

Star Ships may be the means to traversing the distance between stars however they are only a part of the mechanisms which enable space exploration, trade, scientific discovery and defence.



Every race relies on planetary bases, research posts, trade hubs and academies.

Planetary facilities share some of the same categories and features of a Starbase.

Starbases and academies

Somewhat ironically some starbases are planet bound facilities used for ship maintenance, repair and acting as a central hub for most space based activities in a given sector. One such facility was Starbase 11 which also had extensive hospital and landing field facilities. Must buy at least its size in cargo



Tactical Facilities

Defence and internal security play a major role for many factions. These type of bases include Military garrisons, planetary shield grids, early warning systems and ground based weapons systems. Offensive value must be at least six times their size. Weapons are -1 cost.

Outposts

Outposts run the gamut from cored out asteroids, shady space ports and frontier worlds such as Nimbus 3. Outposts must have at least an offense value equal to twice their size, and a class 2 or better power system. Defensive arrays cost 2 space less to outposts (1 space cost minimum).

Communications/ Traffic control

These facilities monitor subspace communications and help boost such actions. They also control all commercial and military traffic coming in and out of a system. Examples include the base on Pluto and along the Klingon federation border.

They must have at least a class 2 comms and sensor array.

Medical

These facilities can be a mix of hospitals through to quarantine and infectious disease treatments. They will sometimes be linked to a research, laboratory base. Needs a minimum of Class 3 life support.

Observatory

Planet side observatories are slightly different from space based ones in that they can be equipped with holofields to hide from native populations. This is especially useful when studying a culture which is pre-warp. Must

have at least a class 3 sensor system such systems cost -1 space.

Research/Laboratory

There are many such bases throughout space. Many are engaged in advanced fields of research such as genetics, biomedical, viral, robotics and the study of new lifeforms.

Such facilities must have at least a Class 3 operations system, and they purchase operations systems at -1 space cost.

Research/Laboratory

| | | |
|--------|---|----|
| Light | 4 | 6 |
| Medium | 5 | 8 |
| Heavy | 9 | 10 |

Planetary Facility Size Categories

| Starbase | Minimum | maximum |
|----------|---------|---------|
| Light | 6 | 8 |
| Medium | 7 | 9 |
| Heavy | 9 | 10+ |



Tactical Facilities

| | | |
|--------|---|-----|
| Light | 1 | 3 |
| Medium | 4 | 6 |
| Heavy | 6 | 10+ |



Outposts

| | | |
|--------|---|---|
| Light | 4 | 6 |
| Medium | 5 | 8 |
| Heavy | 7 | 9 |

Communication/Traffic Control

| | | |
|-------|---|---|
| Light | 3 | 6 |
|-------|---|---|

Medical

| | | |
|--------|---|---|
| Medium | 7 | 9 |
|--------|---|---|

Observatory

| | | |
|-------|---|---|
| Light | 3 | 6 |
|-------|---|---|



Trelka V Specifications

Production Data:

Origin: Dominion/ Cardassian Alliance

Class and Type: Planetary Starbase

Year Launched: 2373

Hull Data:

Structure: 60

Size/Decks: 12/20

Length/Height/Beam: 1500/600/1500
Meters

Complement: 10000

Operational Data:

Transporters: 10,10

Cargo Units: 1200

Sensor System: Class 5R (F)

Rating: +5/+4/+3/+2/+1

Operations System: Class 3R (DD)

Life Support: Class 3R (DD)

Power System: Class -4R (EE)

Engineering Facilities:

Tactical Data:

Cardassian Disruptors: C-GDC 1 (6)

Penetration: 8/7/7/0/0

Photon Torpedoes: MK 60 DF (12)

Penetration: 10/10/10/10/10

Deflector Shield: FSS *

Protection Threshold: 17 2/5 (E)

Docking Data:

Shuttlebay: 6 shuttlebays

Shuttlecraft:

Miscellaneous Data:

Manoeuvre Modifiers: +C, +H, +T

Traits: Spiral Wave upgrade

History:

This starbase was deep behind enemy lines when General Martok decided to raid it with a squadron of Bird's of Prey. Martok's scheme nearly collapsed when Kor experienced flashbacks to a similar assault on a human base. These facilities were an intimidating site bristling with weaponry and garrisoned with 10 thousand troops.

Mission:

Logistics and resupply, system defence and starship repair

Features:

The base featured orbital shipyards for construction and repair.

Facilities in Service:

Trelka V destroyed by General Martok.