

**Cloaking & Masking System Costs (Addendum to Table 1.9)**

Type	Space	Rating	Maximum Size	Availability
<i>Photo-Adaptive Hull Covering</i> "Chameleon Skin"	Size	25	-	2374

**Photo-Adaptive Hull Covering**

Photo-Adaptive Hull Covering was developed to circumvent the Treaty of Algeron (2311) during the Dominion War (2373-2375). This system consisted of multiple chroniton emitters mounted on to a ship's hull masking the ship from passive scanning. The chronitons themselves are not like those found on Romulan or Klingon Cloaking Devices. Thusly, they are used to mask a ship's energy emissions. The second part of this system was a synthetic biological silicon-based compound laced with electrodes applied to the ship's hull (including window ports, escape pods, warp nacelles, and navigational deflectors); The ship's computer can control the "skin" to match the background of any environment. To a scanning ship, the vessel equipped with "Chameleon Skin" would appear anomalous but, would scan as normal background radiation.

This system automatically gains two flaws.

- Particle Weakness (Anti-proton) see *ESO p.11*.
- Design Defect (Cloaking Device).

**Sublight System Costs (Addendum to Table 1.10)**

System	Space	Speed	Maximum Size	Reliability	Availability
FIHb	8	.92 c	13	F	2402

**FTL Propulsion System Costs (Addendum to Table 1.11)**

System	Space	Speed (MCU)	Maximum Size	Reliability	Availability
LF-46	7	7/9.3/9.8	8	F	2365
LF-49	8	7.5/8.2/9.985	9	F	2370
LE-10	7	7/9.3/9.85	7	F	2376
Leopard					
LF-50 Mod 2	8	7/8.2/9.996	11	E	2402

System	Space	Speed (MCU)	Maximum Size	Reliability	Availability
HAN 210 Mk 1	3+Half Size	9.9999 <sup>1</sup>	9	C	2378

<sup>1</sup>Quantum Slip Stream Drive

System	Space	Speed (MCU)	Maximum Size	Reliability	Availability
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### Multi-Warp Field

The idea behind the *Multi Warp Field* propulsion system is that many smaller warp coils not only don't require as much power to generate a warp envelope, but can also cause a ship to go deeper into the subspace domain (by creating many overlapping warp fields) thereby achieving greater velocities. But, this comes at a disadvantage. Smaller warp coils tend to be fragile and the quantity of coils is significantly increased over the standard warp drive.

This propulsion system comes with two inherent flaws which **cannot** be "bought" off:

- **Intricate System** All repair attempts on this system suffer a +4 to the TN.
- **Vulnerable System.**

#### Multi-Warp Field Travel Times

* KMH: 221 Trillion
# TIMES THE SPEED / LIGHT: 199,522.39 c
400,000 KILOMETERS: 0.000006 seconds.
12 MILLION KILOMETERS: 0.1 seconds.
5 LY: 12 minutes, 50 seconds.
20 LY: 51 minutes, 21 seconds.
10,000 LY: 17 days, 14 hours.
100,000 LY: 5 months, 6 days.
2,000,000 LY: 9.9 years.

System	Space	Speed	Minimum Size	Reliability	Availability
S.A.D	Size	See Below	11	C	2416

**S.A.D (Subspace Aperture Drive)**

This system is experimental and can only be found on the *Ascension*-class. It is based on the same technology as the Subspace Aperture Transporter system. The S.A.D uses so much power that it can only be used for a short period of time. A S.A.D equipped vessel can cross a vast distance of space in one jump. In game terms the distance crossed is the vessel's Size x10 in light years. The amount of time to cross the distance is the vessel's Size in minutes.

The S.A.D can only be used twice before having to recharge. When the two charges have been used up the vessel can no longer generate a stable wormhole to travel through. Recharge time

is the vessel's Size x 1.5(round down) in minutes. Like the Borg transwarp the S.A.D creates a wake.

Other vessels can use this wake to follow a vessel with S.A.D, even without a S.A.D by making a successful System Operation (Flight Control) test against a TN 15; this test must be made within two rounds (12 seconds) of the S.A.D equipped vessel.

### Beam Weapon System Costs (Addendum to Table 1.15)

Type	Space	Offensive Value	Minimum Size	Availability
<i>Mega Phase Cannon</i>				
FML-1 <sup>1,2</sup>	Size	10	6	2230 <sup>3</sup>

<sup>1</sup> Use Table below to get penetration and reliability values.

<sup>2</sup> This system has an inherent flaw which **cannot** be "bought" off.

<sup>3</sup> This system was withdrawn from Starfleet inventories by 2240.

#### FML-1 Mega Phase Cannon

This the Federation's first and only mega-beam weapon. Although, immensely powerful and long ranged it could only be fired in a very narrow arc. (hence, the inherent flaw Limited Fire Arc) This weapon was supposed to be capable of breaking through the shields and destroying enemy ships with a single shot. However, the weapon was found to be extremely effective against targets of limited maneuverability (space stations, surface installations, ships defending a planet or ships in a large formation). However, in action a small number of freely maneuverable ships, there was a decided disadvantage and a strategic liability unless the opposing vessels were large and slow. Because of development problems stemming from its design, the weapon was extremely expensive, when it had a relatively inexpensive development of a exsisting beam weapon design.

**Effect:** Any ship with a FML-1 installed, must calculate the total Offensive Value for all its Beam Weapons and then add the Offensive value of the FML-1. To get the Penetration and Reliability of the mega-phase cannon consult the chart below. You calculate the rest of your beam weapons as normal. *Example: You design a ship that has three PC-25 phase cannons this will give an OV of a 12. On Table 1.17 in the Starships supplement this would give the ship a penetration value of 3/3/3/0/0 and a reliability rating of a B. You decide to install a FML-1 this gives your ship an additional OV of a 10 for a total OV of 22. Consulting the Mega Phase Cannon chart below gives the FML-1 a penetration of 6/6/6/5/0 and reliability rating of a B.*

#### <sup>1</sup> FML-1 Penetration Chart (Addendum to Table 1.17)

Offense Value	FML-1 Penetration	Reliability
10 or less.	4/4/4/3/0	A
11-15	5/4/4/3/0	B
16-20	6/5/5/4/0	B

21-30	6/6/6/5/0	B
31-50	7/7/6/5/0	AA
50+	7/7/7/6/0	AA

<b>Flaw</b>	<b>Prerequisite</b>	<b>Effect</b>
<sup>2</sup> Limited Fire Arc	The selected weapon total space cost must be 5 or greater.	See Description

### Limited Fire Arc

One of your weapons has a limited arc of fire, reducing the weapons effectiveness.

**Effect:** Select one weapon type (Example: Type XII phaser) when this flaw is taken. When you fire that weapon system, make a Helm maneuver with a TN equal to the Targets protection. If the test fails, do not apply the penetration value of the weapon be it a Beam or Missile system (which ever is the case). This maneuver is an action for the character at the Helm (Flight Con), but not for the starship.

**Upgrade:** Yes; up to twice.

### Beam Weapon System Costs (Addendum to Table 1.15)

Type	Space	Offensive Value	Minimum Size	Availability
<i>Phasers<sup>1,2</sup></i>				
Type XIII	7	12	5	2378
Type XIV	8	13	6	2384
Type XV	8	14	7	2392

<sup>1</sup>Use Table 1.18 in the *Starships* supplement to determine penetration values.

<sup>2</sup>These phasers are for Starship use only. Starbases have their own versions of these systems.

### Missile Weapon Costs (Addendum to Table 1.16)

Type	Space	Offensive Value	Minimum Size	Availability
<i>Multifunction Torpedo Launchers<sup>1</sup></i>				
Mk 100b (micro)	1	3	-	2385
Mk 105 DF <sup>2</sup>	7	11	4	2376
Mk 110 DF	8	12	6	2381
Mk 120 DF	8	14	6	2391
<i>Rotary Torpedo Launchers<sup>1</sup></i>				
Mk 35 (micro)	5	3	7	2375

<sup>1</sup>Use Table 1.18 in the *Starships* supplement to determine penetration values.

<sup>2</sup>This version of the Mk 105 is Starship use only. Starbases have their own version of this system.

### Mk 35 (micro) Rotary Launcher

These torpedo launchers are similar to those found on Federation Starbases as defensive systems. The Mk 35 (micro) launch microtorpedoes rather than firing a single high yield warhead. You must calculate its penetration and reliability values separately. The ordnance for this type of launcher must be of a single type usually photon or quantum (but not both).

A micro rotary launcher gives a +3 to all Tactical rolls when firing torpedoes from this system.

### Missile Weapon Costs (Addendum to Table 1.16)

Type	Space	Offensive Value	Minimum Size	Availability
<i>Accelerator Cannon</i> <sup>1</sup>				
FAC-1	3	3	3	2201
FAC-2	4	4	4	2203
FAC-3	6	6	5	2219

<sup>1</sup> Use Table 1.17 in the *Starships* supplement to determine penetration values using Photon Penetration.

### ACCELERATOR CANNON

Accelerator Cannon (2201-2246): An alternative to the photon torpedo launcher, the accelerator cannon allowed spatial torpedoes to be fired at warp. Also, the accelerator cannon allowed spatial torpedoes to become variable yield weapons.