

STAR TREK

CYPHER

Starship Rules



Rules by Colin Wilson

using the Cypher System Rules™ by

Monte Cook Games

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PLAYER CHARACTER STARSHIPS

A Shared Character

The crew's starship is more than just a device or a bit of technology. It's a home, a protector, a base of operations, and after a long voyage a nearly-living thing with attitudes and tendencies just like any other part of the crew. In this way, a starship in *Star Trek: Cypher* is like another member of the party, one that is shared amongst all the players. The rules here are long but this is an important part of the campaign so it's worth taking time to get it right.

Starship Creation

There are five parts to a PC starship in *Star Trek: Cypher*, creating a sentence as with characters.

The [Name] is a [Class], a [Descriptor] [Type] that [Focus].

Name

The first part of the sentence is the individual ship's name. This is the simplest of the choices for players' ship, but also the most powerful as this will be the identity of the ship as a character. Whatever the exact class of the *USS Enterprise*, for example, the legacy of the name is why it has been used for Federation flagships for centuries. Likewise, not everyone could tell you what an Intrepid-Class starship looks like but nearly everyone in the Federation can tell you that the ship that returned miraculously from the Delta Quadrant is the *USS Voyager*.

Class

The class of a ship is the general design of the ship, the model that it was created as. The *U.S.S. Excelsior* was created as an Excelsior-class ship, the first of its kind, but there were many other Excelsior-class ships including the *U.S.S. Enterprise-B*, the *U.S.S. Melbourne*, the *U.S.S. Repulse*, etc. Likewise, many encounters with Klingons involve the *B'rel*-class Bird-of-Prey. While these are all different vessels with different names, histories, and capabilities, they share some basics that Federation crews can count on when facing off against them.

Classes are in some senses the most important aspect of a starship, but in another sense they don't really matter. The class of a starship is made up of the **Type**, **Tier**, **Descriptor**, and **Focus**. This means that all Excelsior-class ships are **Federation Cruisers** that **Explore** and they are **Tier 4** ships. The names and the ship cyphers, as well as the abilities chosen from Type, might all be different but the bulk of the mechanics are already picked. So does this mean players are locked in? No, not really.

First of all, your crew can pick whichever class they want so they can still pick the qualities they're looking for and just select a class that fits these. If they have their heart set on a specific ship design, however, there are always modifications and refits. **Modifications** are changes that happen during a ship's career as the crew optimizes it for their specific missions. A ship that leaves space dock with a focus of Patrols might be in service for three years and become a ship that Explores.

The other option is **Refits**. A ship which is older or which is needed for a specific purpose might spend time in a spacedock getting refitted. This can change it into a completely different sort of ship, though refits that change the starship's Type are rare and expensive while refits to a ship's Descriptor require special circumstances (such as a Federation ship changed over and refitted with Cardassian systems due to some sort of special arrangement).

This should provide ample options for crews to create a ship they want. If they are dead-set on a Cruiser that Defends and the GM says they should pick a Tier 3 vessel, they could end up with an Ambassador-class support cruiser, a modified Excelsior-class advanced heavy cruiser, or a refitted Excalibur-class heavy cruiser. All of these are **Tier 3 Federation Cruisers** that **Defends**, but only the Ambassador-class would normally have that description.

Tier

Starship tiers are decided at the time of their construction, or during a later refit (see above). They fall between one and six just like character tiers and the PC ship's tier should be decided by the GM at the start of the campaign, depending on what scale of game they want to run. Tier 1 vessels are localized starships that pursue specific missions for the Federation, while Tier 3 or 4 ships are more autonomous and follow long-term missions that might take them all over the galaxy. Tier 6 vessels are the true power-pieces of galactic fleets and are usually at the front of major matters of state. The arrival of a Tier 6 vessel in a sector is an event that prompts governments to take notice and possibly lodge protests or inquiries.

Higher Tiers

Unlike characters, ships do not necessarily start out at the first tier. More powerful ships are launched with advanced capabilities and power, meaning that a Tier 2 cruiser can just perform better than a Tier 1 cruiser. However, a ship launched at a higher tier hasn't got through all the adventures and missions that lead to the sort of optimization normally involved in advancing in a tier (also a little different for ships, see below). For each tier above the first that your ship has, pick *two* of the following benefits and each option can only be picked once per tier.

- **Increasing Capabilities:** The ship gains 4 new points to add to its stat pools (Hull, Engine, or System).
- **Improved Shields:** The ship can increase its shield pool by 2 points.
- **Moving Toward Perfection:** The ship's Hull, Engine, or System Edge increases by 1 (crew's choice).
- **Extra Effort:** The ship's Effort score increases by 1.
- **Resilient Systems:** The ship's recovery roll modifier is increased by 2.

Ship Advancement

When the ship's crew gains experience they can spend it on advancing the ship's capabilities. By spending 4 XP collectively, they can purchase one of the benefits from the list above. When they've purchased four of the benefits (in whatever order) the ship's Tier increase by one and they can pick out new abilities.

Type

Starship types are the core of a ship's function and they follow the same general guidelines of character types described in Chapter 4 of the *Cypher System Rulebook*. One major difference with starships is that there are three different levels of starship types. The four character types are all comparable to each other (a warrior and a speaker of the same tier can be competitive with each other) but between levels starships can easily outclass each other. The three levels are...

- **Small Craft** are vessels meant for only a few people and they are usually for short missions or trips. Right now there's only one type of small craft, the *Personnel Craft*.
- **Ships of the Line** are powerful starships that can operate on their own for many years if need be. There are three types of ships of the line: the large and powerful *Cruiser*, the fast and sturdy *Escort*, and the *Science Vessel* designed for research.
- **Capital Ships** are the premier starships of the Federation fleet and are few in number. There are three types of capital ships: the *Battlecruiser* which is the strongest battleship model, the

Destroyer which is capable of operating as a remote base of operations, and the *Dreadnought* which are the most powerful long-term mission ships that Starfleet has.

Stat Pools

Each type has different features that accrue with each tier (see section above) and the level of type decides how big the starting Stat Pools are for the ship. There are three different Stats for ships, just as with characters, but they are different from the Stats used by PCs.

- **Engine** is the propulsion systems of the ship, both the power of its drives and its maneuverability. It is used to defend against incoming attacks, line up attacks that the ship itself is making, and make maneuvering tests through debris fields.
- **Hull** is the structural integrity and physical coherence of the ship. It is used to defend against incoming attacks, resist conditions placed on the ship, and withstand physical stresses that the vessel might undergo.
- **System** is the ship's computers, sensors, deflector dishes, and other technological aspects. It is used to resist conditions placed on the ship, target enemy ships for attacks, and scan the starship's surroundings.

Starships use Edge (optimized subsystems), Effort (the ever-important auxiliary power), and cyphers just like characters and the details for these can also be found in the type descriptions below.

Personnel Craft

STAT	POOL STARTING VALUE
Hull	4
Engine	5
System	5

Divide 3 additional points among your Stat Pools.

Tier One

- **Versatile Design:** Personnel craft have an Edge of 1 for one of their pools while the others are 0. This is part of their initial design and does not change.
- **Cypher Use:** Personnel craft have room for one ship cypher in their design.
- **Ship's Weapons:** Personnel craft are proficient with light ship weapons. They have space for a number of weapons equal to their Tier.
- **Shields:** Personnel craft have shields that provide pools of 1 (light shields), 2 (medium shields), or 3 (heavy shields).
- **Special Abilities:** Choose one of the abilities described below for the personnel craft. The same ability can't be chosen more than once unless its description says otherwise.
 - **Advanced Propulsion:** If you succeed at a difficulty 2 Engine roll, you can move your ship a short distance and take another action in the same round. Enabler.
 - **Extra Edge:** Your Edge for the other two Pools not chosen by Versatile Design increase to 1. For instance, if the ship had a Hull Edge of 1 initially, it now has an Engine Edge of 1 and a System Edge of 1 as well.
 - **Onboard Computer:** The personnel craft's computer offers an asset on checks involving two of the following areas: astrometrics, geography, geology, stellar physics, subspace physics, biology, computer systems, starship design, and navigation. Enabler.

Tier Two

Choose one of the abilities described below for the personnel craft or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Improved Light and Medium Weapons:** Attacks with the ship are considered trained with light and medium ship weapons. Enabler.

- **Guidance Assistance:** The craft is capable of guiding a larger ship through a difficult region of space. The crew can use the helping rules (see page 211 of the *Cypher System Rulebook*) to provide a benefit to another starship attempting a task related to maneuvering, navigating, attacking, or defending. The personnel craft doesn't need an action to do this and can still do something else in the round. Enabler.
- **Survey Craft (2 System points):** When the ship's crew takes five minutes or so to thoroughly scan an area (no larger than a planetary system) they can ask the GM one question about the area, and she must answer them truthfully. The crew cannot use this ability more than one time per area per twelve hours. Enabler.

Tier Three

Choose one of the abilities described below for the personnel craft or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Maneuverable (4 Engine points):** If the ship succeeds on an Engine defense roll to resist an attack, it gains an action. The crew can immediately use the action even if the ship has already acted in this round. If they use the action to attack, the difficulty of the attack is reduced by one step. They don't take an action during the next round. Enabler.
- **Planetary Operation:** This personnel craft is designed to operate in a planet's atmosphere as easily as space. The difficulty of checks made to overcome atmospheric or gravitational effects of a planet are reduced by one step. Enabler.
- **Stealth Configuration:** The vessel's design is intended to provide a small silhouette and to baffle sensors to help it move undetected. It provides an asset to the pilot when making a stealth check. Enabler.

Tier Four

Choose one of the abilities described below for the personnel craft or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Evasive Maneuvers (5 Engine points):** Your ship dodges an attack. If the Engine defense roll succeeds, you can trick the attacker into accidentally attacking another ship within immediate range of both your ship and theirs. Enabler.
- **Medical Shuttle:** The vessel is equipped with an extensive medical bay despite its small size. It provides an asset to anyone making healing checks. Enabler.
- **Targeting Sensors (3 Engine points):** For the next minute, all ship attacks made with your vessel inflict 2 additional points of damage. Action to initiate.

Tier Five

Choose one of the abilities described below for the personnel craft or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Difficult Target:** If you move a short distance or farther on your turn, the difficulty of all Engine defense rolls is reduced by one additional step. Enabler.
- **Full Impulse Burst (5 Engine points):** Your ship jumps forward a long distance in a dramatic burst of impulse power. Action.
- **Shuttle Brig:** The shuttle is equipped with a secure area for prisoners, with security sensors and force fields strong enough for a larger ship. Enabler.

Tier Six

Choose one of the abilities described below for the personnel craft or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Coronal Operation:** The craft is equipped for operations very near a star's surface. The difficulty of any defense checks from solar flares or other hazards of a star's corona are reduced by two steps. Enabler.
- **Energy-Dampening Armor:** The ship gains +5 armor against energy weapons. Enabler.

- **Holo-Emitter Disguise:** The ship is equipped with holo-emitters on its hull that can project images to make the vessel look like other types of small craft. Action to initiate.

Personnel Craft Example

The crew of the *U.S.S. Avalon* is launching a shuttlecraft to carry members of the bridge crew to a conference on Vulcan. Rather than go with a run-of-the-mill shuttlecraft, they decide to pick out stats for a customized one that they might have used in their science surveying missions. They start with the stat pools for a personnel ship and add all three of their additional points to the System pool, plus another 2 since it's a Federation craft, and to put the ship's 1 Edge into System, to make sure it's a solid scientific tool for other missions. The ship's pools are now Hull 4, Engine 5, and System 10 and it has an Effort of 1 (as a Tier 1 ship) with a Hull Edge of 0, an Engine Edge of 0, and a System Edge of 1.

They decide to christen the custom shuttle as the *Franklin*. It's a sophisticated ship that doesn't especially shine in combat but it will be of extra use on science missions. They decide to boost its combat a little bit by using its one Tier to gain medium shields (2 points) and one light weapon (a phaser beam array). They decide to pick out focus next (the ship is definitely Federation so the descriptor is spoken for) and they choose **Surveys**, which gives them the Tier 1 ability **Planetary Scan**. They get one more ability from personnel craft and they decide to pick an **Onboard Computer** which is focused on astrometrics and geology. As a Federation craft they get training in any two skills and they pick stellar physics and navigation. The *Franklin* is obviously a good scanning and surveying craft!

Cruiser

STAT	POOL STARTING VALUE
Hull	9
Engine	10
System	9

Divide 6 additional points among your Stat Pools.

Klingon cruisers are called raptors. Romulan cruisers are also called warbirds, sometimes called warbird battle cruisers to differentiate them.

Tier One

- **Efficient Design:** Cruisers have an Engine Edge of 1, a System Edge of 0, and a Hull Edge of 0.
- **Cypher Use:** Cruisers have room for two ship cyphers in their design.
- **Ship's Weapons:** Cruisers are proficient with all ship weapons. They have space for a number of weapons equal to their Tier.
- **Shields:** Cruisers have shields that provide pools of 3 (light shields), 5 (medium shields), or 6 (heavy shields).
- **Special Abilities:** Choose two of the abilities described below for the cruiser. The same ability can't be chosen more than once unless its description says otherwise.
 - **Advanced Propulsion:** If you succeed at a difficulty 2 Engine roll, you can move your ship a short distance and take another action in the same round. Enabler.
 - **Extra Edge:** You have a Hull Edge of 1 and an Engine Edge of 1.
 - **Shield Frequency Modulation (1 System point):** You temporarily increase your max shield pool rating by 1 for the next round. Action.
 - **Strategic Maneuvering (2 Engine points):** You reduce the difficulty of tasks related to maneuvering and turning by one as long as you maintain this effect. Because you can't maintain this ability and pilot the ship at the same time, this is a supporting role that benefits the helmsman. Action to initiate.
 - **Weapon System Efficiency (1 System point):** You temporarily increase the damage output of one weapon by 1 for the next attack.

Tier Two

Choose two of the abilities described below for the cruiser or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Engineering Access:** Cruisers are designed to be tough and adaptable with Jefferies tubes that access every part of the ship. The time for completing repairs outside of combat is halved. Enabler.
- **Extend Shields (3 Hull points):** Your ship extends its shields around an ally within point-blank range, providing the Armor your shields provide to that vessel. Enabler.
- **Focused Fire (2 System points):** The ship's targeting systems allow it to focus an attack which will punch through the enemy shields. On the ship's next attack roll, if the target absorbs damage with its shield pool, the attack deals one damage to the shields before the absorbing happens. This ability can only be used once in a round. Action.
- **High-Yield Torpedoes (2 System points):** You program a torpedo that smashes into a target with an increased explosive content. In addition to the projectile's normal damage, the ship is knocked off-course and ends up an immediate distance from where it would otherwise be. Action.
- **Training Vessel:** Cruisers are the backbone of a fleet, and this ship is especially designed for training new crews for service. When a bridge officer gives orders to their subordinates, the difficulty of giving instructions is reduced by one step. Enabler.

Tier Three

Choose two of the abilities described below for the cruiser or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Improved Offensive Capabilities:** Choose one type of attack which your ship does not already consider trained: beam arrays, cannons, turrets, or projectile weapons. Attacks with your ship are considered trained in attacks with that type of weapon. You can select this ability multiple times. Each time you select it, you must choose a different type of attack. Enabler.
- **Mobile Diplomatic Facilities:** The ship has an impressive lounge area for crew members off-duty. While it's not uncommon for large ships to have pleasant accommodations, this goes above and beyond and is suitable for hosting delegations from planetary governments. The area provides an asset to any social interactions where the prestige of the Federation might help. Enabler.
- **Redundant Systems:** If a crew member rolls a natural with a check involving the ship's sensors, transporters, deflector dish, or communications, they can reroll any natural 1 they roll on a d20. If they reroll, they avoid a GM intrusion - unless they roll a second 1 - and might succeed on the task. Once they use this ability, it is unavailable until the ship makes a one hour or ten minute recovery roll. Enabler.
- **Shuttle Drydock:** The shuttle bay on this ship is particularly large, suitable for major overhauls of small craft. Teams as large as twenty can work comfortably on a single ship in the space provided and the dry dock provides an asset on any engineering checks to modify the systems or mechanics of small craft. Enabler.
- **System Integration (2 Engine or System points):** The computer systems onboard are extremely well integrated, allowing some computer space to be swapped out in an emergency situation. When the crew spends two points from the ship's Engine or System pools they can add one point to the other. This can be done any number of times with a single action as the pool's current total allows up to the second pool's maximum. For example, the crew of a ship with 7 points in its System pool and 4 out of 12 points in its Engine pool could spend 6 System points to add 3 points in Engine. Enabler.

Tier Four

Choose one of the abilities described below for the cruiser or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Beam Array Spread (4 Engine points):** You divert power from the warp core to fire multiple beams from your array. You can make an attack against each target within short or immediate range. Action.
- **Command Center:** The ship is designed to function as a command center for operations in a sector. The difficulty of any tasks related to coordinating ship positions in a sector and organizing a large-scale defense is reduced by one step. This will not factor into individual ship battles. Enabler.
- **Deflector Field (2 System points):** A ship's deflector dish is used to prevent small-scale debris from striking and damaging the vessel. By temporarily diverting power to it and harmonizing the power flux with the ship's shield matrix, the crew can boost their shield's stability. When spending these System points the ship gains 5 additional shield pool points, up to the pool maximum.
- **Disrupt Shields (4 System points):** With a blast from your ship's deflector dish, a weak point is temporarily opened up in your target's shields. The target's shield pool maximum is reduced by 5 for the next round. Action.
- **Quick Repositioning (5 Engine points):** The ship's impulse engines are pushed to their limit for an extreme maneuver to gain position. The ship immediately gains superior positioning if it was in a neutral position. If it was in an inferior position it instead loses that condition. Action.

Tier Five

Choose one of the abilities described below for the cruiser or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Advanced Repair Facilities:** The ship is equipped with improved engineering teams and equipment, allowing it to rapidly repair damage during operations. These facilities provide an asset for repair checks to repair and modify the ship. If another allied ship remains within transporter range, this asset can be used for checks to repair that ship instead (though the asset can only be used on one vessel at a time). Enabler.
- **Full Impulse Burst (5 Engine points):** Your ship jumps forward a long distance in a dramatic burst of impulse power. Action.
- **Improved Shield Emitters:** When using shields, your ship gains +1 Armor. Enabler.
- **Tactical Center:** The ship has a battle bridge, a tactically-oriented secondary ops center that is further inside the ship and used in emergency situations. When operating from this battle bridge, the bridge crew reduces the difficulty of ship defense rolls by one step but they increase the difficulty of any non-tactical sensor and communication tasks by one step. Enabler.
- **Warp Core Optimization (3 Engine points):** Through long hours tinkering and adjusting your engineering team has optimized your warp core's functions. With this ability they can push the engines to greater performance. For the next 10 hours, the difficulty of all tasks involving the warp core or impulse engines is reduced by one step. Action to initiate.

Tier Six

Choose one of the abilities described below for the cruiser or an ability from a lower Tier.

- **Advanced Offensive Capabilities:** Choose one type of attack which your ship already considers trained: beam arrays, cannons, turrets, or projectile weapons. Attacks with your ship are considered specialized in attacks with that type of weapon. You can select this ability multiple times. Each time you select it, you must choose a different type of attack. Enabler.
- **Extend Warp Field (4 Engine):** The ship's warp field can be extended around another vessel, allowing that other vessel to use the same warp envelope for travel. The second vessel will stay with the cruiser even if it cannot normally travel at the warp factor the cruiser is maintaining due to a less-capable warp core or damage. The envelope is shared until the cruiser drops out of warp, even if the warp factor is maintained. Action to initiate.

- **Optimized Functionality (5 System points):** The ship's systems have been improved to operate at increased levels for a short period. When this ability is used, the crew member taking the action should pick Engine, Hull, or System. The Edge for that Stat is increased by +1 for the next thirty minutes. Action to initiate.
- **Self-Managing Library System:** The ship is equipped with an advanced computer AI capable of performing its own research. Similar to the Emergency Medical Hologram program, the AI can project itself as a holographic figure to interact with the crew and perform archival research and data processing on its own (it functions as a level 5 NPC). Alternatively, the library hologram can assist a crew member in research in which case it reduces the difficulty of research and data processing tasks by two steps. Enabler.
- **Ship-Wide Holographics:** Your ship is equipped with holo-emitters in every hallway, on the bridge, in Main Engineering, sick bay, the shuttle bay, and any common social areas aboard. The holo-emitters are capable of creating any holographic program sent to them but are most often used for holographic crew members such as the EMH. Enabler.

Cruiser Example

The *U.S.S. Northland-B* is scheduled to replace the *Northland-A* which was lost on the crew's last mission. They want to make this one count and the GM says that the players can pick out a ship at the next level up so they pick out Tier 3 options. They like the look of the *Stargazer*-class heavy cruiser and the focus **Explores** sits right with them so they decide not to change it. The *Northland-B* gets the abilities **Emergency Training**, **Extended Sensors**, **Resist Spatial Shear**, and **Hazard Control Systems** which is a great start already for surviving their next deep space encounter.

Cruisers start with 9 points in Hull and System and 10 in Engine, with 6 additional points to spend. The crew decides to spend those split between Engine and Hull, making a fast and tough ship. Since their ship is a Tier 3 vessel they get to pick out four of the benefits from the list in the Higher Tiers section (though each benefit can't be picked more than twice). They decide to increase the ship's capabilities (all four points into System), improve the ship's Effort twice, and increase the ship's Hull Edge by 1. Oh, and it's a Federation vessel so that's another 2 in System.

After all of this the *Northland-B* has Hull 12, Engine 13, and System 17, plus they have an Engine Edge of 1, a Hull Edge of 1, a System Edge of 0, and an Effort of 3. They also have those three tiers to spend on weapons so they pick out heavy shields (6 points), a light weapon and a medium weapon, and one heavy weapon. Since this is a Tier 3 cruiser they can't have more than three weapons but they're fine on that front. They pick a phaser cannon (light), a dual phaser beam array (medium), and a heavy photon torpedo launcher (heavy).

They've saved the really fun stuff for last. They choose communications and transporters as their two non-attack, non-defense skills from the Federation descriptor and then set to work on the many different cruiser ability options. Their two Tier 1 abilities are going to be **Advanced Propulsion** (to make sure they don't get trapped again) and **Shield Frequency Modulation** (likewise, plus they have a killer System score). At Tier 2 they pick **Engineering Access** at the (strong) request of the chief of engineering's player and **High-Yield Torpedoes** to take advantage of both their heavy torpedo launcher and their high System score.

For Tier 3, they decide to take some of the more interesting and less mechanical options. They give the *Northland-B* a **Shuttle Drydock** and **Mobile Diplomatic Facilities** so that they can handle the long-range missions they're given while out Exploring. At this point, all they need to do is flesh out the rest of the bridge crew (aside from the other *Northland-A* survivors) and head out into the final frontier!

Escort

STAT	POOL STARTING VALUE
Hull	10
Engine	9
System	9

Divide 6 additional points among your Stat Pools.

Klingon escorts are called raiders. Romulan escorts are called warbirds.

Tier One

- **Tactical Design:** Escorts have a Hull Edge of 1, an Engine Edge of 0, and a System Edge of 0.
- **Cypher Use:** Escorts have room for two ship cyphers in their design.
- **Ship's Weapons:** Escorts are proficient with all ship weapons. They have space for a number of weapons equal to their Tier plus one.
- **Shields:** Escorts have shields that provide pools of 2 (light shields), 4 (medium shields), or 6 (heavy shields).
- **Special Abilities:** Choose two of the abilities described below for the escort. The same ability can't be chosen more than once unless its description says otherwise.
 - **Compartmentalized Systems (1 Might point).** When a crewmember uses an action to make a first recovery roll of the day for your ship, the crew immediately gains another action. Enabler.
 - **Disrupting Attack (1 Hull point):** This attack targets your enemy's sensors and disorients their ship's sensors temporarily. The attack inflicts 1 less point of damage than normal but dazes your target for one round, during which time the difficulty of all tasks it performs is modified by one step to its detriment. Action.
 - **Extra Edge:** You have a Hull Edge of 1 and an Engine Edge of 1.
 - **Shield Frequency Modulation (1 System point):** By adjusting the harmonics of your shield matrix to optimal levels, you can boost its coherence. When the ship's shields next regenerate, they add an additional point to the shield pool. Action.
 - **Stealth Signature:** This escort is designed to be difficult for other ship's sensors to detect. The difficulty of all tasks related to avoiding having the ship detected is reduced by one step. Enabler.

Tier Two

Choose two of the abilities described below for the escort or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Attack Run (3 Engine points):** If you destroy one target your ship can move a short distance, but only if it moves towards another enemy. You don't need to spend the points until you know that the first target is down. Enabler.
- **Extend Shields (3 System points):** Your ship extends its shields around an ally within point-blank range, providing the Armor your shields provide to that vessel. Enabler.
- **High-Yield Torpedoes (2 System points):** You program a torpedo that smashes into a target with an increased explosive content. In addition to the projectile's normal damage, the ship is knocked off-course and ends up an immediate distance from where it would otherwise be. Action.
- **Improved Light and Medium Weapons:** Attacks with the ship are considered trained with light and medium ship weapons. Enabler.
- **Penetrating Beam Attack (1 Hull point):** This is a well-aimed, penetrating ranged attack. You make an attack and inflict 1 additional point of damage if your attack uses a beam array weapon. Action.
- **Redirect Shields (2 System points):** By shunting power from one set of shields to the direction of an incoming attack, you can provide additional shielding against that attack. The first 4 points absorbed by your shields against this attack are not subtracted from your pool. Action to ready.

Tier Three

Choose two of the abilities described below for the escort or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Ablative Hull Armor (3 Hull points):** Activating this system moves your ship one step on the damage track (see the section on Ship Damage below). For example, a debilitated ship becomes impaired, and an impaired one becomes hale. Action.
- **Improved Offensive Capabilities:** Choose one type of attack which your ship does not already consider trained: beam arrays, cannons, turrets, or projectile weapons. Attacks with your ship are considered trained in attacks with that type of weapon. You can select this ability multiple times. Each time you select it, you must choose a different type of attack. Enabler.
- **Improved Defensive Capabilities:** Choose one type of defense task which your ship does not already consider trained: Hull, Engine, or System. Defense tasks with your ship are considered trained for that type. You can select this ability up to three times. Each time you select it, you must choose a different type of defense task. Enabler.
- **Modulated Beam Attack (4 Engine points):** By modulating your beam attack using the ship's impulse engine, your beam adopts an erratic frequency that is difficult for your enemy's shields to resist. The enemy can only absorb a maximum of half the attack's damage (rounded down) with their shields. Action.
- **Target Acquisition (3 System points):** The ship's sensors directly and precisely map out the ship's movements and weak spots. The next attack made by your ship has its difficulty reduced by one step and deals an additional +2 damage. Action.

Tier Four

Choose one of the abilities described below for the escort or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Advanced Weapons:** Attacks with your ship deal 1 additional point of damage. Enabler.
- **Coordinate Fleet (4 System points):** The ship is equipped with advanced tactical simulation systems and improved communications, allowing it to act as a hub in a fleet action. For the next ten minutes, all complementary actions by allied ships within short range of your ship provide a +4 bonus instead of the usual +2. Action to initiate.
- **Disrupt Shields (4 System points):** With a blast from your ship's deflector dish, a weak point is temporarily opened up in your target's shields. The target's shield pool maximum is reduced by 5 for the next round. Action.
- **Evasive Maneuvers (5 Engine points):** Your ship dodges an attack. If the Engine defense roll succeeds, you can trick the attacker into accidentally attacking another ship within immediate range of both your ship and theirs. Enabler.
- **Full Torpedo Spread (4 Hull points):** You make three separate torpedo attacks. Action.

Tier Five

Choose one of the abilities described below for the escort or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Deflector Resonance:** The ship's deflector dish resonates with its targeting sensors to allow it to have a broader radius. The difficulty of tasks related to detecting other ships is reduced by one step and the sensors' range is increased by 50% for these tasks only. Enabler.
- **Full Impulse Burst (5 Engine points):** Your ship jumps forward a long distance in a dramatic burst of impulse power. Action.
- **Improved Shield Regeneration:** The amount of points your shields regenerate to the pool each round is increased by +2. Enabler.
- **Multiweapon Targeting (5 Hull points):** You target an enemy ship with several weapons at once. With a single attack action, you can use up to three ship weapons. Roll attacks separately for each and the attacks must all be against the same target. Action.

- **Shield Feedback (4 Engine points):** The shield matrix uses many of the same EPS conduits as the impulse engines and this escort is modified to use feedback from the impulse engines to strengthen the shields. The ship's shield pool increases by +5 for the next ten minutes and it immediately regains +5 points. An engineering repair check (level 5) must be completed to fix damage to the EPS conduits after using this ability before it can be used again. Action.

Tier Six

Choose one of the abilities described below for the escort or an ability from a lower Tier.

- **Advanced Offensive Capabilities:** Choose one type of attack which your ship already considers trained: beam arrays, cannons, turrets, or projectile weapons. Attacks with your ship are considered specialized in attacks with that type of weapon. You can select this ability multiple times. Each time you select it, you must choose a different type of attack. Enabler.
- **Advanced Defensive Capabilities:** Choose one type of defense task which your ship already considers trained: Hull, Engine, or System. Defense tasks with your ship are considered specialized for that type. You can select this ability up to three times. Each time you select it, you must choose a different type of defense task. Enabler.
- **Fleet Command Center:** The escort is a fully-developed command center capable of organizing battle plans across an entire sector. The difficulty of any tasks related to coordinating ship positions in a sector and organizing large-scale combat plans is reduced by one step. In addition, the bonus from complementary ship actions within long range of the ship is increased by +2. If the ship also has the Tier 3 ability Command Center, this means ships within short range provide a +6 bonus. Enabler.
- **Metaphasic Shields (6 Hull points):** Your ship is equipped with shields that partially shunt impacts into subspace, minimizing the effect of weapons on the shield arrays. As long as someone is modulating them, metaphasic shields only lose 1 point to absorb an attack. Action to initiate, action each round to maintain.
- **Shielded Energy Conduits:** The difficulty of defense rolls against attacks targeting the ship's subsystems is reduced by one step. Enabler.

Escort Example

The crew of the *U.S.S. Avalon* is in an interesting situation. They have been working closely with Romulan counterparts to stop a plot from pushing the Klingon Empire into all-out war (again) and they have been given temporary command of a Romulan vessel to travel undercover into Klingon space. They certainly don't have an invitation but the Romulan ship's cloaking device means they don't necessarily have to have one...

This ship, which the GM tells them is named the *I.R.W. N'sann*, is a Tier 2 escort which means they have one additional tier of benefits to add after the initial stats. They decide to give the *N'sann* two additional points in each of its stat pools because they don't want to be caught unprepared in Klingon space. They get some more points as a higher tier benefit (2 in Hull and 2 in Engine) and they increase their Effort by 1. It also gets another 2 points in System, and training in targeting enemy engines. It also has an inability in modifying ship systems, however, and limited cargo space but you can't get everything. All of this gives the *N'sann* Hull 14, Engine 13, System 11, a Hull Edge of 1 (other Edges are zero), and an Effort of 2.

They decide that the *N'sann's* focus is **Patrols** which gives them the useful abilities **Patrol Route** (they pick the border sector they are crossing into Klingon space through) and **Familiar Territory** (this, they decide, is due to the Romulan science officer loaned to them for their mission). Since this is a brand-new vessel for their series they also decide that its initial mission was to maintain security along the Romulan-Klingon Neutral Zone, which explains its familiarity. For Tier 1 escort abilities they pick **Disrupting Attack** (good for getaways if the cloak fails) and **Stealth Signature** (obviously). For Tier 2 they decide on **Redirect Shields** (a good use of that big System pool) and **Penetrating Beam Attack**, already thinking ahead to weapons.

They have two tiers so they spend one on a light weapon (disruptor cannon) and a medium weapon (antimatter torpedo launcher) and the other tier on medium shields (4 points) and a light weapon (disruptor beam array). This is three weapons, one more than the *N'sann's* tier, but that's alright since they are an escort.

Science Vessel

STAT	POOL STARTING VALUE
Hull	9
Engine	9
System	10

Divide 6 additional points among your Stat Pools.

Tier One

- **Sophisticated Design:** Science vessels have a System Edge of 1, an Engine Edge of 0, and a Hull Edge of 0.
- **Cypher Use:** Science vessels have room for three ship cyphers in their design.
- **Ship's Weapons:** Science vessels are proficient with light and medium weapons. They have space for a number of weapons equal to their Tier.
- **Shields:** Science vessels have shields that provide pools of 2 (light shields), 4 (medium shields), or 6 (heavy shields).
- **Special Abilities:** Choose two of the abilities described below for the science vessel. The same ability can't be chosen more than once unless its description says otherwise.
 - **Extra Edge:** You have a System Edge of 1 and a Hull Edge of 1.
 - **Emergency Radiation Shielding (2 System points):** Your ship has improved protective measures that can be put in place, perfect for getting caught in a solar flare while surveying or getting close to a pulsar for detailed scans. For the thirty minutes, the difficulty of all Hull and System defense tests that you attempt are reduced by one step. Enabler.
 - **Polaron Pulse (1 Engine point):** You transfer your ship's warp plasma through your deflector shield, creating a polaron pulse. This type of energetic radiation disrupts cloaking fields and can reveal cloaked ships in the area. You reduce the difficulty of finding cloaked ships by one for the next round. Action.
 - **Sensor Analysis (2 System points):** Your ship has systems to thoroughly analyze all sensor data for research opportunities. You can ask the GM one question about the stellar system, spatial phenomenon, vessel, planet, or other target that you are scanning and get a helpful answer. For instance, scanning a planet might reveal that it is an uninhabited world but that there is evidence that a large vessel was in orbit around it. The GM will assign a level to the question and set the difficulty based on that. Action.
 - **Target Subsystem (1 System points):** Your science vessel's advanced sensors can be used to pinpoint weak spots in an enemy vessel's systems. With this ability, you reduce the difficulty for the next attack to disable that system by one.

Tier Two

Choose two of the abilities described below for the science vessel or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Ascertain Subject (2 System points):** The sensors on your science vessel analyze and characterize your target. Subsequent actions taken to interact with the target have their difficulty reduced by one. Action.
- **Blind Sensors (4 System points):** Your ship's advanced sensor systems can be reversed in order to create a wash of sensor noise. When activated, this noise disrupts the sensors of any ships within close range. With their sensors blinded, all attempts by the ship to use their sensors have their difficulty modified by two steps to the ship's detriment. This doesn't affect targeting sensors since those work on different parameters but scanning other ships,

detecting hazards, and targeting subsystems are all affected. The condition lasts for one minute. Action.

- **Extend Shields (3 System points):** Your ship extends its shields around an ally within point-blank range, providing the Armor your shields provide to that vessel. Enabler.
- **Medical Vessel:** Your ship has advanced medical facilities that can help with a quick recovery. When patients are treated on board the vessel, they can make their recovery rolls in half the normal time. Crew must still take actions to treat them for long-term injuries. Enabler.
- **Survey Craft (2 System points):** When the ship's crew takes five minutes or so to thoroughly scan an area (no larger than a planetary system) they can ask the GM one question about the area, and she must answer them truthfully. The crew cannot use this ability more than one time per area per twelve hours. Enabler.

Tier Three

Choose two of the abilities described below for the science vessel or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Built for Science:** Your ships systems can adapt to a number of situations and you can use points from your System Pool rather than your Engine Pool or Hull Pool on any noncombat action. Enabler.
- **Class 9 Probe (4 System points):** The ship launches an advanced probe within immediate range that has sensor capabilities equal to your starship. The probe can function continuously for 24 hours (it can be extended by spending an additional 4 System points every 24 hours) and is capable of semi-independent operation and warp speeds up to warp 9. Action to create and action to receive data.
- **Improved Defensive Capabilities:** Choose one type of defense task which your ship does not already consider trained: Hull, Engine, or System. Defense tasks with your ship are considered trained for that type. You can select this ability up to three times. Each time you select it, you must choose a different type of defense task. Enabler.
- **Redundant Systems:** If a crew member rolls a natural with a check involving the ship's sensors, transporters, deflector dish, or communications, they can reroll any natural 1 they roll on a d20. If they reroll, they avoid a GM intrusion - unless they roll a second 1 - and might succeed on the task. Once they use this ability, it is unavailable until the ship makes a one hour or ten minute recovery roll. Enabler.
- **Specialized Systems:** Your ship can use four ship cyphers at a time.

Tier Four

Choose one of the abilities described below for the science vessel or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Botanical Facility:** The ship has a large area for botanical studies filled with plant specimens from dozens of solar systems. Some of the science staff maintain the facility which provides an asset on any tasks related to botanical research. In addition, a successful botany check can create an asset for medical checks from botanical extracts gathered in the facility. Enabler.
- **Crisis Center:** The medical facilities onboard are cutting edge and extensive, allowing the ship to function as a mobile hospital in crisis zones. This facility provides an asset on medical rolls for any characters who are trained or specialized in the roll and allows characters who are untrained in a particular medical roll to consider themselves trained. These effects can be in addition to the Tier 2 ability Medical Vessel. Enabler.
- **Deflector Field (3 System points):** The ship's deflector dish is powerful enough to generate a field in front of the entire vessel. When used, this ability provides a bonus to defense rolls against energy effects (including energy weapons) for ten minutes. Action to initiate.
- **Research Facility:** The ship is equipped to function as a mobile research institution, perhaps even hosting academic faculty conducting experiments. The facility provides an asset on any long-term research projects and can be considered an NPC specialized in every

scientific discipline for the purposes of helping with actions (see page 211 of the *Cypher System Rulebook*). Enabler.

- **Tachyon Beam (4 System points):** By charging tachyons through the ship's deflector dish, the crew can make a beam attack against another vessel in range. This attack does 4 damage and the target ship is stunned (see page 203 of the *Cypher System Rulebook*). Action.

Tier Five

Choose one of the abilities described below for the science vessel or an ability from a lower Tier. The same ability can't be chosen more than once unless its description says otherwise.

- **Acetone Beam (5 System points):** Focusing specific wavelengths through the ship's deflector causes a resonance in the target ship's shields which floods it with acetone radiation. The attack does 6 damage and everyone onboard will take 2 points of radiation damage each round for the next minute. Action.
- **Advanced Ecological Facilities:** The ship is equipped with an extensive suite of labs and sensors for studying planetary conditions. The facilities provide an asset to any checks related to studying, modeling, and characterizing a planet's atmosphere and ecosystems. Additionally, it can create any environmental conditions desired for species that don't come from M-Class planets. Enabler.
- **Deflector Pulse (6 System points):** A broad, diffuse pulse of radiation comes out of the ship's deflector shield in every direction. All ships within short range are struck by the pulse and take 2 damage. In addition, the difficulty of all checks are modified one step to their detriment for one round. Action.
- **Improved Shield Emitters:** When using shields, your ship gains +1 Armor. Enabler.
- **Reactive Shield Emitters:** The ship's shields are tied into the advanced sensors of the science vessel to maintain the shield matrix as coherently as possible. Any round in which the shields do not lose any points from their pool, they regenerate an additional +3 points. Enabler.

Tier Six

Choose one of the abilities described below for the science vessel or an ability from a lower Tier.

- **Advanced Defensive Capabilities:** Choose one type of defense task which your ship already considers trained: Hull, Engine, or System. Defense tasks with your ship are considered specialized for that type. You can select this ability up to three times. Each time you select it, you must choose a different type of defense task. Enabler.
- **Focused Polaron Beam (6 System points):** Focusing polaron radiation through the deflector creates a beam which irradiates the target ship's outer hull. The attack deals 8 damage and the difficulty of defending against the target ship's sensors is reduced by one step for one minute. Action.
- **Integrated Subspace Hub:** The ship has a large subspace array built into its framework. It can communicate over twice the normal distance for subspace communication and even send holographic communications across whole quadrants. In addition, any ships within long range of the science vessel can use its subspace hub for their own communications. Enabler.
- **Rapid Starship Modeling (5 System points):** With advanced sensors and advanced computer power, the science vessel is able to rapidly scan and simulate the systems of another vessel. This provides an asset to any attacks targeting subsystems and such attacks also deal +2 damage.
- **Self-Managing Library System:** The ship is equipped with an advanced computer AI capable of performing its own research. Similar to the Emergency Medical Hologram program, the AI can project itself as a holographic figure to interact with the crew and perform archival research and data processing on its own (it functions as a level 5 NPC). Alternatively, the library hologram can assist a crew member in research in which case it reduces the difficulty of research and data processing tasks by two steps. Enabler.

Science Vessel Example

A mission into an uncharted nebula has prompted half the bridge crew of the *U.S.S. Northland-B* to take command of the *U.S.S. Boudicca*, a Tier 3 science vessel just released from drydock. Together, the ships will investigate a strange signal coming from deep in the nebula, possibly connected with a Borg advance. The GM decides to work with the entire crew, even though half of them are remaining on the *Northland-B*, and has them decide what the ship's capabilities are. The first officer (acting captain of the *Boudicca*) is tempted to pick out a *Nebula*-class ship but decides instead on the intriguing-looking *Hope*-class science vessel.

This would normally make the *Boudicca*'s focus Surveys but the crew decides to make it **Voyages** instead. They reason that this was why the *Boudicca* was in drydock, it was being refitted for a long-term mission. What better way to test it out! They get **Improved Replicators** (delicious) and **Efficient Core** (long-lasting) from their focus and decide to pick out type abilities next (even though they haven't done stat pools or anything). They decide to give the *Boudicca* **Extra Edge** and **Emergency Radiation Shielding** for Tier 1, since there's no telling what to expect in that nebula. For Tier 2 they pick **Ascertain Subject** (best to know what they're dealing with) and **Medical Vessel** (to better support the *Northland-B*) and for Tier 3 they pick **Class 9 Probe** (to make sure they don't miss anything) and **Redundant Systems** (no one wants to be flat-footed out in the unknown).

With all of that picked, they finally turn to stat pools. The crew decides to spend 3 additional points on Hull, 2 on Engine, and 1 on System (they have that boost coming from the Federation descriptor, after all). They get a System Edge of 1, but that's boosted to 2 with their Tier 1 Extra Edge ability, and that same ability gives them an Engine Edge of 1. They decide to increase that Engine Edge with one of their Higher Tier benefits, and also to increase their shields twice. The last Higher Tier benefit they use to increase Effort by 1. With all of this, the *Boudicca* has System 13, Engine 11, Hull 12, a System Edge of 2, an Engine Edge of 1, and an Effort of 2.

Lastly, they need to pick out their weapons. They choose heavy shields (6 points, plus 2 for their Higher Tier benefit), a heavy weapon (dual heavy phaser cannons), and one light weapon (a phaser cannon) and one medium weapon (a photon torpedo launcher). Now they just need the rest of their bridge crew and they're ready to follow the *Northland-B* on its mission.

Descriptor

A starship's descriptor comes from the group that made it: the species or pan-species government that designed and built the thing. While there are many facts to ship design that span cultures and even galaxies (newly discovered species in the Delta Quadrant have warp technology similar to the Federation's, after all) there are many different aspects that are particular to a species. There's no mistake, for instance, when you wake up to tell if you are on a Klingon vessel, a Romulan warbird, or a Federation starship.

Bajoran

- **Solid:** +2 to the ship's Hull pool.
- **Skill:** Bajoran ships are particularly well-built against boarding and seizure attempts. The ship is trained in defense rolls against tractor beams.
- **Skill:** Being oppressed by the Cardassians for so long, Bajoran ships are designed to be maneuverable and lose any pursuers. They are trained in tasks involving outrunning or avoiding other ships.
- **Hidden Compartments:** For much of their spacefaring history, Bajorans used their ships for smuggling things past Cardassian patrols or through Federation space to the Maquis. Crews aboard a Bajoran vessel can make use of hidden cargo holds and shielded space to hide their cargo. Enabler.

- **Inability:** Bajorans are catching up in ship design but they spent a long period without developing their manufacturing abilities. They increase the difficulty of scanning other ships by one.
- **Inability:** The Bajorans have few combat ships and their ships don't stand up to truly devastating barrages. They increase the difficulty of defense rolls against projectile weapons by one.

Cardassian

- **Solid:** +2 to the ship's Hull pool.
- **Full Weapons Coverage:** Cardassian ships are designed to be well-protected and they have emplacements of their signature spiral wave weapons in order to cover all angles of attack. They are never considered to be in an inferior position when attacking with spiral wave weapons.
- **Skill:** Cardassian tactics involve coordinated strikes and group efforts. They are trained in attack actions involving ship formations.
- **Skill:** Cardassian ships feature spiral wave disruptors, a particular design for their weapon systems. They are trained in attacks with disruptor beam arrays.
- **Inability:** The warships of Cardassia are strong and tough, but not particularly maneuverable. They increase the difficulty of tasks involving sharp turns and acrobatic maneuvers by one.
- **Inability:** The targeting systems of Cardassian ships are not as effective at greater distances. They increase the difficulty of attacks at long range by one.

Dominion

- **Sophisticated:** +2 to the ship's System pool.
- **Skill:** Dominion ships have especially advanced sensor systems. They are trained in tasks involving scanning other ships.
- **Skill:** The polaron weapons used by Dominion ships are particular to their weapon systems and devastating against ships unprepared for them. They are trained in attacks involving polaron beam arrays or cannons.
- **Inability:** Despite their advanced sensors, Dominion vessels have a weakness at very close engagement distances. They increase the difficulty of attacks at point-blank range by one.
- **Limited Space:** The Dominion concentrates on efficiency over economics and comfort. They have half the normal amount of cargo space.

Federation

- **Sophisticated:** +2 to the ship's System pool.
- **Mission-Specific Design:** More than any other fleet, Federation starships are particularly designed for the missions they are sent on. They are trained in any two non-attack and non-defense skills.

Ferengi

- **Voyagers:** +1 to the ship's Engine pool and +1 to the Hull pool.
- **Shipping Vessels:** Every ship made by the Ferengi is designed with shipping and trade in mind. Ferengi ships have 50% more cargo room (round up).
- **Skill:** The Ferengi are remarkably good at designing universal systems that can interact with any potential trading partners. They are trained in all tasks involving docking or salvage.
- **Skill:** What Ferengi ships lack in combat ability they make up for in comfort. Any negotiations aboard a Ferengi ship can benefit from the lavish surroundings and many perks available to the crew. They are trained in all tasks involving business negotiations.

- **Inability:** Ferengi ships are built for trading, not for fighting. They increase the difficulty of any attacks by one.

Klingon

- **Raiders:** +2 to the ship's Engine pool.
- **Cloaking Device:** Klingon ships are outfitted with cloaking devices which surround the ship in a field that makes them invisible to observation and scanners. Other ships will not notice them unless they are actively scanning for a cloaked ship, in which case they must succeed on a scanner check with a task difficulty equal to the ship's Tier plus one (or just the ship's Tier at point-blank range). For the PC's ship they can remain cloaked by beating an NPC vessel with a cloaking check, gaining a +2 bonus for ranges beyond point-blank range. Enabler.
- **Skill:** The preferred tactic for Klingon ships is hitting the enemy hard and leaving them defenseless. They are trained in attacks to disable a target's weapons systems.
- **Inability:** Klingon vessels don't normally take prisoners. They increase the difficulty of checks to capture a ship with a tractor beam by one.
- **Limited Space:** Klingon vessels are warships not traders. They have half the normal amount of cargo space.

Romulan

- **Sophisticated:** +2 to the ship's System pool.
- **Cloaking Device:** Romulan ships are outfitted with cloaking devices which surround the ship in a field that makes them invisible to observation and scanners. Other ships will not notice them unless they are actively scanning for a cloaked ship, in which case they must succeed on a scanner check with a task difficulty equal to the ship's Tier plus one (or just the ship's Tier at point-blank range). For the PC's ship they can remain cloaked by beating an NPC vessel with a cloaking check, gaining a +2 bonus for ranges beyond point-blank range. Enabler.
- **Skill:** Standard Romulan tactics involve neutralizing an enemy vessel so that they can be seized and questioned. They are trained at attacks to disable a target's engines.
- **Inability:** Romulan ship design is a strict and inflexible discipline. Crews aboard Romulan ships increase the difficulty of tasks to modify systems by one.
- **Limited Space:** The interior of Romulan ships are spartan and severe. They have half the normal amount of cargo space.

Focus

The focus of the ship is the fine detail of the ship's design. The Descriptor is the large-scale picture of the design and the Type is the core system. The Focus describes what systems are optimized and what functions are routine for the ship to complete its mission.

Customizing Ship Foci

Instead of their focus options, ships can pick from the following alternatives.

Tier 1

- **Self-Improvement.** The ship gains 6 new points to divide among its Stat Pools however the party wishes. Enabler.
- **Hitting Harder.** Attacks with the ship's weapons deal 1 additional point of damage. Enabler.
- **Additional Consoles.** Additional ship functions of the party's choice (not attacks or defense) become programmed into the ship's computers. Crew members are considered trained when making these tests. Enabler.

Tier 2

- **Lower-Tier Ability.** Choose any tier 1 ability.
- **Offensive Combat Programming.** Choose one type of attack in which the ship does not already offer training: light ship weapons, medium ship weapons, or heavy ship weapons. Attacks on the ship with this type of weapon are now considered trained. Enabler.
- **Defensive Combat Programming.** Choose one type of defense task in which the ship does not already offer training: Engine, Hull, or System. Defense tasks of that type made with the ship are now considered trained. Enabler.

Tier 3

- **Lower-Tier Ability.** Choose any tier 1 or 2 ability.
- **Internal Security Measures.** Mounted phasers, force fields, and other increased measures make it especially hard for boarding parties to take control of your ship. Any of the duty officers on the bridge can make tasks to stop boarding parties from the bridge. Action.
- **Reinforced Structure.** Your ship has extra baffles and controls to keep it together. These changes give your ship +1 Armor even without extra hull plating. Enabler.

Tier 4

- **Lower-Tier Ability.** Choose any tier 1, 2, or 3 ability.
- **Radiation Shielding.** Advanced internal shielding helps your crew to avoid radiation exposure. The crew will not be affected by outside radiation (the GM can require a check for particularly intense radiation) and checks by the engineering or science duty officers can keep any internal radiation leaks from affecting the rest of the crew with an action. Enabler.
- **Hidden Weaponry.** Up to two of your ship weapons are hidden and can be deployed or withdrawn with an action. The difficulty of attempts to scan for your hidden weapons while they are withdrawn is modified by one step in your favor. Enabler.

Tier 5

- **Lower-Tier Ability.** Choose any tier 1, 2, 3, or 4 ability.
- **Entertainment Lounge.** Your ship is built for the mission but also for impressing guests. Your lounge area has all the amenities of modern life and is fit for entertaining dignitaries and allied politicians alike. Enabler.
- **Improved Shields.** Your shield pool is increased by +2. Enabler.

Tier 6

- **Lower-Tier Ability.** Choose any tier 1, 2, 3, 4, or 5 ability.
- **Reactive Defenses.** Micro turrets on your ship's hull provide point defense against ships or projectiles coming too close. The difficulty of defense rolls against projectile weapons is reduced by one step and any ship that comes within immediate range and makes an attack of any sort will immediately be targeted with a 4 point beam weapon attack. Enabler.

Attacks

While some ships are designed for a range of combat situations, many are created for a strong offense only. These warships are intended to be fast and powerful, hitting hard and sending a clear message through sheer firepower. These ships are popular designs for the Klingons and Romulans, who often call them Birds-of-Prey or Raiders.

Initial Mission Objectives: From the following list of options, choose what the ship's mission is at the start of the campaign.

1. The ship was created during a conflict and remains a part of the fleet's core warships.
2. The ship was sent to deal with an unruly section of space threatening nearby systems.
3. The ship was launched as a deterrent during a mission of "aggressive diplomacy."
4. The ship was originally intended as a warship, but it was officially demilitarized afterwards.

Minor Effect Suggestion: The ship's targeting systems disrupt sensor readings, increasing the difficulty of any sensor tasks by one step.

Major Effect Suggestion: The target is forced into an inferior position (see Attack Modifiers and Special Situations).

Tier 1: Raider. The ship's systems are optimized for hitting fast and hard. When the crew spends points from the starship's Engine Pool or System Pool to apply levels of Effort to increase your weapon damage, they add 5 points of damage rather than the usual 3 points. Enabler.

Tier 2: Torpedo Spread (1 Engine point). In a round where the ship attacks with projectile weapons, the crew can fire an additional projectile to increase the difficulty of attacks and special abilities made by the target by one step.

Onboard Munitions Facilities: The starship has replicator facilities large enough and complex enough to create new projectiles if they have enough energy and time. Checks made to create new projectile weapons are considered trained. Enabler.

Tier 3: Tactical Computer. Attacks with beam and cannon weapons are considered trained. If the crew member using them is already trained in attacks with that weapon, they are considered specialized. Enabler.

Tier 4: Rapid Cycling. If a crew member rolls 17 or higher with a beam weapon attack, instead of adding damage or having a minor or major effect, they can make another attack with the same weapon. The attack reuses the same Effort and bonuses (if any) from the first attack. Enabler.

Advanced Munitions Facilities: Checks made to create new projectile weapons onboard the ship are now considered specialized. Enabler.

Tier 5: Tactical Simulator. Attacks with projectile weapons are considered trained. If the crew member using them is already trained in attacks with that weapon, they are considered specialized. Enabler.

Tier 6: Advanced Power Relays (2 Hull points). Any attacks with beam or cannon weapons deal 3 additional points of damage with a bow. The Hull points spent are in addition to any System or Engine points spent on the attack. Enabler.

Defends

The opposite sort of combat ship from one that Attacks, a ship that Defends protects a star system, sector, convoy, or other targets. They are tough and reliable, able to get in the path of enemy vessels before they can attack their vulnerable targets.

Initial Mission Objectives: From the following list of options, choose what the ship's mission is at the start of the campaign.

1. The ship was created as a mobile defensive vessel along a demilitarized zone.
2. The ship was designed to stay stationed within a sector where it could support local defenses.
3. The ship is designed to work well with an ally of its designers, supporting a system as a protectorate.
4. The ship is built to serve on the homefront of a war.

Minor Effect Suggestion: The ship gains +1 to Hull defense rolls for one round.

Major Effect Suggestion: The ship gains +2 to Hull defense rolls for one round.

Tier 1: Auxiliary Power to Shields. The ship can boost its shields in order to deflect more damage while maintaining the shield matrix. For this round the ship has an asset on Hull defense rolls but the power drain increases the difficulty of all ship attack rolls by one step for the round. Enabler.

Tier 2: Reinforced Design. The crew of the ship is trained when they make Hull and System defense checks. Enabler.

Tier 3: Defense Subsystems (3 Hull points). A crewmember can reroll any Hull, Engine, or System defense checks and take the better of the two results. Enabler.

Tier 4: Drive Vessel Back (4 Engine points). When the ship deals damage with an attack, you can drive the target away from your companions. Until the end of the next round, all other ships have an asset on Engine defense rolls made to resist attacks from this target. Enabler.

Tier 5: Hold Fire. If the crew makes no attacks with the ship in a round then they are considered specialized in all defense ship rolls until the next round. Enabler.

Tier 6: Feinting Maneuver. Every time the pilot makes an Engine defense roll, they can also make a piloting roll to gain superior position against the foe. Enabler.

Explores

Ships that explore are especially adept at traveling through space to reach their targets. They might be on research missions to conduct science observations, military missions to determine tactical risks in a region, or diplomatic missions visiting and dealing with new planetary governments on behalf of their governments.

Initial Mission Objectives: From the following list of options, choose what the ship's mission is at the start of the campaign.

1. The ship was launched to seek out new life and new civilizations.
2. The ship was launched at the same time as an important peace treaty and was charged with exploring the territory of the former enemy.
3. The ship's first years were dedicated to seeking out and exploring new trade routes in a border region of space.
4. The ship was launched to learn more about a hazardous region of space such as the Badlands.

Minor Effect Suggestion: The ship can take an extra action this round to take any move or movement action.

Major Effect Suggestion: The difficulty of any Engine defense task the crew takes before the next round is reduced by one step.

Tier 1: Emergency Training. The crew of ships that explore receive regular drills to prepare them for the unknown. The difficulty of the ship's initiative roll is reduced by one step. Enabler.

Tier 2: Extended Sensors. The ranges of your sensors are extended by 50%. Enabler.

Resist Spatial Shear. Exploring isolated systems means coming up against stellar phenomenon that can sometimes severely damage ships, but ships that explore are reinforced against these hazards. The difficulty of all defense actions against stellar, gravimetric, and subspace anomalies is reduced by one step. Enabler.

Tier 3: Hazard Control Systems (3 Hull points). Protective measures on your ship prevent any significant damage from growing too widespread. Bridge crew can reroll any Hull, Engine, or System defense rolls made this round and take the better of the two results. Enabler.

Tier 4: Advanced Navigational Array. Your ship ignores any penalties for navigational actions. Enabler.

Stellar Database (0 or 1+ System points). All starships keep databases of stellar systems for navigating but the charts on your ship are exceptionally detailed. The crew can find the information on stellar systems in known space (including the name, number of planets, and major settlements) without a check and you can spend System points to apply Effort to warp travel checks. For every level of Effort applied (maximum three), the warp travel time for a particular journey is reduced by 10%. Action to initiate.

Tier 5: Emergency Power. Your crew can transfer up to 3 points between your ship's Pools in any combination, at a rate of 1 point per round. For example, you could transfer 2 points of Hull to Engine and 1 point of System to Engine, which would take a total of three rounds. Once three points have been shifted, this ability is not usable again until the ship makes a 10 hour recover roll. Action.

Quick Reactions (2 Engine points). When your ship succeeds on an Engine defense action, it immediately gains an action. It can use this action only to move. Enabler.

Tier 6: Deep Space Guide. Your pilot can provide an asset to navigational checks to any allied ships within sensor range. Enabler.

Long-Range Communications (0+ System points). The subspace communication range of your ship is doubled. If you choose, you can spend 3 System points to increase it to four times normal range. Enabler.

Patrols

Patrolling vessels are combat ships that cover a large area or route. While the interior of Federation space is fairly peaceful, the borders are sometimes areas of conflict that require ships moving along their lengths to watch for hostiles. Some patrol missions involve active war zones and others only brigands and raiders but patrols aren't set unless danger is expected.

Initial Mission Objectives: From the following list of options, choose what the ship's mission is at the start of the campaign.

1. The ship follows a busy trade route, protecting ships from pirates.
2. The ship maintains the security of an area designated off-limits, such as a quarantined area or neutral zone.
3. The ship has a standard route to follow, taking it near several conflicts zones that it can warp to as needed.
4. The ship was launched to monitor a region that was being demilitarized, to make sure the process went smoothly.

Minor Effect Suggestion: The target is also dazed for one round, during which time the difficulty of all tasks performed by the crew is modified by one step to their detriment.

Major Effect Suggestion: The crewmember makes an additional attack action with the same weapon on their turn.

Tier 1: Patrol Route. Pick a particular sector or route. This is an area that the ship has been patrolling for some time and the vessel's systems are well-attuned to the area. The difficulty of all navigation, scanning, and initiative checks in the area is reduced by one step. Enabler.

Tier 2: Familiar Territory. The ship's crew has contacts in their chosen sector or route that can help out. They might be allies, frequent rivals, or even adversaries who are foiled by the ship's crew but willing to work with them if their interests match. The GM should work with the players to determine the nature of these contacts and their relationship to the crew. Even if they aren't friends, it should be possible to get information or materials from the contacts in certain situations. Enabler.

Tier 3: Lock Target (2 System points). A crewmember takes an action to designate a ship within range as a “locked target.” For the next ten minutes, attacks from the ship deal an additional 2 damage against the locked target. Action to initiate.

Tier 4: Intercept Course (4 Engine points). The ship makes an attack with such speed that it is hard for the enemy to defend counter. The target must be within immediate or short range and the difficulty of making the attack is decreased by two steps, and the target, if struck, is dazed so that for the next round, the difficulty of the crew’s attack, defense, and sensor tasks is modified by one step to their detriment. Action.

Tier 5: Merciless Volley (5 Engine points). With a swift and sudden attack, the ship’s batteries strike an enemy vessel in a vital spot. If the target is level 3 or lower, it is crippled outright. Action.

Tier 6: Hit and Run. When the ship cripples a foe, the pilot can attempt a stealth action to immediately hide from other sensors, assuming that there is some means nearby of evading sensors such as a planet, nebula, or debris field. Enabler.

Surveys

Vessels sent to survey are similar to those sent to explore but their mission is far more thorough. They might also be longer term, such as a science mission to study a star cluster over a period of months or a military mission to observe enemy ship movements from week to week. Survey missions are not always the sort of adventurous, energetic missions that Starfleet is known for but not everyone joins to go into combat situations. Besides, once a ship is out in space things can get pretty interesting pretty quickly.

Initial Mission Objectives: From the following list of options, choose what the ship’s mission is at the start of the campaign.

1. The ship was launched to find new mineral and biological resources to harvest.
2. The ship was sent to investigate a remote region in search of suitable colony sites.
3. The ship started a long-term investigation of anomalies in the in stellar medium.
4. The ship was sent on a medical mission to stop a rapidly-spreading disease.

Minor Effect Suggestion: The time required for a given scan is cut in half.

Major Effect Suggestion: The scan’s results are particularly thorough and the scanning crewmember can ask the GM one question about what the results mean.

Tier 1: Planetary Scan. The ship’s scanners can immediately locate a person, object, or natural resource on a planet surface. If the target is hidden somehow, the difficulty of scanning for it is reduced by one step. Action.

Tier 2: Increased Resolution (3 System points). The scanners’ power is boosted, pushing through interference or obscuring material. Electronic interference or barriers the size of a planet’s atmosphere or an asteroid belt can be ignored for one round. Action.

Tier 3: System Scan (3 System points). The ship’s scanners can immediately find a ship, building, or group of people within a stellar system. If the target is hidden somehow, the difficulty of scanning for it is reduced by one step. Action.

Thorough Data: While making any ship action in an area already scanned (including making attacks) the ship can ignore any environmental penalties such as debris fields, stellar flares, and electromagnetic fields. Enabler.

Tier 4: Hazard Identification. When in an area already scanned (equal to or smaller than a planetary system), the ship is considered trained in defense rolls. Enabler.

Stress-Point Identification. If a target that the ship scans has a special weakness, such as a vulnerability to specific energy types, a blindspot in its sensor grid, or so on, the crew member actively scanning will know what it is. (Ask and the GM will tell you.) Enabler.

Tier 5: Long-Range Scan (5 System points). The ship's scanners can immediately find a ship, planet, or stellar phenomenon within a radius of five light years. If the target is hidden somehow, the difficulty of scanning for it is reduced by one step. Action.

Tier 6: Communications Hub (0+ Intellect points). The ship is equipped with a powerful computer hub that can monitor constant input from up to ten sources in the same star system. These sources can be comm badges, ship bridges, facility ops centers, or other similar nodes, all of which must be willing to join the network. When activated, the system receives constant audio and (if capable) visual data from each node and a computer program monitors the signals. Anyone in the node can "check in" on another node and send messages to any or all participants. In addition, the program will alert the entire network of any emergency codes or anomalous signals from a node. Activating this ability doesn't require a roll but it does require an action from the ship's require an action from the duty officer at the instigating ship's comms station and doesn't cost System points. The network lasts until the instigating ship ends it. If the comm officer spends 5 System points, the system can be expanded to accommodate twenty nodes at once rather than ten, and for every 1 System point spent above that, ten more nodes can be added to the network. These larger networks last for ten minutes. Creating a network of twenty or more creatures also requires an action to establish contact but typically requires no roll. Enabler.

Transports

It might not seem like a noble purpose for a Starfleet vessel but transporting materiel and people is an important part of maintaining an interstellar community. Some planets produce excess goods and others need them. Populations on one planet want to travel and other planets welcome them. Starships that transport are well-designed to travel well and be secure on the way there. Sometimes they are used as courier ships heading into dangerous areas to make sure they reach their destination.

Initial Mission Objectives: From the following list of options, choose what the ship's mission is at the start of the campaign.

1. The ship is tasked with transporting colonists and supplies to newly-settled systems.
2. The ship was launched as a military transport to carry weapons and supplies into conflict zones.
3. The ship carries trade goods to support the Federation and collect goods needed on Federation worlds.
4. The ship serves as a diplomatic transport, bringing Federation representatives to summits and back safely.

Minor Effect Suggestion: The ship restores 2 points to its Hull pool.

Major Effect Suggestion: The difficulty of the ship's next action is reduced by two steps.

Tier 1: Solid Design. The ship's one-hour recovery roll takes ten minutes instead, so that the first two recovery rolls each take ten minutes, the third takes ten hours, and the fourth takes twenty hours. Enabler.

Auxiliary Power to Inertial Dampeners (2 Hull points). The ship ignores any impact on movement from environmental factors for one hour. Action to initiate.

Tier 2: Internal Awareness. Transporting requires maintaining a very close watch on whatever is on the ship whether people, cargo, or resources. Finding anyone or any large object on the ship is a matter of course with the ship's internal sensors, or a tricorder connected to them. Such a check

requires no check unless they are shielded from sensors somehow. If they are shielded from sensors, the difficulty for scanning tasks to find them is reduced by two steps. Enabler.

Tier 3: Protective Design. The ship is trained in Hull defense tasks. Enabler.

Sensor Shielded. The improved defensive measures of the transport ship also protect its internal spaces from sensors. The difficulty of any scans from other ships is modified by one step to the scanning ship's detriment. Enabler.

Tier 4: Onboard Resources. Choose one of the follow benefits for the transport ship.

- The ship has hidden compartments for storing sensitive cargo in case of seizure and searching.
- Designed as a medical transport, the ship has a medical bay that provides an asset on any trauma medical checks.
- To help crews on long transport hauls, the ship is equipped with an arboretum to add some green space. Crew spending their one hour recovery period or at least one hour of their ten hour recovery period receive a +2 bonus on their recover roll.
- The ship is equipped with an extensive armory to serve as a military transport. Crew members should be able to find any Starfleet weapon they want, though the GM has final say.

Tier 5: Juggernaut Design. The ship is specialized in Hull defense tasks. Enabler.

Improved Shield Matrix. The ship has +4 points to its shield pool maximum. Enabler.

Tier 6: Industrial Transporter. The ship has a transporter that is much larger and more powerful than others. It can transport many tons of material at a time including up to one hundred humanoids or a personnel craft vessel to an internal transporter pad taking up a cargo bay. In the case of a small craft that transports, the industrial transporter is site-to-site. Enabler.

Voyages

The Federation and other interstellar governments are constantly pushing their frontiers. They create ships that are equipped to go on long, multi-year voyagers without returning for supplies. These long-range missions, typically five years, require a lot of the crew but also a lot from the ship they inhabit. Not every vessel is up to the task, but those that are quickly become legends.

Initial Mission Objectives: From the following list of options, choose what the ship's mission is at the start of the campaign.

1. The ship was launched to push the boundaries of known space, venturing either into the Gamma Quadrant or the Delta Quadrant.
2. The ship was built for long-term missions with accommodations on board for crew families.
3. The ship was built as a forward operation center for a colonization effort.
4. The ship was launched as a diplomatic effort to show the authority and technology of the Federation in distant colonies who might be considering breaking away.

Minor Effect Suggestion:

Major Effect Suggestion:

Tier 1: Improved Replicators. The ship's replicators have an exceptionally large catalog and are easy to modify for whatever the crew needs. The difficulty of reprogramming the replicators is reduced by one step. Enabler.

Tier 2: Efficient Core. The biggest impediment to long-range missions is losing the warp core that makes it possible. The difficulty of repairing or modifying the ship's warp engines is reduced by one step. Enabler.

Tier 3: Dilithium Refinery. The ship is equipped for processing its own dilithium should it find a suitable source on its journey. Most ships can do this, but ships that voyage are able to produce a week's worth of refined dilithium with just an hour's processing time. Action.

Hydroponics Bay. Not only is the ship self-sufficient, but there are extra facilities for keeping the crew fed. The hydroponics bay has efficiently-raised crops that are often used to supplement the replicators' output. Even if the replicators were to shut down completely, the crew should have enough rations to make it through about a week of meals. Enabler.

Tier 4: Additional Edge. The Edge of each of the ship's pools increase by 1. Enabler.

Tier 5: Modular Bay Design. While the ship has shuttle bays and cargo bays as normal, some of the support space is given over to modular areas where various labs, workspaces, and even temporary housing can be set up. With 12 hours to change over the space, this modular bay can offer an asset to tasks involving one of the following: engineering, repairs, physics research, biology research, chemistry research, or medical treatment. Action.

Tier 6: EVA Frame. If a vessel suffers major damage or ship-wide overhauls, a long-range mission can easily be cut short. To solve this, the ship is equipped with a frame of nanotechnology scaffolding that collapses to the size of a shuttlecraft but can unfold to surround the entire ship. When deployed, the EVA frame acts as a temporary dry dock facility so that the crew can perform its own refits and modifications. Systemic ship conditions can be addressed with this facility and even the ship's focus and descriptor can be changed. The amount of time required is up to the GM and if the ship's focus changes it loses this ability immediately after the work is complete. Action to initiate.

Starship Rules

Starship Actions

The combat round for starships works a little differently than for characters because there are the ships involved and the crews onboard. All of them can take actions but at the same time the process should be streamlined. At the start of starship combat the PCs' ship (or ships if they are on different vessels) make Engine rolls as their *initiative roll* and the NPC ship(s) use a result of three times their level (see page 197 of the *Cypher System Rulebook* for more information on initiative). Each ship will act on its initiative count and the crew will act immediately after it.

Once the initiative order is determined, each ship can take one action on their turn: attack, activate a special ability, move, wait, defend, or do something else. The ship can't take more than one action in a round, but every action can involve *coasting* which means moving a distance in the direction it was going (since ships don't need to concentrate on moving, unlike people). More on coasting can be found in the Starship Movement section.

In the turn after a starship acts, its crew does. Whoever was making the roll for the starship (whether it was attacking, moving, etc) does not get another action but other PC crew members can take actions to create assets, repair damage, and other tasks. NPC starships do not roll except in rare circumstances (in which case a player will roll for it) but the GM can assume that the NPC crew can complete one action with a difficulty less than their ship's level on their crew turn.

Starship Systems

Actions made by starships are actually made by the people at the stations. There are thousands of systems that make up even the most simple starship and not all of them need to be constantly watched. There are some important systems (called primary systems) which do need constant supervision, however, and others (secondary systems) that can often be overseen by one of the other systems or checked occasionally by someone watching a major system.

Primary Systems

The primary systems aboard a starship are considered critical and won't be deactivated except in dire emergencies or in the case of complete failure of the power systems.

- **Propulsion:** Both the impulse engines and the warp drive are required to move the ship through space. Travel speeds and warp factors can be found on page 100 of the *Narrator's Guide* of the *Star Trek Roleplaying Game*. Additional information can be found in the Ship Movement section below.
- **Sensors:** Aside from scientific scans and tactical information, sensors provide the information a starship needs to avoid crashing and exploding. More information can be found in the Distances and Range sections below.
- **Operations:** The internal monitoring and power allocation of the ship can keep other systems running and prevent overloads. It also includes the operation of the ship's computer core.
- **Life Support:** No Federation starship can operate for long without a crew and these individuals are kept alive by the ship's life support system.
- **Weapons:** While not necessary for every mission, a starship's weapons and shields are an important aspect to keeping its crew safe, as the crew of the very first *Enterprise* (NX-01) were eventually forced to admit.

Secondary Systems

These systems are important and prioritized over less-important systems (referred to as tertiary systems) but if power levels begin to drop they are disabled to preserve the operation of the primary systems.

- **Communications:** Being able to communicate with other ships is very important, particularly for the diplomatic mandate that Starfleet personnel are expected to uphold.
- **Transporter:** Since they were introduced, transporters have revolutionized the operation of starships. The technology is complicated but always improving and the system requires a lot of computing power to operate correctly.

Bridge Stations

Aboard a Starfleet bridge there are eight different stations that must be staffed at all times: the captain's chair, the six duty stations on the bridge, and engineering. If a PC is not at one of these stations, an NPC crew member must take their place. These stations are...

- **Captain's Chair:** In most cases this is not a critical station because of the systems routed through it; while systems can be checked from the captain's chair none are run primarily through its interfaces. The captain's chair is critical to starship operation, however, because this is where all the orders come from. When the ship's captain is not present themselves, they hand the conn (control of the ship's movements) to someone else in their stead. This officer (traditionally called captain as long as they have the conn) is usually the highest level officer currently on the bridge but this isn't immutable.
- **Communications:** Any contact with outside ships, planetary communities, or other entities is handled by the communications duty officer. Aboard 22nd and 23rd century ships, this was a complex enough process to merit its own station and on sensitive diplomatic missions that might still be the case, but most of the time later starships leave this to the operations officer (see below).
- **Engineering:** While there is an engineering station on the bridge of every Federation starship, most of the time this duty station is controlled from the ship's main engineering. Chief engineers communicate through comms with the bridge crew and stay where they can more quickly respond to issues with the warp engine or engineering crews to deal with damaged systems.
- **Environmental:** For safety reasons, life support and environmental controls are heavily automated aboard a Federation starship. The duty station on the bridge is mostly staffed by

someone monitoring levels to make sure there are no issues with these critical systems. In a starship battle, damage to one of these systems is more likely and could spell the end for the ship's crew so a vigilant officer is definitely needed.

- **Helm:** The responsibilities of the duty officer at the helm might be the most boring on the bridge or the most exciting. On long-distance warp journeys they monitor the coherence of the subspace envelope, though if the engineering officer is doing their job this is redundant. On impulse maneuvers they lay in coordinates to direct the ships but sometimes this is only entering, maintaining, and leaving orbit. However, after piloting the starship through their first battle, many helm officers gladly take the boring shifts of routine operations.
- **Operations Management:** This station, most often called Ops, handles the power allocation and routing on the starship. This can be done through the engineering station as well but maintaining the systems and coordinating them are each huge tasks. In less action-oriented times, the Ops station is also where the operations officer coordinates crew shifts, space allocation, and other mundane tasks that could break the crew of a large starship if left alone.
- **Science:** The science duty officer handles the ship's sensors and conducts any scientific research as part of the ship's mission. The duty officer is not responsible for every research task themselves, but they do need to spend time coordinating the science teams onboard to make sure research projects are on track.
- **Tactical:** The tactical station is obviously most critical in a battle but even when threats are not imminent the tactical duty officer needs to monitor weapon systems and make sure the starship is ready for action when the need arrives. They also monitor internal systems, review security reports, and coordinate security teams.

Determining Task Difficulty

Since the actions of the starship are determined by the crewmembers, the same range of difficulties found on page 191 of the *Cypher System Rulebook* are used, from routine to impossible. Starships can do things that no humanoid ever could, from traveling faster than light to lifting thousands of tons of material, but these tasks are no great effort for a typical Federation starship.

Modifying the Difficulty

When a player at a ship's station takes an action using the a starship station, they can use skills, assets, and Effort to lower the task's difficulty following the normal rules found on page 192 of the *Cypher System Rulebook*. However, they can only use the Edge and Stat Pools of the ship, not their own. Might, Speed, and Intellect have no bearing on a crewmember's efforts onboard a starships except in that they allow the character to create assets and use special abilities that might help them. Some starships offer systems that help with certain skill checks so that someone might be able to consider themselves trained in a certain type of skill even if they aren't trained when away from their station. If a trained character is aboard a ship with such a benefit, they can consider themselves specialized. If they are already specialized, they gain no further bonus.

GM Intrusion

Just as with normal character actions, GMs can make intrusions by offering XP or when a 1 is rolled (see pages 193-195 of the *Cypher System Rulebook*). These intrusions might be malfunctions on the ship, dramatic negative shifts to the current situation, or spatial anomalies that impact the ship. Usually GM intrusions from starship rolls will affect the whole starship (part of the experience of the ship as a "shared character") but intrusions in exchange for XP will usually affect just one character.

EXAMPLE GM INTRUSIONS

- The starship loses some of its subsystems (see Special Starship Damage below).
- Power fluctuations send the ship off course and into a compromised position (see Attack Modifiers and Special Situations below).
- The ship goes on emergency power lighting, increasing the difficulty of all onboard movement and aiming by one step.

- Hull breaches are reported, requiring immediate evacuations and alternate routes. The difficulty of directing any onboard teams is increased by one step.
- A terminal explodes, damaging you.
- Static electricity arcs into your arms, stunning you.
- The klaxons of red alert drown out your orders and they either aren't carried out or misunderstood.
- Damage to the sensor arrays cause you to misread what you are detecting.
- You don't realize that the targeting relays are out of alignment and your next shot goes wide.

Minor and Major Effect

Starship actions can result in minor or major effects as well (see pages 193-194 of the *Cypher System Rulebook*). Just like the GM intrusions, these should be effects that benefit the ship instead of individual crew members. Some suggested effects for starships are given below.

EXAMPLE MINOR EFFECTS

- The target has Damage to Secondary Systems (see Special Starship Damage below).
- A secondary system is knocked offline (see Special Starship Damage below).
- Strike a specific part of the enemy ship, preventing that ship area from being used for one round.
- The enemy ship is knocked off course and is now headed in a very different direction from where it intended to be. If near a dangerous spatial anomaly, this can have dramatic effects.
- Any of the other options given on page 194 of the *Cypher System Rulebook*.

EXAMPLE MAJOR EFFECTS

- The target has Damage to Primary Systems (see Special Starship Damage below).
- A primary system is knocked offline (see Special Starship Damage below).
- The ship's impulse engines are momentarily knocked offline, bringing it to a full stop.
- One of the ship's weapons is destroyed.
- Any of the other options given on page 195 of the *Cypher System Rulebook*.

Distance

Starships have the same distance considerations as characters, though the distances are understandably different.

- **Immediate** distance is anything within 0.5 kilometers of a starship.
- **Short** distance is anything more than 0.5 kilometers and up to 5 kilometers of a starship.
- **Long** distance is anything more than 5 kilometers and up to 10 kilometers of a starship.

In addition, some instances may involve **Hull** distance which is 0 kilometers: literally on the hull itself. Boarding parties, attached spacefaring organisms, and detritus adhering to the hull are all too close for weapons to hit at all and must be dealt with some other way.

Starship Attacks

Attacks with starship weapons is handled by the tactical duty officer or sometimes by dedicated tactical teams that the duty officer is directing. Attacks use the same rules as character attacks (page 199 of the *Cypher System Rulebook*) except that they use either the ship's Engine or System Stat Pools - player's choice. Attacks are made with the ship's weaponry (see Ship Weapons below) and a ship can typically only attack with one weapon in a round unless they have an ability that says otherwise.

Damage

Damage also works similarly to the rules for characters (pages 199-200 of the *Cypher System Rulebook*), although NPC ships have *structural integrity* instead of *health*. Likewise, PC starships take damage to their Stat Pools just like PCs themselves. Almost all attacks target the ship's Hull stat and if

no Stat is specified you can assume that's what is affected. System damage is usually from computer viruses or specialized radiation and it will always be labeled as System damage. Engine damage is very rare and will usually be gravitational effects (often an environmental effect) and will always be labeled.

Armor

Some ships have reinforced hulls, neutronium plating, or other armor built into their hulls. This is a special ability and works just like armor for characters (page 200 of the *Cypher System Rulebook*). Normally ships have no armor plating.

Shields

By contrast, every starship can be assumed to have shields. These are energy barriers that keep out projectiles, energy weapons, boarding parties, and other dangers. A ship's shield rating is determined by its type (see above) and can also be modified by foci, special abilities, and cyphers. When an attack successfully hits a ship, the players or the GM (depending on whether it's a PC or NPC ship) can choose to have some or all of the damage taken by the shields rather than the Stats/structural integrity.

The Damage Track

Just like characters, starships that take damage follow a damage track (see page 202 of the *Cypher System Rulebook*).

- **Operational:** When all three Stat Pools at 1 or higher, the ship operates normally. This is the equivalent of a *hale* character.
- **Compromised:** When a ship has one Stat Pool at 0, it has taken enough damage to cause systems to begin to fail. The ship takes all the restrictions of an *impaired* character.
- **Disabled:** When a ship has two Stat Pools at 0, it has been all but destroyed and is relatively helpless against enemies. It can't move faster than quarter impulse and if its Engine Pool is at 0 then it can't even do that. Just like a *debilitated* character, a disabled ship can't take any other action except to (possibly) move and to make basic sensor checks.
- **Crippled:** When a ship has all three of its Stat Pools reduced to 0 it is utterly dead in the water. If the warp core is still functional, it cannot power any systems onboard because the relays and conduits are too far gone. There's no sensors, engines, comms, shields, or life support... there may not be any atmosphere considering the multiple hull breaches it has suffered. The only course is to abandon ship and potentially to tow the ship back to spacedock for some serious repairs.
- **Destroyed:** A crippled ship that takes damage equal to its tier is more than dead in the water, it's utterly destroyed. The core explodes and nothing is left of the ship but scrap metal hanging in space, or possibly raining down on a planet. This causes a warp breach explosion, which can damage ships around it (see Area Attacks below).

Recovering Points and Restoring the Damage Track

Starships recover points to their Stat Pools just like characters, through resting. This isn't sleeping or going into hibernation mode, rather the starship takes time out of a crisis situation to have engineering teams fixing damage sections of the ship. The amount of points repaired during a period of rest is $1d6 + 1$ per tier, just like with characters, and raising Stat Pools above 0 will move a starship back up the damage track as well (see pages 202-203 of the *Cypher System Rulebook* for more information). The times for starship "rest" are different than those for characters; see the table to the right for the times.

RECOVERY ROLL	TIME NEEDED
First Recovery Roll	Ten Minutes
Second Recovery Roll	One Hour
Third Recovery Roll	Ten Hours
Fourth Recovery Roll	Twenty Hours

Special Starship Damage

Just as characters can be stunned or poisoned, starships can suffer specific conditions as a result of GM intrusion or special abilities. Removing the effects of these special damage situations requires a System test from someone at an appropriate station or an Intellect test by an engineering officer (either to do the repairs or direct the teams). The difficulty of this task is determined by the level of the ship or phenomenon that dealt the special damage to begin with.

- **Damage to Secondary Systems:** When a particular hit damages enough power conduits (whether or not it was a particularly strong hit in terms of damage), the starship's computer begins to prioritize critical systems over secondary ones. The difficulty of all tasks involving secondary systems (see above) are increased by one step. This is similar to *dazed* for characters.
- **Damage to Primary Systems:** When a primary system is hit hard enough it can have a cascading effect through the other core systems of the ship. If this happens, the computers are forced to recalibrate the entire power distribution system and the ship loses its next turn (though it can defend against attacks normally). This is similar to *stunned* for characters.
- **Specific Subsystem Offline:** Sometimes the enemy targets a specific system, and sometimes they suffer bad luck from a GM intrusion. Regardless, if a certain subsystem is knocked offline then the starship's engineering teams need to fix it before it can be used again.

Area Attacks

Starships very rarely have weapons that function as area attacks (the devastating isolytic burst used by the Son'a in *Star Trek: Insurrection* is an example of a possible exception to this) but when starships detonate this is treated as an area attack to all ships within a short distance from the detonating ship. Any PC ships in the blast area must make Engine or Hull checks to avoid the shockwaves or they will take damage equal to the exploding ship's level. NPC ships struck by an exploding PC ship are targeted as if by a Hull attack and suffer damage equal to the ship's tier. For NPC ships too close to an exploding NPC ship, the GM can either decide what would be narratively best or have a PC roll for their defense.

Ships in immediate range take twice the normal damage.

Targeting Subsystems

It's possible in starship combat to target the enemy's subsystems to force them to yield without actually disabling their ship. To do this, the tactical duty officer targets specific subsystems hoping to knock them offline (see Special Starship Damage above). The difficulty for making an attack against a primary subsystem is modified according to what system you are targeting.

TARGETING TASK	MODIFICATION	EFFECT
Disable Secondary System	One Step	The system targeted is unusable and any checks with it automatically fail.
Destroy Ship Area	Two Steps	The targeted portion of the ship (bridge, shuttle bay, etc) is destroyed and all crew there must immediately evacuate.
Disable Weapon Systems	Two Steps	One type of weapon (beams or projectile) is unusable by the target.
Disable Impulse Engines	Two Steps	The ship's sublight engines are destroyed and it is reduced to a full stop. It cannot make Engine defense rolls.
Disable Maneuvering Thrusters	Two Steps	The ship's maneuverability is destroyed and it cannot make

		maneuver checks or Engine defense rolls.
Disable Shields	Three Steps	The ship's shield pool maximum or Armor rating is reduced to zero.
Disable Warp Engines	Three Steps	The ship cannot go to warp and the difficulty of any checks to reroute power is increased by two steps.
Destroy Warp Core	Five Steps	The ship is completely destroyed.

This table is based on the table from page 215 of the *Cypher System Rulebook*. Be sure to note, however, that the other rules in that section should be ignored for *Star Trek: Cypher*.

Attack Modifiers and Special Situations

- **Cover** usually doesn't apply to starships but sometimes they can move behind another target and use the larger vessel, asteroid, or space station as a barrier to attacks. These rare cases work like cover for characters as described on page XX of the *Cypher System Rulebook*.
- **Position** comes into effect in pitched starship battles but it only comes in two sorts. *Superior position* might be coming down from above, moving quickly and powerfully, or bearing down on a ship's weak spot. *Inferior position* might be in cramped conditions where maneuvering is difficult or on the opposite end of a superior positioning situation. Either of these positions modify attack rolls one step in the attacker's favor.
- Starships can benefit (or suffer) from **surprise** just like characters when they have a nebula, ion storm, or spatial anomaly to hide them or when their opponent's sensors are damaged.
- The rules for **Range** function for starships just the same as characters.
- By contrast, **Illumination** does not typically affect starships except in the very rare cases where sensors are dead but a visual sighting is still possible.
- **Visibility** is definitely a factor for starship chapters and can lead to a surprise situation (see above). Nebulas and other interstellar clouds function like mist, a dense asteroid field or the atmosphere of a gas giant can work for a hiding target, and cloaked ships are considered invisible targets.
- Obviously, **Water** doesn't come into play much but dense clouds or atmospheres can also slow down starships like characters in deep water.
- **Moving Targets** only come into effect when the attacker or defender is moving at full impulse (see Starship Movement below). Starships cannot be jostled.
- **Gravity** has no effect on starship combat unless the GM considers the situation to be something extreme (such as fighting close to a black hole or while being pushed in front of a gravity wave).
- Starships can **Attack Objects** just like characters.

Starship Combat Between NPC Ships

Just like with Non-Player Characters, fights between NPC ships should be handled either by GM narrative decisions or by having the players roll the dice. If a player has a vested interest in one of the ships then that makes a good case for them to roll, such as an NPC ship with a PC aboard trying to escape from the brig during the battle and hoping the ship that they're in isn't destroyed. Remember that any starship that has a PC aboard and acting at a station becomes a PC ship and should use the normal rules.

Starship Combat Between PC Ships

In the unfortunate case of two PC ships firing on each other, use the rules on pages 206-207 of the *Cypher System Rulebook* for player vs. player fights. In cases where two PC ships are in the same battle but allied with each other, see the section Cooperative Starship Actions below.

Starship Defense

Ships make rolls to defend against NPC ships just like characters. The tactical or engineering duty officer can use Hull to defend against the attacks by utilizing the ship's solid construction to withstand the attack. On the other hand, the helm duty officer can use Engine to dodge the attack or create spatial wake to deflect it. If a ship is guarding (see page 210 of the *Cypher System Rulebook*) they improve the difficulty as normal.

Starship Special Abilities

Starships and the crew members on board have special abilities that can help the ship negotiate a difficult situation. These follow all the standard rules on page 208 of the *Cypher System Rulebook*.

Starship Movement

Starships have two different propulsion drives, impulse and warp.

Impulse Drives

Impulse drives are for sublight travel and are used within solar systems and while in orbit. While any percentage of the full impulse drive's power can be used, there are four typical settings for reference.

- **Full Stop:** With the impulse engines shut off, the ship isn't moving at all. Attacks against a non-moving target are modified by one step in the attacker's favor. Maintaining an orbit is typically very slow (less than one-thousandth the speed of even quarter impulse) but they are moving enough that no advantage is offered. A ship at full stop does not move in a combat round.
- **Quarter Impulse:** This is the slowest most starships will travel in-system unless they have a pressing need to be very careful. This speed is about 5% the speed of light. A ship at quarter impulse will move an immediate distance in a combat round.
- **Half Impulse:** A respectable speed that is considered a polite velocity for in-system travel when a ship needs to get somewhere. It is a little more than 10% the speed of light. A ship at half impulse will move a short distance in a combat round.
- **Full Impulse:** The upper limit of the impulse drives can propel a ship at 25% the speed of light. This speed can cause disruptive gravity waves for any ships that pass close by so it is best left for uninhabited systems or emergencies. A ship at full impulse will move a long distance in a combat round, but needs to make a difficulty 4 Engine action to do so.

In the round after a starship has used its action to move it can **coast** during subsequent actions. This means it continues to move forward at the speed it was moving in the direction it was moving. This will continue until the helm operator takes another action to change course or speed; increasing speed is a starship action but decreasing speed is a crew action. If a ship is moving at full impulse the duty officer at the helm will need to make a crew action (difficulty 4) to maintain that speed while **coasting**.

Warp Drives

Warp drive is the faster-than-light propulsion for starships. It's generally not possible to engage in combat at warp speed and other tasks like sensor sweeps and transporters are very difficult. The table of warp factors on the next page is taken from page 100 of the *Narrator's Guide* of the Decipher *Star Trek RPG*.

Starship Movement Modifiers

There's not terrain in interstellar space, but starships' movement can still be affected by anomalies, nebulae, stellar flares, gravimetric distortions, and other phenomena.

- **Rough Space** represents regions of space where propulsion systems still work but they are suboptimal at best. This has no effect on impulse engine movement but it can increase the times for warp travel by 50%.
- **Difficult Space** represents a region with distortions and hazards that prevent a ship's impulse and/or warp engines from operating normally. Just as with the character scale, difficult terrain halves normal movement rates so that a short move is only about 2.5 km and a long move is only 5 km. Note that this normally has no effect on sensor range or weapons range.
- **Hazardous Space** is the category for seriously dangerous and unstable regions like the Badlands. Movement is quartered from normal (short move is 1.25 km and long move is 2.5 km) and there may also be damaging elements in the region. At the GM's discretion, starships can treat these regions as difficult terrain (reducing the movement penalty to half) but increasing piloting checks to reduce damaging elements by one step.

Starship Chases

The GM can use the vehicle chase rules on page 214 of the *Cypher System Rulebook* for starship chases as well (using Engine in place of Speed) but only for impulse chases. In cases where one starship is chasing another at warp speed (trying to reach a planet before the other or racing to warn Starfleet) then the checks are Intellect-based engineering checks. There is no piloting in this situation, only the engineering crew working to coax as much power as they can from the warp engine.

Cooperative Starship Actions

Starships can use their action to complete any of the cooperative actions listed on page 211 of the *Cypher System Rulebook*. For the Helping, Distraction, Draw the Attack, and Take the Attack cooperative actions the crew member at the helm will use their action to make the roll (or possibly the science or engineering officers) while the Old One-Two-Three, High and Low, and Covering Fire will take the action of the officer at the tactical station.

SPEED	KMH	# OF TIMES SPEED OF LIGHT	488,888 KM	12 MILLION KM	5 LY	28 LY	18,888 LY	188,888 LY	2,888,888 LY
EXAMPLES			EARTH TO MOON	ACROSS SOLAR SYSTEM	TO NEARBY STAR	ACROSS ONE SECTOR	ACROSS UFP	ACROSS GALAXY	TO NEARBY GALAXY
Standard Orbit¹	9.600	<0.00001 sublight	42 hours	142 years	558,335 years	2 million years	1 billion years	11.7 billion years	223 billion years
Full Impulse²	270 million	0.25 sublight	5.38 seconds	44 hours	20 years	80 years	40,000 years	400,000 years	8 million years
Warp Factor 1³	1 billion	1	1.34 seconds	11 hours	5 years	20 years	10,000 years	100,000 years	2 million years
Warp Factor 2	11 billion	10	0.13 second	1 hour	6 months	3 years	992 years	9921 years	198,425 years
Warp Factor 3	42 billion	39	0.03 second	17 minutes	2 months	1 year	257 years	2,568 years	51,360 years
Warp Factor 4	109 billion	102	0.01 second	7 minutes	18 days	2 months	98 years	984 years	19,686 years
Warp Factor 5	229 billion	214	0.006291 second	3 minutes	9 days	1 month	47 years	468 years	9,357 years
Warp Factor 6⁴	421 billion	392	0.003426 second	2 minutes	5 days	19 days	25 years	255 years	5,096 years
Warp Factor 7	703 billion	656	0.002050 second	1 minute	3 days	11 days	15 years	152 years	3,048 years
Warp Factor 8	1.10 trillion	1,024	0.0011313 second	39 seconds	2 days	7 days	10 years	98 years	1,953 years
Warp Factor 9	1.62 trillion	1,516	0.000887 second	26 seconds	1 day	5 days	7 years	66 years	1,319 years
Warp Factor 9.2⁵	1.77 trillion	1,649	0.000816 second	24 seconds	1 day	4 days	6 years	61 years	1,213 years
Warp Factor 9.6	2.05 trillion	1,909	0.000704 second	20 seconds	23 hours	4 days	5 years	52 years	1,048 years
Warp Factor 9.9	3.27 trillion	3,053	0.000440 second	13 seconds	14 hours	2 days	3 years	33 years	655 years
Warp Factor 9.99	8.48 trillion	7,912	0.000170 second	5 seconds	6 hours	22 hours	1 year	13 years	253 years
Warp Factor 9.9999⁶	214 trillion	199,516	0.000007 second	0.2 second	13 minutes	53 minutes	18 days	6 months	10 years
Warp Factor 10⁷	<i>infinite</i>	<i>infinite</i>	0	0	0	0	0	0	0

¹ Synchronous orbit around a Class-M planet.
² One-quarter light speed; normal maximum impulse speed.
³ Equal to the speed of light (c).
⁴ Normal cruising speed of UFP starships in the 24th and 25th centuries.
⁵ Normal maximum speed of UFP starships in the 24th and 25th centuries.
⁶ Subspace radio speed with booster relays.
⁷ Unattainable without transwarp.

Weapons, Shields, and Cyphers for Ships

PC ships gain equipment according to their Tier. Crews should decide what their starting armaments are but if they want to change things later the ship will need major refitting in a drydock. For each Tier level their ship has, they can gain one of the following.

- Light shields and two light weapons.
- Light shields and one medium weapon.
- Medium shields and one light weapon.
- One light weapon and one medium weapon.
- Heavy shields.
- One heavy weapon.

For example, a Tier 2 ship's crew might choose to start with light shields and a medium weapon plus another light weapon and another medium weapon. A Tier 5 ship's crew, on the other hand, might decide to start with heavy shields, three heavy weapons, plus a light weapon and a medium weapon. Keep in mind that most ship types are limited to a number of weapons equal to their Tier, though escorts have an extra weapon allotment (meaning the Tier 2 example above would need to be an escort to carry all three weapons).

Ship Weapons

Starships have many different sorts of weapons they can use. These are different from personal weapons in that they are mounted and face only in one direction. Starships have four different firing arcs: fore, aft, starboard, and port. Some weapons can cover multiple arcs while others are more limited (and generally more powerful).

WEAPON	NOTES
<i>LIGHT WEAPONS (2 DAMAGE)</i>	
Beam Array	
Cannon	Can attack with other weapons by increasing difficulty +1.
Spatial Torpedoes	Projectile weapon. Do not choose type.
<i>MEDIUM WEAPONS (4 DAMAGE)</i>	
Dual Beam Array	Can fire at two targets by increasing difficulty +1.
Dual Cannon	Can attack with other weapons by increasing difficulty +1.
Torpedo Launcher	Projectile weapon.
<i>HEAVY WEAPONS (6 DAMAGE)</i>	
Dual Heavy Cannon	Can fire at two targets by increasing difficulty +1.
Heavy Torpedo Launcher	Projectile weapon.
Quad Cannon	Can attack with other weapons by increasing difficulty +1.
<i>SPECIAL WEAPONS</i>	
Mine Launcher	Releases explosive mines. Counts as light.
Platform Launcher	Releases autonomous weapons platforms. Counts as medium.

Beam Weapons

Beam weapons are focused lines of energy that are directed at enemy ships. In the Federation, most beam weapons are phasers but plasma and (more recently) tetryon weapons are sometimes outfitted. When selecting a beam weapon, choose a type from the table below. The weapon has the following effect in addition to dealing damage according to its weight (light, medium, or heavy).

BEAM TYPE	MODIFICATIONS
Phaser	On a miss, the difficulty of the next attack is decreased by one step.
Disruptor	A successful attack deals +1 damage to a target with active shields.
Plasma	The difficulty of attacks to target starship subsystems is reduced by one step.
Polaron	On a successful attack, at least 1 damage affects the target and cannot be absorbed by shields.
Spiral Wave	On a successful attack against a target with inactive shields, the weapon deals +1 damage.
Tetryon	On a successful attack, the difficulty of any checks by the target to make maneuvers are increased by one step for one round.

Projectile Weapons

Projectile weapons involve firing physical missiles at the enemy. In modern ships this means torpedoes of various designs but technically older weapons like gauss cannons, mass drivers, and artillery are projectile weapons as well. When choosing a projectile weapon for your ship, pick one of the types below. Most Federation ships carry photon torpedoes but quantum and tricobalt weapons are also used. The weapon has the listed effect in addition to dealing damage according to its weight (light, medium, or heavy). *Note:* The older design called spatial torpedoes, such as those used by 23rd century ships like the *U.S.S. Enterprise*, do not have a type. They are light projectile weapons and that is all.

TORPEDO TYPE	MODIFICATION
Antimatter	The torpedo deals at least one damage to the ship itself which cannot be blocked by shields.
Chroniton	The torpedo deals one extra damage to ships with active shields.
Gravimetric	The difficulty of maneuvers is increased by one for the target.
Photon	The difficulty of defense rolls against subsequent projectile attacks is increased by one for the target until the attacker's next turn.
Quantum	The difficulty of defense rolls against subsequent beam attacks is increased by one for the target until the attacker's next turn.
Tricobalt	The difficulty of the enemy's next attack is modified by one step to their detriment. <i>Only for heavy torpedo launchers.</i>

Ship Shields

Unlike Stat Pools, shield pools regenerate at the start of every round. Small craft repair 1 point of damage from the shields, ships of the line repair 2 points, and capital ships repair 3 points (see Ship Type above for more information on these designations). This regeneration cannot increase the shield pool above the ship's maximum shield value. The engineering or tactical duty officers can also **reroute power to the shields** which increases the points gained at the start of the by 1 point but it increases the difficulty of tasks involving secondary systems by one step.

If at any point the shield pool drops to zero, the starship's shields fail. Any additional damage from this attack goes to the ship's Stat Pools (for PC ships) or structural integrity (for NPC ships) and the shields do not remove any of the damage they have absorbed until an engineering check is made to restore them (the level of this task is typically 5 but may be modified by circumstances). Once shields are restored, they immediately remove the damage according to their Tier and then begin removing damage at the beginning of the round as usual.

Ship Cyphers

Like characters, starships can carry cyphers that give them extra abilities. There are **ship cypher limits** based on the ship's type and it uses the ship's System pool or a PC's Intellect pool to use unless

the GM says otherwise. Player characters can make use of subtle cyphers to empower their ships but all the ones listed here are **manifest cyphers**. These are not typically “treasure”: crews do not disable an enemy ship and then strip it for parts... at least Federation ships don’t. Instead, GMs should feel free to give them as rewards after successful missions, explaining that they are the product of the player characters’ departments and the hard work of the NPC crew members.

D20	CYPHER	D20	CYPHER	D20	CYPHER	D20	CYPHER
1	Bio-Neural Gel Pack Warp Core	6	Enhanced Matrix Warp Core	11	Mission-Optimized Consoles	16	Signature-Dampened Impulse Engines
2	Centrally Interfaced Consoles	7	Focused Exotic Particles Deflector	12	Navigational Deflector	17	Singularity Warp Core
3	Covariant Shields	8	Graviton Generator Deflector	13	Regenerating Shields	18	Spatial Harmonics Warp Core
4	Deuterium-Stabilized Impulse Engines	9	Holographic Interface Consoles	14	Rotating Frequency Shields	19	Vectored Shields
5	Digital Assault Consoles	10	Maneuvering Impulse Engines	15	Scanning Deflector	20	Velocity Impulse Engines

Bridge Console Cyphers

These cyphers are modifications and extra systems for the consoles on the bridge that are used to run all the ship’s subsystems. They don’t generally do things on their own but they can make tasks with other systems easier or different.

Centrally Interfaced Consoles

Level: 1d6

Effect: Allows any bridge officer to make tasks with any subsystem. Switching between systems doesn’t take an action, although the character’s actions are limited to one subsystem for a given round.

Digital Assault Consoles

Level: 1d6+2

Effect: In the course of a 24-hour period, this cypher may be used a number of times equal to its level. Each time, the user can affect a ship, station, or other computerized system that they have detected within long range. The effect must occur over the course of a round and could include raising or lowering shields, powering weapons up or down, engaging transporters, transmitting discrete amounts of data, using sensors, etc. If the crew suspects such an attack might be coming they can resist it, requiring the PC to make a hacking check at a level equal to 10 minus the digital assault console’s level.

Holographic Interface Consoles

Level: 1d6

Effect: The ship’s consoles are fitted with holographic projectors, allowing the bridge crew to interact with three-dimensional representations of the systems they are using for greater control and skill. The interfaces are always on as long as the ship’s secondary systems are still functioning but activating this ship cypher allows all bridge crew to apply one level of Effort to a noncombat task without spending points from the ship’s pools for the next round. The level of Effort provided by this cypher does not count towards the maximum amount of Effort a character can normally apply to one task.

Mission-Optimized Consoles

Level: 1d6

Effect: The bridge’s systems have been tweaked and adjusted to be especially good at a specific type of mission. When activated while creating an asset for that mission type, the cypher lowers the difficulty by one step. Although the mission parameters can be anything, some common Starfleet missions include:

D6	MISSION	D6	MISSION
1	Astronomy Research	4	Fortify Defenses
2	Attacking Fleet Action	5	Planetary Survey
3	Diplomatic Envoy	6	Search and Rescue

Deflector Dish Cyphers

A starship's deflector dish is what stops debris and energy flares from striking it. When traveling at warp speeds or even full impulse, the impact of even a small bit of mass can be catastrophic. With some modifications, however, the deflector can be useful in other situations.

Focused Exotic Particles Deflector

Level: 1d6+2

Effect: Deflectors are keyed to push exotic particles out of the way as part of their everyday function. When manipulated to target those particles at another ship, however, it can become an offensive weapon that shuts down some of that ship's functionality for one minute. If the crew manages to reverse the effects (an Intellect test for the engineering crew), the targeted starship will regain that functionality after rebooting for 1d6 rounds.

The exact effects of the exotic particle beam depend on what type of particles are focused at the target ship and how. Each version of this cypher has a specific effect, as determined by the table below.

D6	EFFECT	D6	EFFECT
1	Target cannot make any ship actions.	4	Target cannot make any sensor checks.
2	Target cannot use its communications array.	5	Target's sensor checks cannot determine distance or direction.
3	Target can only move an immediate distance and is very clumsy.	6	Target's information databases are not operational.

Graviton Generator Deflector

Level: 1d6+4

Effect: The deflector creates a graviton field that warps space around your ship. Sensor and weapon ranges for your ship are doubled for one round while other ship's sensor and weapon ranges are halved with respect to you.

Navigational Deflector

Level: 1d6+2

Effect: The ship's deflector is optimized for navigating open space. The difficulty of any noncombat movement tasks - such as navigating a dangerous region, moving undetected, or following a difficult path between objects - is reduced by two steps for the next hour.

Scanning Deflector

Level: 1d6+2

Effect: Over the course of a 24-hour period, the ship's crew can activate the cypher a number of times equal to its level. Each time, they can select another ship, a station, a planet, an interstellar creature, or some other ship-scale target and learn the following about it: level, origin, crew on board, damaged systems, and possibly other facts (such as destroyed structures, recent travels, or subspace channels used).

Impulse Engine Cyphers

A starship's sublight engines can be optimized to function especially well for a particular use.

Deuterium-Stabilized Impulse Engines

Level: 1d6+3

Effect: All impulse engines use deuterium to stabilize their reactions but these are able to vary that deuterium injection rate to stabilize the starship even in extreme situations. When activated, this cypher will immediately end one ongoing effect targeting the ship that is produced by an artifact, a cypher, a weapon, or a special ability. It has no effect on nearby ships or on crew members.

Maneuvering Impulse Engines

Level: 1d6+2

Effect: Adds 1 to the ship's Engine Edge for one hour.

Signature-Dampened Impulse Engines

Level: 1d6+2

Effect: The ship becomes invisible to sensors except at immediate range for ten minutes, during which time all stealth and Engine defense ship tasks made by the crew are considered specialized. This effect ends if the ship does something to reveal its presence or position - attacking, scanning another ship, going to warp, and so on. If this occurs, it can regain the signature-dampening effect for the remainder of the time if the crew member at the helm takes an action to elude sensors and confuse its position.

Velocity Impulse Engines

Level: 1d6

Effect: For one round, if the ship's crew uses an ability that has an Engine pool cost, that cost is reduced to 0.

Shield Cyphers

A starship's shields are a very important piece of equipment and one that is constantly in flux. These specialized shield designs can be tricky to maintain but they are worth it for the advantages they provide.

Covariant Shields

Level: 1d6

Effect: This cypher boosts the maximum value of the ship's shield pool by half the cypher's level (round up) for 24 hours.

Regenerating Shields

Level: 1d6+2

Effect: Restores a number of points to the ship's shield pool equal to its level. This regeneration cannot increase the pool past its maximum value; any extra points are restored to the ship's Hull pool.

Rotating Frequency Shields

Level: 1d6+2

Effect: The ship's shield emitters cycle through frequencies to save power and can reroute that power to support damaged systems. When activated, the cypher restores a number of points to a stat pool determined by rolling 1d6, either System (1-3) or Engine (4-6).

Vectored Shields

Level: 1d6

Effect: For the next minute, this cypher decreases the difficulty of one defense roll every round by one step.

Warp Core Cyphers

The warp core is the heart of the starship and creative engineers can achieve amazing results by modifying it for better performance.

Bio-Neural Gel Pack Warp Core

Level: 1d6

Effect: The ship's warp core utilizes some biological circuitry designs in organic matrices to create a more intuitive and adaptive system. The difficulty of any task involving the modification of systems or rerouting of power - such as rerouting power to shields, adjusting sensors for a particular environment, bringing disabled subsystems back online, and so on - is decreased by two steps for one hour.

Enhanced Matrix Warp Core

Level: 1d6

Effect: The warp core is especially stable and can create warp fields that are far more efficient than normal. When activated, this cypher decreases warp travel times by 10% for 24 hours.

Singularity Warp Core

Level: 1d6

Effect: Federation vessels typically don't have singularity drives, in fact it is only common on Romulan ships, but the use of a controlled micro-singularity instead of warp coils can create "phantom signatures" in space around a ship. Essentially, the disruption can create a warping effect that makes the ship appear in several locations at once. When activated, the cypher provides an asset on Engine defense actions for ten minutes.

Spatial Harmonics Warp Core

Level: 1d6+2

Effect: The warp core is fundamentally tied to the shield emitters. When activated it creates a feedback loop that makes the shields stronger when they absorb incoming attacks. The ship gains Armor equal to half the cypher's level (round down) for ten minutes.

STAR TREK CYPHER

The is a -class ship,
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that

Tier	Effort	Shields
		dmg

Hull	Engine	System
------	--------	--------

Pool	Edge	Pool	Edge	Pool	Edge
------	------	------	------	------	------

Recovery Rolls	1d6+	Damage Track
<input type="checkbox"/> 10 min	<input type="checkbox"/> 10 hr	<input type="checkbox"/> compromised
<input type="checkbox"/> 1 hr	<input type="checkbox"/> 20 hr	<input type="checkbox"/> disabled
		<input type="checkbox"/> crippled

Armament

Descriptor Abilities

Focus Abilities

Type Abilities

Ship Cyphers

Limit

Ship Cyphers

Armor

Captain's Log

--

Bridge Crew

Captain
First Officer
Flight Control Officer
Operations Officer
Chief of Engineering
Head of Security
Ship Counselor
Chief Medical Officer
Chief Science Officer

Other Notable Crew

--

Ship Portrait

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