing this individual has shown great ability in finding out the secrets that others would rather remain secret.

The information that the Expert Intelligence Officer brings to the table allows the ship's commander to know more about what they are going up against, conferring a +2 initiative bonus to the officer's ship. The officer has also managed to obtain detailed schematics of one of the opposing units (player's choice) that allows all weapons fire against the unit to gain +1 damage per die (no more than the maximum damage per die).

Advanced intelligence data also allows the ship to make better use of their electronic warfare (EW) points. The ship gains an extra point of OEW that can be assigned after all other units in the scenario have moved. This extra point of EW can only be used for OEW, not for any other function. The Intelligence Officer knows exactly how the enemy thinks and reacts, and it is a vital asset to their forces.

Cost: 15% of the base cost of the ship.

Location: C&C

Availability: Spies operated by the Romulan Tal-shiar and Cardassian Obsidian Order are well-known for their abilities. Romulan and Cardassian players may purchase Expert Intelligence Officers for the listed price. All other powers must pay double the listed price.

Expert Free Trader

Expert Free Traders excel at procuring just the right type of equipment for the job—and at a profit no less! Expert Free Traders have all the right connections and know both legal and

illegal channels through which they can purchase their wares. Expert Free Traders can do little alone, but provide a synergistic affect when combined with other elite officers.

Any bonuses to free thrust, extra power, or initiative provided by other elite officers or crews are increased by 1 point.

Once and only once during the scenario the Expert Free Trader can provide the benefits of any other elite officer on the ship.

One free ship enhancement can be purchased for the ship.

All cargo bays are considered to have one point higher armor than normal. Penalties brought on by being overloaded by cargo are ignored.

Cost: 10% of the base cost of the ship.

Location: Hangar

Availability: Only Ferengi can purchase free traders for the listed price. All other races must pay 50% more.

Expert Morale Officer

The Expert Morale Officer has appointed him or herself the job of keeping the rest of the crew upbeat in all situations.

If the unit suffers an initiative penalty due to speed, damage, or the effects of other elite officers, the penalty is considered to be 2 less than normal (potentially negating the penalty). However if the ship is not currently suffering an initiative penalty, they will suffer from a –2 initiative penalty (initiative cannot be reduced lower than 0 as a result of the Morale Officer).

Cost:

Location: Any primary system.

Availability: The Talaxians are noted for their happy-go-lucky morale officers. All other races must may double the listed price.

Expert Holographic Doctor

The Expert Holographic Doctor developed by Federation personnel can provide quick and effective assistance to wounded officers and crew, allowing them to get back to their stations rather than tying up vital bed space in sickbay.

An Expert Holographic Doctor provides a +1 initiative bonus to the unit on which they are active. The doctor's fast treatments, though lacking in bedside manner, are extremely effective and can keep them at their stations longer than those of other ships.

In addition to providing the above initiative bonus, the Expert Holographic Doctor can save the life of one other Elite Officer from the doctor's own unit during a scenario. The doctor must make the decision to save the officer immediately after the officer's location is destroyed. Only one officer can be saved in this manner per scenario.

The one disadvantage to operating an Expert Holographic Doctor is that their program can be affected by power fluctuations in the ship's reactor. If a power surge is encountered the doctor's program can be abruptly terminated. There is a percentage change equal to the amount of damage taken by the reactor that the Holographic Doctor will not function on a turn. Roll this special critical at the beginning of the turn during the Power Segment.

Cost: 5% of the base cost of the ship.

Location: Primary Structure

Availability: Federation only. No other power makes use of holographic doctors.

6.1.3 Character Specific Elite Officers

6.2 Unit Enhancements

6.2.1 Ship Enhancements

Hardened Shields

Rules Compendium, pg. 154

Note: The base value of the ship's deflector shields for purposes of increasing their output is based on the modified value after the application of the Hardened Shields upgrade.

Improved Cloaking Device

The Romulans worked long and hard to improve the quality of their cloaking devices. As pioneers of the science they desired to maintain the superiority of their ship's cloaking abilities.

A hardware innovation in the late 2290's offered the Romulans exactly the competitive advantage they desired. Through a series of relatively simple hardware upgrades the background emissions from a ship's cloaking device could be cut nearly in half, making the ship harder to detect.

This enhancement increases the cloaking signature of the unit by 1.

Cost: Calculate the ending cloaking signature of the vessel and multiply by 20

combat points. Thus a D'deridex Warbird with a cloaking signature of 4 (3 + 1 from the enhancement) would spend 80 combat points

Limitations: This can be purchased only once per unit. Only Romulans may purchase this enhancement.

Available: 2296

Anti-Polaron Shield Upgrade

The introduction of phased-polaron weapons by the Dominion forced the Allies to develop a countermeasure to their shield-negating effects. Eventually a means was discovered to provide protection against these effects.

This ship enhancement protects the ship from the special shield bypassing effects of polaron weapons. All polaron weapons will be fully affected by shields.

Cost: 10% of the ship's base cost.

Available: 2373

M-5 Computer

The failed M-5 Computer had great potential if not for the fatal logical flaws introduced by Dr. Richard Daystrom during its construction.

Any Federation unit equipped with an M-5 Computer unit gains a +6 to its initiative bonus, representing the speed with which the computer can react to battle situations. All weapons do +2 damage per die, though they cannot do more than the maximum damage per die. Weapons that do not roll for damage gain a +2 damage bonus.

If a unit equipped with an M-5 Computer comes within 25 hexes of an unknown unit, roll d6. On a roll of '1', '2', or '3' the ship decides to investigate further and will proceed to identify the ship using the Ship Identification rules before proceeding with any other mission objectives. If a '4', '5', or '6' is rolled the M-5 views the unknown unit as a threat and will immediately attack the unit, no matter its affiliation.

Cost: 8% of the ship's base cost.

Limitations: Federation only.

Available: 2268 only.

6.2.2 Fighter/Shuttle Enhancements

INITIAL ACTIONS STEP

SHIP POWER SEGMENT
- Secretly record cloaking/decloaking actions
- Roll for critical reactor detonation
- Resolve power deficiencies from shortages, EM weapon effects, and reactor criticals.
- Deactivate systems for additional power, if desired
- Increase shield projection capacity, if desired
- Purchase additional regeneration points for deflector shields
- Perform deflector shield arc extensions
- Regenerate shield projections with in-arc deflector shields
- Transfer shield strength between consecutive projections
- Transfer missiles to/from reload racks
- Announce deactivated systems/shields as needed
- Announce all cloaking/decloaking actions

INITIATIVE SEGMENT
- Hangar operations (reloading missiles, etc.) begin
- All units roll for initiative

ELECTRONIC WARFARE & BALLISTIC LAUNCH SEGMENT
- All players secretly determine EW levels, adaptive armor allocations, and ballistic launch
- Tail gunners switch to/from navigator missions
- Announce EW, adaptive armor and ballistic weapon launch (and target, if necessary)
- Reveal or hide concealed weapons
- ELINT ships announce which function(s) are in use and allocate which enemy OEW points to disrupt
- Telepaths attack Shadow or other vulnerable organic ships.

JUMP POINT FORMATION SEGMENT
- Announce/open jump points and activate phasing drives or warp engines

MOVEMENT STEP

PRE-MOVEMENT TERRAIN EFFECTS SEGMENT
- Determine hyperspace current changes
- Perform other terrain-related movement as needed

MOVEMENT SEGMENT
- Units which are rolling flip over
- Ships which are pivoting change facing
- Defelict units move
- All other units move in initiative order
  - Shadow ships announce half-phasing
  - Resolve pulsar mine fire when fighters enter range
  - Resolve skin dancing attempts after movement
  - Previously attached breaching pods deposit Marines

POST-MOVEMENT TERRAIN EFFECTS SEGMENT
- Perform any remaining terrain-related movement

WEAPONS-BASED MOVEMENT SEGMENT
- Resolve fire and effects from weapons that move or turn a target (gravity net, gravitic shifter, etc.)

COMBAT PIVOT SEGMENT
- Fighters make combat pivots
- Bases rotate

RECOVERY SEGMENT
- Capture derelict fighters/shuttles
- Recover escape pods
- Breaching pods attempt to attach
- Transporter activities are executed

CLOSE COMBAT EW SEGMENT
- All players secretly determine targets of close combat EW
- Announce targets of CCEW

RAMMING SEGMENT
- Resolve all ramming attempts

COMBAT STEP

FIRE DETERMINATION SEGMENT
- All players secretly determine all weapons fire, including weapons firing defensively
- Declare all offensive fire, including called shots
- Allocate defensive weapons against specific offensive shots
- If using secret EW, announce all EW levels

FIRE RESOLUTION SEGMENT
- Resolve ballistic weapon impact/explosions
- Resolve all weapons fire from ships
- Resolve all weapons fire from surviving fighters/shuttles at fighters/shuttles
- Fighters damaged in the previous steps roll for drop-out
- Resolve all other weapons fire, announcing special weapons modes as needed
- Deploy fighters launched by fighter-bombs

END OF TURN ACTIONS STEP

MARINE ATTACK SEGMENT
- Determine and resolve all Marine attacks

CRITICAL HIT SEGMENT
- Determine and resolve all critical hits
- Mark destroyed all systems attached to destroyed structure blocks
- Reduce armor on systems damaged by armor-damaging weapons
- Ships attempting to go to warp check for warp engine failure/breach

VORTEX ACTIVATION/CLOSURE SEGMENT
- Jump points opened this turn become active
- Ships which entered jump points on this turn are removed from play
- Collapsing jump points close
- Plasma web hexes created on previous turn dissipate

HANGAR OPERATIONS SEGMENT
- Fighters/shuttles attempt to escape from destroyed ships
- Launch/land fighters or shuttles
- Hangar bay operations started earlier this turn are completed

LINK/UNLINK SEGMENT
- Announce release of detachable cargo holds
- Tractor beams attach/detach

ADJUST SHIP SYSTEMS SEGMENT
- Adaptive armor points are released due to damage received this turn
- Adjust ship systems to account for damage
- Shield projections without in-arc deflector shields collapse
- Self-repair systems perform repair
- Shadow ships complete phase-out/phase-in
- Star Trek ships complete warp-out/warp-in

Errata

Changes in 2.5.2

- The three turn firing requirement for proximity mode photon torpedo fire has been removed.
- Tholian weapons technologies included.

NOTES:

Photonic Pulses
1d10+2 damage, -1 power if structure is hit (-10 shielding strength)

Isokinetic Cannon
Matter weapons that scores overkill

Scattering Field
Disrupts transporters

Kriosian Empire

A major provincial power during the 22nd Century, a disastrous war with the Klingons eventually left the Kriosians so weakened that the Klingon Empire eventually conquered them in the 2210's. During the height of their empire in the 2140's, the Kriosians were well known for their willingness to sell hulls to anyone that had the money.

One of the leading causes of the Kriosian decline was the outbreak of civil war between the Kriosian homeworld, Krios, and their largest colony on Valt Minor. The two neighboring systems, named for mythical brothers who feuded over the love of a woman, lived up to their mythical namesakes and substantially weakened the empire to the point that they were in no position to repel Klingon attacks on their borders.

The Kriosians remained a forced protectorate of the Klingon Empire for a century and a half. After an unsuccessful revolt and the rumors of Federation assistance in 2367 the Klingon Empire was forced to come to the table and deal with the insurgent Kriosians. The Klingons ultimately decided that the world was too insignificant to warrant further occupation, granting the Kriosian people autonomy from the Empire. The Kriosians ended their famous feud with Valt Minor in the following year and began the process or rebuilding their people.

Kazon Collective

Heavy Fighter (no wings)
13 structure, 2 armor, 1 shield, 10 thrust
- fires a single beam weapon

Patrol Fighter
Heavy Fighter Variant (Uncommon – 1 flight per 2 heavy fighters)
13 structure, 2 armor, 2 shield, 8 thrust

Torpedo
Assault Shuttle
8 structure, 4 armor, 1 shield, 7 thrust
- also functions as a breaching pod

Shuttle (torpedo variant)
8 structure, 1 armor, 1 shield, 9 thrust

Raider (wings)
Medium Ship - 60 RF
2 shuttles
- the typical Kazon attack craft. Moderately armed with average speed

Light Raider (new – based off incorrect raider sil) stalker
Medium Ship – 40 RF
1 shuttle
- a light raider with about 2/3 the capability of the raider, but smaller and one point faster

Mothership
Limited Deployment 33%
Capital Ship - 680 RF
12 fighters
- Less a warship as it is a mobile base.

Predator Mothership (rare mothership variant)
Capital Ship – 680 RF
- a warship variant of the mothership, exchanging cargo capacity for more weapons

Carrier (uncommon mothership variant)
Capital Ship – 680 RF
- a large variant that exchanges part of its weapons/cargo for more fighter capacity

Kazon Sects

Kazon-Ogla: Use primitive phaser weapons on their ships; base hulls represent those units in the service of the Kazon Ogla.

Kazon-Nistrim: Relies more heavily on brute force. Torpedo Assault Shuttles are more common in their fleet and their Torpedoes are more robust. Many of their ships have reinforced hull armors due to their advanced technologies in this region. However their ships are relatively poor otherwise and they have no access to the overpumped phaser, instead relying on disruptor cannons in these slots. They operate no torpedo weapons, replacing the photon torpedoes with Proton Projectors (large proton beam weapon). Limited Cloaking abilities. A fading power.

Kazon-Hobii: Lesser Kazon sect. More defensive minded, the Hobii replace all light phasers with additional point defense phasers, using the spared power to increase shield or sensor outputs to their heighest levels. However maintenance has caused all engine efficiencies and sensor power requirements to be doubled.

Kazon-Mostral: The Mostral operate mainly proton beams and proton projectors in place of phasers, though some intermediate phasers remain in the fleet. The Mostral also build faster ships, producing extra thrust. All thruster ratings are increased by one point and have enough thrust to make full use of this advancement. Unfortunately Mostral ships are very poorly maintained and suffer an additional unreliable rule because of these makeshift improvements.

Kazon-Relora: Hated enemies of the Nistrim, the Relora have access to many types of plasma weapons secured during their post-exodus period. They use medium plasmas as well as plasma shotguns on many of their ships. The Kazon-Relora do not have overpumped phasers, using medium plasma cannons in their place. Plasma shotguns are used in place of photon torpedoes.

Kazon-Oglamar: Excellent technicians, the Oglamar are better able to maintain their ships than other Kazon sects. As such each vessel suffers from one less unreliable ship rule than normal. If all unreliable ship rules are covered by other factors (such as in a campaign) the Kazon-Oglamar can elect to have one onboard primary system be improved in output (sensors: +1 EW; reactor: +2 power; Engine: +1 thrust; Hangar: +1 launch/land; etc.)

Kazon-Totati: Use their motherships as orbital factories for the production of fighter craft and other salable merchandise. Totati ships can use each undamaged cargo bay as a 1-point self repair unit in battle.

FIRST FEDERATION

Large Capital Ship with orbitals ala the Kirishiac that can be held or detached and sent out. Possibly acting as unfilled virtual orbitals, with the scouts purchased separately and mounted around the ship. Likely can hold four per structure block (of have each hull have a number of them given in the special notes box). Strong armor, kinetic weapons.