

A SHARPER EDGE

A Compilation of Rules Modifications

For Decipher Star Trek

BY

Jason E. Carroll

streetangel4@hotmail.com

The following options are mostly the work of others; I have simply compiled them into a single document and modified some of them (noted by placing Mod before their entry). Unfortunately, I do not know exactly who to credit for what so I want to apologize for this shortcoming. (I would, however appreciate if those responsible for the work would contact me so I may credit them appropriately.)

TECHNOBABBLE CHART: (From ICON Trek)

ROLL	COLUMN 1	COLUMN 2	COLUMN 3
2	Quantum	Flux	Inhibitor
3	Positronic/Dekyon	Reaction	Equalizer
4	Gauss	Field	Dampener
5	Osmotic	Particle	Chamber
6	Neutrino	Gradient	Catalyst
7	Molecular	Induction	Coil
8	Resonating	Conversion	Unit
9	Thermal	Polarizing	Translator
10	Photon	Displacement	Grid
11	Ionic	Feed	Regulator
12	Multiphasic	Imaging	Sustainer

NEW CHARACTER TRAITS:

Although the Decipher System provides plenty of useful and (IMHO) balanced Edges, the available flaws seem poorly balanced and quite limited, so I offer the following-

EDGES-

(Mod) Eidetic Memory: This is level 2 **Thinker**. The effects do not stack.

Skill Focus (Attentive): EFFECTS: +1 to Investigate and Observe.

Skill Focus (Attractive): The Character is physically attractive to species with similar concepts of physical beauty. EFFECTS: +1 to Influence tests, additional +2 to Influence (Seduce).

(Mod) Starship: UPGRADE: Your ship is either larger or more exotic (Narrator's Discretion).

FLAWS-

(Mod) Arrogant: PG 139. EFFECTS: Because of your arrogance, you cannot spend Courage on social tests as normal. You may only spend 1 Courage per round on social tests (usu. noted as **Cocky**) UPGRADE: Choose this Flaw again to increase its penalties.

Arrogant 2 (Arrogant): You may only spend 1 Courage per scene on social tests.

Arrogant 3 (Self-Righteous): You may never spend Courage on social tests.

Bounty: Similar to **Enemy**, the character has a price on their head. EFFECTS: Value depends on the severity of the Bounty

SIZE OF BOUNTY: Small- Up 50 Bars of Latinum or 5,000 credits (-1); Medium- Up to 200 Bars of Latinum (+0); Large- 500 Bars (+1); Huge- 1000 Bars (+2)

ISSUING POWER: Minor- Talarian Alliance, Single Planet of a Major Power, Scavvan Crime "Family" (-1); Standard- Ferengi Commerce Authority, Tholian Assembly, Am Tal (+0); Major- Cardassian Union, Starfleet, Orion Syndicate (+1); Massive- Klingon or Romulan Empires, The Federation (+2)

CONDITION OF TARGET: Dead or Alive (+1)

Callous: You are hard and cold to others and their feelings, usually hiding it by saying that you "just tell it like it is," but really care less what others think of you and your actions. EFFECTS: You suffer a -5 penalty to all Presence-related skill tests used by you and +2 vs. those used against you.

Cheat: When it comes to games, sports, fights, or other similar physical pursuits, you will do whatever it takes to win. EFFECTS: When making a physical skill test, you can exchange 1 Renown for an automatic Complete Success. You must explain how this end was achieved so that the Narrator can come up with a suitable complication as the repercussion of your action.

Code of Honor (CoH): The character lives by and operates under a strict set of rules and behavioral regulations. **EFFECTS:** A character must spend 1 Courage to violate their CoH. **UPGRADES:**

CoH 2: Character earns ½ XP for the episode including the violation.

CoH 3: Character WILL NOT violate her CoH.

EXAMPLE CoH:

FEDERATION CoH: Help the helpless, never attack first, support the civil rights of all true sentients, respect interstellar law and treaty, keep an open mind to other cultures, spend your lives growing wiser and stronger.

FERENGI CoH: Follow the rules of acquisition to the best of your ability, seek profit in all circumstances, obey the Grand Nagus and your boss, trample on your employees and underlings as needed to accumulate more profit.

KLINGON CoH: Die in battle, never surrender, never take prisoners, eschew luxury, always seek challenges in life, obey worthy superiors and challenge unworthy ones.

STARFLEET CoH: Explore the unknown, help the helpless, do not violate the Prime Directive, obey Starfleet superiors (unless their orders put more lives in jeopardy than they will save), keep an open mind, always learn and grow stronger and wiser.

Criminal Record: You've been caught breaking the law and possibly punished for it. **EFFECTS:** -2 to all social skills when dealing with any executive, legislative, or law-enforcement agency or authority aware of your record. **VALUE:**

SEVERITY OF CRIME: Minor- Restitution or Fines will clear you (-1); Common- Up to six months jail time (+0); Serious- Prison Term (+1); Heinous- Corporeal Punishment (+2)

TIME SERVED (-1)

PROSECUTER: Use **ISSUING POWER** list from **Bounty**, add Almost All Known Space (+3)

(Mod) Coward: PG 140. This is considered a level 2 Flaw. **UPGRADE:**

Coward 1 (Timid): You may only spend 4 Courage per Scene.

Coward 3 (Pansy): You may only spend 2 Courage per Scene.

Defeatist: You have a negative view of your own abilities and feel doomed to failure, which is usually a self-fulfilling prophecy. EFFECTS: You suffer a -1 penalty to all opposed tests.

(Mod) Dullard: PG 140. EFFECTS: This is level 2 of this Flaw which functions mechanically identically to **Arrogant**, except it affects mental tests. UPGRADE:

Dullard 1 (Uninterested): see above.

Dullard 3 (Half-Wit): see above.

Lecherousness/Vamp: You make unwanted advances to those you are attracted to as soon as you meet them, even if the timing is inappropriate. It is not “flirty,” which is a more appropriately timed and “playful” quirk. EFFECTS: When the character meets someone the Narrator decides he would be attracted to for the first time or after having already made a failed advance on someone you still desire, you must make a Willpower Reaction test. If the test is failed, he will make a “pass” using his best possible skill—regardless of the timing or circumstances. Alternately, he may spend a Courage to avoid the situation.

Loner: You tend to not like social settings or large groups and suffer for it socially. EFFECTS: As **Arrogant**. UPGRADE:

Loner 1 (Shy): see above.

Loner 3 (Reclusive): see above.

Loneliness: The character feels alone, and she makes all reasonable attempts to seek out company to alleviate her solitude. The character will actively seek out anyone who can understand her plight and empathize. EFFECTS: She suffers a -2 penalty to all Savvy Reaction tests and social skill tests she uses vs. a “friend” or “one of her own kind.” UPGRADE:

Loneliness 2: As above, but the penalty is -5.

Obsessive: This type of person has trouble admitting defeat, often becoming fixated on solving one specific problem, to the exclusion of everything else. EFFECTS: Choose one skill category (usually ACAD). He must spend a Courage to terminate an extended skill test within this category of skills. UPGRADE:

Obsessive 1 (Focused): Instead, Choose only one skill.

Obsessive 3 (Possessed): This applies to all extended skill tests.

Reprimand: You have a “black mark” on your record with your organization. EFFECTS: You suffer a -1 penalty on all social rolls with anyone in your organization (or helpful to it) that is aware of your record. UPGRADE:

Reprimand 2: Your record is littered with accounts of failure, insubordination, and the like. You have been demoted at least once EFFECTS: Cancel one **Promotion**. Penalty is -2

Reprimand 3: It is a miracle you are still a member of your organization (or possibly even alive) as you have faced a Court Martial (or similar process) for your infractions. EFFECTS: Cancel one **Promotion** and you are not likely to get another (double cost/renown requirements). Penalty is -3.

Shady: You tend to cut corners where you can and do things that are not on the up and up. EFFECTS: As **Cheat**, but for social and academic skills; also the success is only marginal.

Shirker: You will work, but would prefer to avoid doing so whenever possible and seldom put any real effort into your job. EFFECT: You suffer a -5 penalty to all repair, craft, or systems operations tests (or similar group of job-related skills determined with the Narrator)

Shirker 1 (Lazy): The penalty is -2.

Shirker 3 (Sloth): You barely do anything unless forced, threatened, or cajoled. EFFECT: You suffer a -2 penalty to all skills unless the Narrator deems that your life is in immediate danger.

CHARACTER CREATION OPTIONS:

Species Skills: For ease and realism, I think all characters should start with their native language(s) at level 4, regardless of Intellect. These levels do not count against the total allotted to Species Skills.

Starting Edges: Because it is just easier, I suggest that players choose an edge from both of their development packages.

Multiple Basic Professions: If the characters are starting with history and multiple advancements (other than/inclusive of the rules in BTFF 7 for starship officers), I allow them to choose a 2nd Basic Profession (gaining its professional skills and a 1st tier ability) at the cost of 1 entire advancement. If they would like to choose a 2nd professional development package (minus the “elective” skills and the edge), I charge them 3 advancements (and if during play, require them to roleplay their extensive and heavy training schedule). However, for further advancement purposes, I treat their

original Profession as if it were Elite, thus limiting their choices for advancement; usually this option is used for characters who have had “civilian” careers prior to joining (or occasionally before returning to) service as Starship Officers.

***Advanced Character Age:** I usually have most characters start their careers 1d3+1 years after reaching adulthood, although I often let Rogues start sometime after reaching the young category (since most actual criminals do begin while “still growing up”) and advance bi-annually; unless I allow the character history to say that they “served” somewhere with a lot of opportunity for development in their chosen profession, then I give them an annual advancement. If they want to “fast track” a 2nd development package, then I usually add the package in 3 years (or 2 if the character attended a formal academy/school). For Starship Officers I use the rules in BTFF 7 and adjust the charts if they served somewhere other than Starfleet.*

NEW STARSHIP TRAITS:

Tabbed Edges/Flaws are Upgrades to the one above them.

EDGES-

Adaptable System: One ship system is resistant to damage from using the system in unusual fashions. **REQUIRES:** Operations Class 2+. **EFFECT:** When making required rolls to “fine tune” a system in order to use it in an unusual fashion, the roll is done with 3D6 rather than 2D6. If the system would be burned out or damaged by the modification, any character involved in the test may **PERMANENTLY** expend 1 Courage to prevent this effect.

Advanced Laboratories/Sick Bay: The vessel is equipped with advanced labs and equipment for one science/medicine. **REQUIRES:** Sensors/Operations Class 3+. **EFFECT:** When making related skill rolls, the vessel is considered well-equipped.

Specialized Labs/Hospital: The vessel is considered to have advanced/precision tools.

Advanced Recreational Facilities: The vessel is crewed non-stop with a civilian (or semi-)contingent whose only job is to increase ship morale. **EFFECTS:** Crew receives a -2 TN to all social skills (except intimidation). **SPECIAL:** If you possess **Luxurious Accommodations**, the bonus increases to -5 TN.

Advanced Training Facilities: This ship has a disproportionate amount of space devoted to training and testing its crew. **REQUIREMENTS:** Operations and Life Support Class 3+. **EFFECT:** Reduce Training times by 25% (50% if the vessel also contains **Adv. Rec. Facilities**).

Bio-Neural Computer: The computer uses bio-neural gel packs in addition to standard ODN lines to speed up processing time, however it is therefore vulnerable to biological complications. REQUIREMENTS: Class 4 Operations system; Intricate System (Computers) [with no flaw point value]; Available 2370. EFFECT: +1 on Computer Use tests (reduce computation time by 10%); +1 to one System Operations Specialty (Chosen when Edge taken, but can be changed in a day of work with a System Engineering (Computer) TN 20).

Sentient Computer: See ESO p 10.

Concealed System: The ship has a hidden system (usually a cargo hold or a weapon) that does not show up on Sensors normally and is hard to locate physically. EFFECTS: Sensor tests to locate the system are considered difficult. Physical searches for the hidden system are challenging.

Well-Concealed System: EFFECTS: Location TNs are considered virtually impossible.

Hanger Bay: Usually reserved for purpose-built carriers and large Exploratory vessels, this modification increases the size of Shuttlebays, allowing them to stow larger vessels. REQUIRES: Operations Class 2+. EFFECTS: Craft of up to size 3 (or 4 on vessels of size 10 or larger) may be stored in the Shuttlebays.

High-Yield Cannon: You have an extremely powerful weapon at the expense of accuracy. EFFECTS: Select a weapon (usually beam) when choosing this edge. It gains +3 Penetration, but -5 Accuracy and can only be fired once per round.

Accurate High-Yield Cannon: As above, but -2 Accuracy. (Generally I allow this trait only in combination with my modified combat rules; Applying to Cardassian Aft Cannons and Defiant-Style Pulse Phasers or new alien designs.)

Launch Tubes: The Shuttlebays have been modified for rapid deployment of Auxiliary Craft. EFFECTS: TN modifiers to *Launch Vessels* Maneuver are cut in half (round down).

Flight Deck: The vessel was purpose-built as a Carrier, with a fully functioning Flight Deck. EFFECTS: As above and the Auxiliary Craft Helmsman(men) need only make a roll vs. $\frac{1}{4}$ the Maneuver's TN (round down). Also, it allows one craft to perform the *Land* Maneuver while other ships are launching.

Luxurious Accommodations: Admirals wish they had it so good (unless they are stationed on Earth). Quarters are posh and comfortable and the environmental system can adapt to almost any environment ship-wide. REQUIRES: Operations Class 3+. EFFECTS: Crew receives a -5 TN to social skills relating to diplomacy.

Multi-Dimensional Tactical Display: The vessel is equipped with an advanced Tactical AI integrated with an advanced holographic display on the bridge. It analyzes the opponent's posture for recognizable maneuvers and gambits, theorizes courses of action, and provides recommendations to the commanding officer. These recommendations come from the integrated tactics library which is updated after every combat encounter. The recommendations given by the computer come from the combined influence of all encountered species' tactics so some maneuvers may not be immediately recognizable by the user(s). Using the information processed by the AI and Sensor systems, the display will show current and projected headings based off its theories in a color-coded fashion. The 3D display is usually projected in the center of the bridge between Ops/Helm and the Command Chair. **REQUIRES:** Operations Class 3+; Available 2370. **EFFECTS:** Provides the vessel with 1 additional maneuver/ round (and -2 TN on all opposed Command Maneuvers, -5 TN to *Lock On* Maneuver); the commanding officer also gains +1 (+1 cumulative per subsequent encounter with vessels of the same type and command style [Narrator's Discretion]) to Tactics skill tests.

Sentient Computer: See ESO p 10.

Multispectral Shields: See ESO p 10.

Advanced Regenerative Shielding: **REQUIRES:** FSS or better shield grid; Available 2373 **EFFECTS:** When successful at a regeneration roll (see SS 24) that does at least 2 damage, the shield regains 2 strength. Also, the ship is allowed to attempt a regeneration roll (following normal rules) against spiral wave weapons.

Neurogenic Interface: A Ship station (Generally Helm or Tactical) is equipped with an advanced interface device designed to speed up controls by allowing them to respond to mental commands from the user, at some risk. **REQUIRES:** Operations Class 2+; Available 2355. **EFFECTS:** +3 to linked Systems Operations rolls. Must be chosen when edge is taken but can be changed with a System Engineering (Computers) TN 20 and Medicine (Neurology) TN 15 roll and one day of work; When the linked system is damaged, the operator must make a STA roll TN 10+ Damage to system or take 2D6 neural feedback damage.

Ship-Wide Holo-Emitters: The Ship is equipped with multiple holo-emitters, covering nearly the entire interior of the ship. This modification is usually used on ships with **Sentient Computers** or small long-range vessels equipped with EMH programs and limited Medical staff. **REQUIRES:** Operations Class 2+.

Holographic Masking System: The ship's hull is also covered with emitters, allowing the vessel to disguise itself as another vessel or object of similar size

and shape that you have detailed sensor data on (Narrator's Discretion)
EFFECTS: A System Operations (Engineering or Holography) roll sets the TN for Opposed Sensor test (at a -5 [or more if the sensor data is exceptional] for the scanning vessel) to pierce the disguise.

Holographic Decoy: Combined with modifications to the Navigational Deflector, the vessel's Holo-emitters make the *Forge Readings* Maneuver (ESO p 53-4) more effective. REQUIRES: Operations Reliability E+ or **Adaptable System (Navigational Deflector)** EFFECTS: -5 all TNs to perform the maneuver; duration of illusion is 2 rounds/5 rounds/entire scene; and this maneuver may be performed multiple times in a single encounter, however any sensor tests made by opposing vessels who have "seen through the ruse" previously in the encounter to identify the actual vessel are made at +3.

Storage Bays: Space near the Shuttle/Hanger Bay is dedicated to storage of additional craft. REQUIRES: Operations Reliability E+, Shuttle/Hanger Bay or Flight Deck. EFFECTS: The vessel may purchase additional Shuttlebays equal to twice its normal maximum. However, It takes a Full Round and the expenditure of a ship's maneuver (no roll required) to "reload" an "empty" Shuttlebay.

Variable Shield Harmonics: The shields have been specifically designed to allow ease of travel using Subspace Corridors. REQUIRES: Sensors and Operations Class 2+; Working Shield. EFFECTS: You can enter or leave a corridor at will without damage. (For normal effects see optional rules below).

FLAWS-

Limited Firing Arc: Special (See optional rules below).

Limited Sickbay: Sickbay is either too small or using outdated equipment. EFFECTS: If treating more than 10% of the ship's complement (round up), sickbay is considered inadequately equipped.

Makeshift Facilities: There is no Sickbay, or it is abysmally small for a ship this size. EFFECTS: Sickbay is always considered ill-equipped and is considered totally unequipped when patients exceed 10% (as above).

Rugged Quarters: Quarters on the ship are tight but serviceable, its recreation facilities are limited, and environmental adjustments are limited to specialized quarters only. EFFECTS: As listed plus evacuation limits are significantly smaller than normal ships of this size (Narrator's Discretion).

Spartan Quarters: Ship's Quarters are extremely limited (possibly requiring "hot-cotting"), recreational facilities are practically nonexistent, environmental adjustments require extreme effort, and there is little room for anyone beyond the crew. EFFECTS: As listed plus passengers are limited (roughly 25% of complement) and evacuation limits are tiny (roughly complement+passengers x size).

Where's the Science Station?: The ship is not designed around science missions and is lacking in labs and computer focus toward the sciences. EFFECTS: The vessel is considered inadequately equipped for science tests.

What Science Station !?: This vessel was purpose-built for a specific reason, which has nothing to do with science. EFFECTS: The Crew must use make-shift or jury-rigged tools for Science purposes.

NEW STARSHIP MANEUVERS:

Positron Flywheel (CMD III): An earlier variation of the Picard Maneuver originally discovered by accident by the Kzinti; this maneuver has spread to enterprising Commanders who prefer a sudden and decisive blow against their enemies in battle, as well as adding further protection for the attacking vessel. It works by redirecting energy normally bled off as the ship loses velocity from warp speeds into normal speeds into the ship's Shield and SIF Grids, increasing them considerably for a limited time.

PREREQUISITES: Close (H), Lock On (T)

DURATION: Instant

TN: 25 (Special)

EFFECT: The acting ship must prepare for the maneuver while travelling at Warp and the appropriate officer (usually Engineering or Ops) must use an individual action to make the appropriate skill test to perform the energy shunt and power transfer.

If the Maneuver is successful, the acting ship gains +5 to Protection and doubles Threshold for two turns (plus one additional turn per five he exceeds the TN).

If it fails, the ship takes one point of structural damage (which causes system damage normally) per point he missed the TN by and one point of damage to the ship's Warp Engine Track per five he misses it by, due to the danger of focusing so much extra power through the ships SIF and Shield Grids.

Launch Vessels (CMD II): This maneuver is used when a ship wants to launch (or release from docking clamps) multiple small vessels (such as shuttles, fighters, or

auxiliary craft) during a combat turn without lowering shields. The Tactical Officer (or a suitable replacement) must use an individual action to open a narrow window in the shields in order to allow the launched craft to pull away from the launching vessel (TN 15). The pilots of the individual vessels must use their own actions to successfully launch (TN ½ this maneuver, round down; failure results in a crash between vessels, failure by more than five results in a catastrophic crash, usually with the launching vessel. Narrator should determine specific effects.) their vessels in turn. This Maneuver may be performed once per turn per ready launch system (shuttlebay, flight deck, or docking clamps).

PREREQUISITES: Must possess a shuttlebay, flight deck, or docking clamps (the Launch Tubes Trait is a great help).

DURATION: Full Round

TN: 5 (+10 if launching vessel is performing a Tier 2+ Helm Maneuver in the same round; +10 if speed exceeds .5c; +20 if travelling at Warp Speeds; +5/additional small ship launched; plus Special)

EFFECTS: Success means that the launched vessels may act normally next round (as they spend the round launched performing the Take Off and “Open” maneuvers, succeeding automatically; Failure means that the launched vessels lose one Maneuver next round (performing the “Open” Maneuver- TN 5), a catastrophic failure (by 15 or more) results in the loss of the launching bay or tube (see damage to 2ndary systems ESO p. 45). Narrator may determine specifics.

STARSHIP SYSTEMS:

Close-Range Tractor Beam (Mod to chosen Tractor Beam): This modification allows you to tow a ship of up to +1 size, but is limited to Point Blank Range only.

EMCON Suite (Silent Service Edge Mod): If using the optional Sensor rules from BTFF 2 p 9, special rules apply; otherwise treat as the edge from ESO 10-11. **RULES:** When “running silent” (EMCON 1) and facing attack from an attacker that does not have surprise, the modified ship only fails to get its shields up on a critical failure of the System Operations test. If it is primarily operating on passive sensors only (EMCON 2), the modified ship may *Lock On* normally without changing its EMCON Status. However, the drawback of the system is that it is useless when propulsion systems are being taxed. It provides no bonuses if you exceed Full Impulse or the ship’s Cruising Speed while at warp. It is also useless if the modified vessel is running on full active sensors (EMCON 3). These effects are in addition to the +2 vs. Sensors provided by the Edge alone.

Energy Sheath (Mono-Refracting Plating Mod): This system can't be operated under EMCON 1, provides a +2 TN for a ship that successfully detects it to *Lock On* to it. Luckily, the Sheath reduces the penetration value of beam weapons that strike the modified vessel to ½ (round down) by absorbing and/or dispersing most of the weapon's power.

Probes: Probes are fired from a specialized launcher (part of the Operations System) or any Multifunction Torpedo Launcher. Individual Probe Classes are detailed below-

Class I and II Probes: The probes are short range astronomical capable of analyzing EM radiation, interstellar chemistry, and subspace fields.

Class III and V probes: These probes can land on planets and return samples, providing a detailed on-site analysis of the planet. Class three probes can also be used to analysis the abilities of an enemy ship.

Class IV probe: A class four probe is used to perform close observations of stars and other high energy phenomena.

Class VI probe: A class six probe acts as a communication relay and emergency beacon. The beacon exhibits no warp capability (to limit detection by subspace sensors) but has a high relativistic velocity. Once the probe's fuel is exhausted it coasts at speed, broadcasting a recovery signal toward Federation space. For this reason, the probe features a navigational module to facilitate recovery and trajectory tracking.

Class VII probe: The class seven probe can orbit an inhabited planet for up to three months, gathering data about the inhabitants and relaying it to a ship. They counteract sensors used by pre-stellar civilizations, becoming nearly invisible as a result.

Class VIII and IX probes: The class eight and nine probes serve as long-range sensor probes.

PROBE STATISTICS CHART:

CLASS	Sz/Str	Ops	LS	Sensors	Sublight	Warp	Atmos?	C/H/T
I	.5/3	B	---	2	.5c/D	---	N	-1/2/0
II	.5/3	B	---	2	.75c/D	---	N	-1/3/-1
III	.5/2	2	1	2	.75c/D	---	Y	-1/2/0
IV	.5/3	B	---	2	.75c/D	---	N	-1/3/-1

V	.5/3	1	1	3	.5c/D	2/3.5/5 (D)	Y	-1/3/-1
VI	.5/5	2	---	2	.75c/D	---	N	-1/3/-1
VII	.5/3	2	---	3	.5c/D	2/3.5/5 (D)	N	-1/2/0
VIII	.5/3	B	---	3/S3	.5c/D	8/9.8/9.9 9 (C)	N	-1/2/0
IX	1/8	B	---	3/S3	.5c/D	8/9.8/9.9 9 (C)	Y	0/2/0

CLASS	Cargo	Trans	Sep Sys	MRfP	Monota n	Prot	Adv Sys	Space
I	---	---	N	N	N	10	Sens	6.25
II	---	---	N	N	N	10	Sens	5.25
III	6.25m [^] 3 ¼ unit	Cargo	N	Y(14)	Y(+4)	5	Sens	0
IV	---	---	N	N	N	10	Sens	6.5
V	6.25m [^] 3 ¼ unit	Cargo	N	Y(14)	N	10	Sens	3
VI	---	---	Emer	N	N	10	Nav	1.75
VII	---	---	N	Y(14)	Y(+4)	5	Sens	3.5
VIII	---	---	N	N	N	10	None	1.5
IX	12.5m [^] 3 ½ unit	Cargo/ Emer	N	N	N	10	Sens	0

Sensor-Reflective Hull (Mono-Refracting Plating Mod): A ship with this modification may operate the system and shields, because all it does is add its rating to sensor tests to Analyze Ship Status (NG 102) or scan the interior. The system also provides a +5 TN modifier to any uses of Transporters by other vessels on the modified ship.

Subspace Corridors: Subspace Corridors are an advanced means of FTL travel through subspace along pre-established routes. Sometimes, if the corridors are very thin, a warp-capable ship may get sucked in. Entering and leaving a corridor requires a system engineering (shield) TN 25 and a full round. Without the proper edge, the vessel takes 2d6+5 SD upon leaving.

Warp Destabilizer (Special Weapon System): Pirates, bounty hunters and the Navies of some Interstellar powers use this weapon to prevent their intended Targets (be it a Blockade Runner, a fugitive from the law or a Trading ship) from running away at warp speed. All the risks involving the use of this weapon led to its banishment in the light of the warp field effect. The possession of a warp Destabilizer alone is considered a capital crime in the Federation, the Klingon Empire and the Romulan Star Empire. The Cardassians have so far failed to sign such a treaty, an addition to the treaty that bans the use of Isolytic weapons.

AVAILABLE: 2355. SPACE: 8 RULES: The weapon can only be used once a round and is only useful at Point Blank and Short Ranges. A successful hit (using the *Fire* Maneuver) upon a ship interferes with the proper functioning of the power transfer conduits connecting the warp engines, thus preventing the target from going to warp speeds (but not from providing power to the ship's systems). The effect lasts for 1D6 x 10 minutes. A dramatic success on the maneuver, or a successful *Target System* Maneuver, results in a much stronger effect (1D3 hours are added to the erstwhile effect.) A dramatic failure can produce much more adverse effects than just a near miss. Instead of shutting down the power transfer, the weapon instead sends a power surge through the conduits that forces the intended target go to warp immediately. In addition to this uncontrolled warp burst there is the possibility that the subspace continuum is severely damaged, as per the **Warp Field Effect** (See below). The exact nature of this effect is up to the Narrator.

The Warp Destabilizer can ordinarily only be used at impulse speed, however it is not impossible to use the weapon to force a ship to fall out of warp. This requires the attacking ship to match speeds EXACTLY (increasing the TN of that maneuver by 5) before attempting an attack. The TN of the *Fire* maneuver increases by 10. If the attack is successful, the ship falls immediately (and very violently) to impulse speed. The inertial dampers compensate the brunt of the forces that come to bear, but still the target ship sustains 2D6 points of structural damage. This rather violent tactic wreaks havoc with the subspace continuum (roll a d6 on a 1 or 2 the subspace continuum is severely damaged.)

Warp Field Effect (Hazard): In 2370, it was "proven" that a ship travelling at Warp Speeds can cause damage to the Subspace Continuum, resulting in Subspace Ruptures and other dangerous phenomena. To prevent further damage, the Federation

imposed a ban on exceeding Warp 5 (except in emergencies) and immediately began researching the problem. By 2371, engine adaptations had been developed to allow Starfleet vessels to travel at any speed without causing damage. Vessels without these adaptations, or built by alien races may still cause this effect. RULES: Specific effects should be determined by the Narrator, but for some ideas see NG pp 225-6 and 228-33.

OPTIONAL STARSHIP COMBAT RULES MODIFICATIONS:

Personally, I like my Starship Combat a bit more tactical than the Decipher rules are designed to be. I do, however, appreciate its basic simplicity. So I propose the following changes (they are a little vague; so if you have questions, feel free to contact me by email- below):

MAP/GRID USAGE: *I like to use a 1" square (yes square, they're more readily available and can be easily substituted by a piece of graph paper) scale mapboard with each square representing 10,000 km (or 1000km if all ships are at short or closer range).*

FIRING ARCS: *For simplicity I use 6 basic arcs and a "sub-arc." The basic ones are forward (F), Aft (A), Port (P; aka left), Starboard (S; aka right), Dorsal (D; aka above), and Ventral (V; aka below). Each of these arc cuts the "sphere" of available target area in half, while combinations of any two (such as AV, where most tractor beams are located) cut it in 1 quarter. The Cone "sub-arc" is added to a basic arc and cuts the "sphere" to 1/8th.*

Limited Firing Arc (Starship Trait): *This trait may be applied to individual weapon systems (for example: the pulse phaser cannons on the Defiant, the aft Disruptor Wave Cannons on Cardassian ships, and the Romulan Plasma Torpedo Launchers mounted in the nose cone of older designs). To apply this flaw, figure out the weapon system(s) cost INCLUDING all Traits that apply to the weapon; then divide that space cost by the "portion of the sphere" determined by its chosen arc to determine final space cost.*

EXPANDED DAMAGE: *Instead of simplifying damage to each type of system, I expanded the damage tables to affect each important subsystem with a 2nd roll, assigning a probability on D6s roughly equivalent to the amount of space the system takes up of the total space taken by systems of that type AND noting individual "sub"system reliability. Unfortunately, doing this for Tactical Systems poses one small problem, so I added a new system to represent the fact that a central computer controls most weapons on most ships. I call it TADS (T.arget A.quisition and D.esignation S.ystem) and give it a roughly 1 in 4 to 1 in 3 chance of taking a weapons hit, and the reliability and damage effects are treated as in the book for the system. This option takes a little more work on the Narrator's part to determine damage charts (the form from ESO 112 comes in handy here) but I find it worth the effort.*

COMPILED BY: Jason E. Carroll (streetangel4@hotmail.com)