

STAR TREK
THE NEXT GENERATION



LUGTrek Netbook



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This booklet is a compilation of rules additions and modifications for the *Star Trek: The Next Generation* Role Playing Game, largely created by members of the *trekrpg* listserv.

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Patrick M. Murphy : Arkenite, Bajoran, Borg, Breen, Caitian, Cardassian, Deltan, Edoan, Efrosian, Ferengi, Jem'Hadar, Gorn, Grazerite, Horta, Kzinti, Nausicaan, Orion, Romulan, and Tholian Templates; Merchant, Pirate, Scientist, Spy, and Kzinti Overlays; additional Social Science Specializations; statistics for Jean-Luc Picard; 'hostile' interpretation of Kzinti in Allen's Kzinti article; Ferengi Energy Whip; Fleet data and Noteworthy Vessels for *Constitution*-class starship, *Constellation*-class starship, *Saber*-class starship, Kzinti starships, Klingon D7- and *K't'inga*-class starships (with Allen Shock), Romulan *Bird of Prey* and

Romulan D7-class starships.

Allen Shock <ashock@gte.net>: Benzite, Brikar and Hermat Templates; suggestions for Pain Reduction skill; statistics for James T. Kirk; *Constitution*-class starship, D7-class starship (with Patrick Murphy); Incorporating Kzinti Into the *Star Trek: The Next Generation* Role Playing Game; FASATrek to LUGTrek Conversion.

Daniel Stack <stack@ziplink.net>: *Miranda*-class starship.

Special Thanks:

Last Unicorn Games, for an excellent product and a wonderful online presence. Check out their website at www.lastunicorngames.com.

Rpg.net for kindly hosting, and **Grimjack** for starting, the *trekrpg* listserv which has been a hotbed of discussion on this fabulous game and from which the work herein was drawn. In addition to the members listed above, many thanks to the members of this listserv for both their contributions to this material and to a highly collaborative environment.

Don Mappin, for hosting and maintaining the Unofficial *Star Trek: The Next Generation* RPG website (www.trekrpg.net), where you can find most of this information and more in HTML format.

Jedi for donating his original artwork for the cover. You can find more of his fine work on his website at (www.geocities.com/Area51/Nebula/2396)

The Seventh Order for allowing Molotov (and us) to use their information as the basis for his Seventh Order Overlays. Please visit their website at www.7thorder.org.

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Продукция Сумашедшого Ирландца

Set in Starfleet Monitor, Letraset Crillee and Trade Gothic Condensed. Created with Adobe PageMaker 6.5, Photoshop 5.0, Acrobat 3.01, and Microsoft Word 98 on a Macintosh PowerBook G3 Series.

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FOREWORD

Contained within this file is a compilation of rules additions and modifications for the training simulation known as *Star Trek: The Next Generation* Roleplaying Game, published by Last Unicorn Games. This material was created by members of the *trekrpg* listserv or contributors to the *TrekRPG* website.

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In the spirit of the Vulcan philosophy of IDIC, we present a plethora of racial Templates. These include not only the diverse members of the Federation as depicted in the movies, shows and literature, but also those species which are neutral or hostile towards the UFP.

New occupational Overlays allow Narrators to better quantify the abilities of her chief villain, or provide players with a new career choice outside those described in the core rulebook.

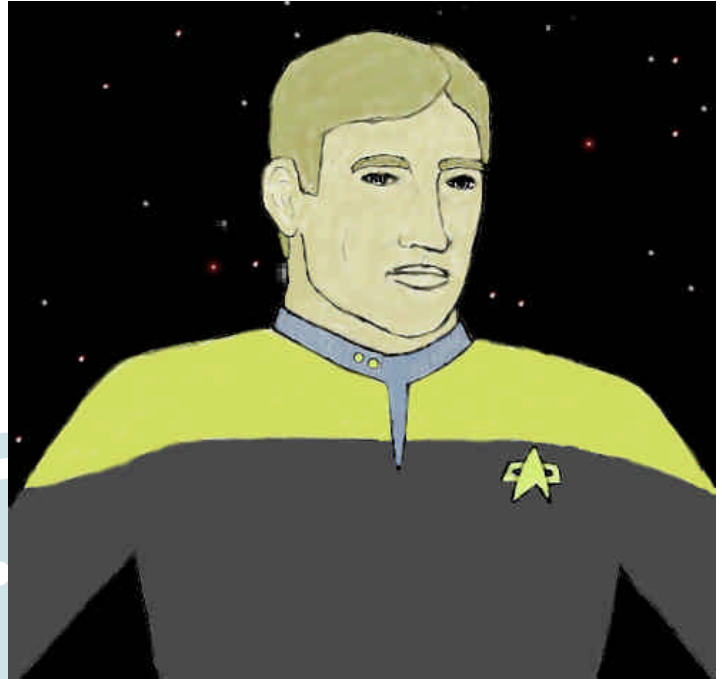
Doubtless, part of our attraction to the game is due in no small part to the setting's characters: larger-than-life men and women whose actions are similarly epic. The Personnel section describes some of the heroes and rogues which populate the *Star Trek* universe.

Thoughts on command rank characters and the Kzinti allow you to explore new areas of role playing and the fringes of canonical *Star Trek* material. Guidelines for converting your old *Star Trek* characters to the new rules will likewise revisit where one has gone before.

Of course, there are starships too...Lots and lots of starships. Whether you are looking for your favorite Starfleet vessel for your players or an enemy craft to throw against them, look no farther than the Starships section.

One cannot say enough about the LUGTrek Internet community, whether members of the listserv or contributors to the *TrekRPG* website. The online cooperative atmosphere has led to the copious amounts of useful information included herein, brought about in record time.

Your orders are to study and disseminate this new simulation information, and to include those parts you like into your



training simulations. We hope that this material will enrich your game, and in reading it you may get a sense of our love for the game and the *Star Trek* universe.

Colonel Patrick M. Murphy
Starfleet Intelligence



TEMPLATES

The rulebook shows us how to create those familiar species of the Federation. Many players will play Humans, Vulcans, or Betazoids, and these are well documented. Yet other players may want to play a character like Lieutenant Ilia from *Star Trek: The Motion Picture* or Lieutenant Arx from the *Star Trek* animated series. The GM may also want to present a more diversified Federation crew, or she may simply need to determine what attributes an enemy has. To this end, we present species Templates created by list members, in addition to those Templates from the rulebook.

FEDERATION SPECIES

ARKENITE

The Arkenites are a once-aquatic race with hairless, bulbous heads, glassy, deep-set eyes, and tall, lanky frames. They are also easily identified by the special *anlac'ven* device that they wear when not on their homeworld, which compensates for their disorientation outside their own world's magnetic field.

Attributes

- Fitness 2 [5]
- Strength -1
- Coordination 2 [5]
- Intellect 3 [5]
- Presence 2 [5]
- Psi 0 [4]

Skills

- Any Science (choose Specialization) 2 (3)
- Athletics (Swimming) 2 (3)
- Culture (Arkenite) 2 (3)
- History (Arkenite) 1 (2)
- Language
 - Arkenite 2
- World Knowledge (Arken II) 1 (2)

Typical Advantages/Disadvantages

Alertness +2, Excellent Hearing +2, Medical Remedy (*anlac'ven* negates balance problems when off Arken II) +1, Physically Impaired (loss of balance off of homeworld, -1 die penalty to all balance-based Athletic or Acrobatic skill rolls) -1, Poor Sight -2

BENZITE

A humanoid race, inhabitants of the planet Benzar. Because of the atmosphere of their homeworld, they must use respirators to breathe properly in Class M environments.

Attributes

- Fitness 2 [5]
- Coordination 2 [5]
- Intellect 2 [5]
- Presence 2 [5]
- Empathy +1
- Psi 0 [5]

Skills

- Any Science (choose specialty) 2 (3)
- Athletics (choose Specialization) 1 (2)
- Culture (Benzite) 2 (3)
- History (Benzite) 1 (2)
- Language
 - Benzite 2
- Planetside Survival (Class M worlds) 1 (2)
- World Knowledge (Benzar) 1 (2)

Advantages/Disadvantages

Medical Problem (cannot breathe standard atmosphere) -3, Medical Remedy (Respirator) +3

After 2372, Benzite medical science makes the use of the respirator unnecessary, although this is still a Medical Problem/Medical Remedy as noted above.

BRIKAR

A species hailing from a high-gravity world, Brikar are massive beings with dark-bronze skin, three fingered hands and tough hide. They are so massive, they have to wear per-



sonal gravity compensators to function properly in Earth-normal gravities. They are very resilient.

Attributes

Fitness 4 [6]
 Strength +1
 Vitality +1
 Coordination 2 [5]
 Intellect 2 [5]
 Presence 3 [5]
 Psi 0 [5]

Skills

Athletics (choose Specialization) 2 (3)
 Culture (Brikar) 2 (3)
 History (Brikar) 1 (2)
 Language
 Brikar 2
 World Knowledge (Brikar homeworld) 1 (2)

Typical Advantages/Disadvantages

High Pain Threshold +2, Toughness +2

CAITIAN

A felinoid species belonging to the Federation, the Caitians are lithe and dexterous creatures.

Attributes

Fitness 2 [5]
 Coordination 3 [6]
 Dexterity +1
 Reaction +1
 Intellect 2 [5]
 Presence 2 [5]
 Psi 0 [4]

Skills

Any Science (choose Specialization) 1 (2)
 Athletics (choose Specialization) 2 (3)
 Culture (Caitian) 2 (3)
 History (Caitian) 1 (2)
 Language

Caitian 2
 World Knowledge (Cait) 1 (2)

Typical Advantages/Disadvantages

Curious +1, Excellent Balance +1, Excellent Sight +2

DELTAN

The Deltans are bald, empathic humanoids, well known for their sensuality. Those Deltans serving in Starfleet must take an Oath of Celibacy to assure that they will not take advantage of other sexually immature species.

Attributes

Fitness 2 [5]
 Coordination 2 [5]
 Intellect 2 [6]
 Presence 3 [6]
 Empathy +1
 Psi 1 [6]
 Range -1

Skills

Any Science (choose Specialization) 1 (2)
 Charm (Seduction) 1 (2)
 Culture (Deltan) 2 (3)
 History (Deltan) 1 (2)
 Language
 Deltan 2
 Pain Reduction 2
 World Knowledge (Delta IV) 1 (2)

Typical Advantages/Disadvantages

Sexy +2, Code of Honor (Vow of Celibacy) -2

EDOAN

Orange-skinned, hairless humanoids with three arms and three legs, the Edoans are shy, reclusive creatures, but some have joined Starfleet where their abilities are well appreciated.

Attributes

Fitness 2 [5]



Strength -1
Coordination 2 [5]
Dexterity +1
Intellect 2 [5]
Presence 2 [5]
Psi 0 [4]

Skills

Any Science (choose Specialization) 2 (3)
Artistic Expression (choose Specialization) 2 (3)
Culture (Edoan) 2 (3)
History (Edoan) 1 (2)
Language
Edoan 2
World Knowledge (Edo) 1 (2)

Typical Advantages/Disadvantages

Ambidexterity +2, Multitasking +2

EFROSIAN

Hailing from a frozen world, Efrosians are humanoids with white eyes and hair and sculpted features. They are a thoughtful and reflective species, given to mysticism.

Attributes

Fitness 2 [5]
Strength +1
Coordination 2 [5]
Intellect 2 [5]
Presence 2 [5]
Empathy +1
Psi 0 [5]

Skills

Any Science (choose Specialization) 1 (2)
Artistic Expression (choose any two Specializations) 1 (2)
Culture (Efrosian) 2 (3)
History (Efrosian) 1 (2)
Language
Efrosian 2
Planetside Survival (Arctic) 2 (3)
World Knowledge (Efros) 1 (2)

Typical Advantages/Disadvantages

Sense of Direction +1

GRAZERITE

Having evolved from herbivorous herd animals, the Grazerites are a peaceful species that avoids violence whenever possible.

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Perception +1
Presence 2 [5]
Empathy +1
Psi 0 [4]

Skills

Any Science (choose Specialization) 2 (3)
Artistic Expression (choose Specialization) 2 (3)
Culture (Grazerite) 2 (3)
Diplomacy (choose Specialization) 2 (3)
History (Grazerite) 1 (2)
Language
Grazerite 2
World Knowledge (Grazer) 1 (2)

Typical Advantages/Disadvantages

Excellent Chemoreception +1, Pacifism -5

HERMAT

A hermaphroditic race, having sexual characteristics of both male and female. Hermats tend to keep to themselves, often being uncomfortable around divided-sex species (obviously, Chief Engineer Burgoyne 172 from the *Star Trek: New Frontier* book series is a major exception to this). They also possess razor-sharp canine teeth.

Attributes

Fitness 3 [5]
Coordination 2 [5]



Intellect 2 [5]
 Perception +1
 Presence 3 [5]
 Psi 0 [5]

Skills

Any Science or Engineering (choose Specialty) 2 (3)
 Culture (Hermat) 2 (3)
 History (Hermat) 1 (2)
 Language
 Hermat 2
 World Knowledge (Hermat homeworld) 1 (2)

Typical Advantages/Disadvantages

Excellent Chemoreception +1, Sexy +2, Phobia (mild xenophobia) -1

HORTA

After the unfortunate first UFP contact with the Horta in 2267, these silicon-based life forms have found a place in the Federation. They possess a natural understanding of mining and can exude an extremely corrosive acid (which does 1D6 to 25 points of damage, depending on exposure). They have no vocal apparatus and so must use devices to synthesize spoken language.

Attributes

Fitness 3 [5]
 Coordination 1 [5]
 Intellect 2 [5]
 Logic +1
 Presence 2 [5]
 Psi 0 [5]

Skills

Athletics (tunneling) 2 (3)
 Culture (Horta) 2 (3)
 Engineering, Material (Metallurgical) 2 (3)
 History (Horta) 1 (2)
 Language
 Federation Standard 1
 World Knowledge (Janus VI) 1 (2)

Typical Advantages/Disadvantages

High Pain Threshold +2, Medical Remedy (speech synthesizer) +1, Night Vision +2, Rapid Healing +1, Sense of Direction +1, Physically Impaired (mute) -1

ZAKDORN

Fitness 2 [5]
 Coordination 2 [5]
 Reaction +1
 Intellect 2 [5]
 Logic +1
 Presence 2 [5]
 Empathy -1
 Psi 0 [5]

Skills

Any Science (choose specialization) 1 (2)
 Administration (choose Specialization) 2 (3)
 Culture (Zakdorn) 2 (3)
 Gaming (Strategema) 1 (2)
 History (Zakdorn) 1 (2)
 Language
 Zakdorn 2
 Law (choose Specialization) 1 (2)
 World Knowledge (Zakdorn homeworld) 1 (2)

Typical Advantages/Disadvantages

None

ALLIED SPECIES

KLINGON

Once enemies of the Federation, the Klingon Empire allied with the United Federation of Planets after the Khitomer Accords of 2293. Klingons are aggressive, proud, and enjoy a well-deserved reputation as fierce warriors.

Attributes

Fitness 3 [6]
 Vitality +2



Coordination 3 [5]
 Intellect 2 [6]
 Logic -2
 Presence 2 [6]
 Willpower +1
 Empathy -2
 Psi 0 [6]

Skills

Athletics (choose Specialization) 1 (2)
 Culture (Klingon) 2 (3)
 History (Klingon) 1 (2)
 Language
 Klingon 2
 Primitive Weaponry (*bat'leth*, *d'ktagh*, or *mek'leth*) 2 (3)
 Unarmed Combat (*mok'bara*) 2 (3)
 World Knowledge (*Qo'nos* or other homeworld) 1 (2)

Typical Advantages/Disadvantages

High Pain Threshold +2, Toughness +2, Code of Honor (Klingon) -4, Bloodlust -2

NEUTRAL SPECIES

BAJORAN

A species with a long history of space travel, Bajoran civilization suffered greatly under Cardassian occupation. With the repelling of their Cardassian oppressors, the Bajorans have taken to rebuilding their planet, and have requested (and been granted) Federation assistance. The Bajorans are a very spiritual people who worship the Prophets of their wormhole; their recent experiences have also forced many to become freedom fighters.

Attributes

Fitness 2 [5]
 Coordination 2 [5]
 Intellect 2 [5]
 Presence 2 [5]
 Willpower +1
 Psi 0 [5]

Skills

Any Science (choose Specialization) 2 (3)
 Artistic Expression *or* Espionage (choose one and Specialization) 2 (3)
 Culture (Bajoran) 2 (3)
 History (Bajoran) 1 (2)
 Language
 Bajoran 2
 Streetwise (choose Specialization) 2 (3)
 World Knowledge (Bajor) 1 (2)

Typical Advantages/Disadvantages

One extra Courage Point; Species Enemy (Cardassians) -4

BREEN

A politically non-aligned species well adapted to surviving in cold conditions. Their outlook has been shaped by the harsh conditions of their homeworld, such that the Breen view many acts that Federation species deem of questionable morality to be necessary to fulfill their obligations. The Breen must wear refrigerated suits when exploring most environments considered tolerable by M-class planetary standards.

Attributes

Fitness 3 [5]
 Vitality +2
 Coordination 1 [4]
 Intellect 2 [5]
 Presence 2 [5]
 Psi 0 [0]

Skills

Any Science (choose Specialization) 2 (3)
 Culture (Breen) 2 (3)
 History (Breen) 1 (2)
 Language
 Breen 2
 Planetside Survival (choose non-arctic Specialization) 2 (3)
 World Knowledge (Breen) 1 (2)

Typical Advantages/Disadvantages

Telepathic Resistance +4, Obligation -3



GORN

The Gorn are immense, bipedal reptilians who adhere to a strict code of honor. They are slow but strong opponents. Since their first contact with the Federation at Cestus III, relations with the Federation have improved but have on occasion broken down into conflict.

Attributes

Fitness 4 [6]
 Strength +2
 Vitality +2
 Coordination 1 [4]
 Reaction -2
 Intellect 2 [5]
 Presence 2 [5]
 Willpower +1
 Psi 0 [3]

Skills

Any Science (choose Specialization) 1 (2)
 Culture (Gorn) 2 (3)
 History (Gorn) 1 (2)
 Language
 Gorn 2
 Unarmed Combat (choose Specialization) 2 (3)
 World Knowledge (Gorn homeworld) 1 (2)

Typical Advantages/Disadvantages

High Pain Threshold +2, Toughness +2, Code of Honor (Gorn) -2

KZINTI

The Kzin are a race of powerful and aggressive bipedal felinoids which stand about eight feet tall. Their females are unintelligent. They also produce telepaths which are able to read minds, though they are resistant to reading minds of herbivores or females.

Attributes

Fitness 4 [6]
 Strength +2

Vitality +2
 Coordination 2 [6]
 Dexterity +1
 Intellect 1 [5]
 Presence 1 [5]
 Empathy -1
 Psi 2 [6]
 Focus -1

Skills

Athletics (choose Specialization) 2 (3)
 Culture (Kzinti) 2 (3)
 History (Kzinti) 1 (2)
 Language
 Kzin 2
 Unarmed Combat (choose Specialization) 2 (3)
 World Knowledge (Kzin homeworld) 1 (2)

Typical Advantages/Disadvantages

Toughness +2, Code of Honor (must fight to the death when engaged in hand-to-hand combat) -3, Intolerant (herbivores and pacifists) -2

NAUSICAAAN

The Nausicaans are extremely tall, surly humanoids who throw their weight around whenever possible. Once a client species of the Romulans, they now are found throughout the Alpha Quadrant wherever hired muscle is needed.

Attributes

Fitness 3 [6]
 Strength +2
 Vitality +1
 Coordination 2 [6]
 Reaction +1
 Intellect 1 [5]
 Presence 1 [5]
 Psi 0 [5]

Skills

Athletics (choose Specialization) 1 (2)
 Culture (Nausicaan) 2 (3)



History (Nausicaan) 1 (2)
 Intimidation (Bluster) 1 (2)
 Language

Nausicaan 2

Unarmed Combat (choose Specialization) 2 (3)
 World Knowledge (Nausicaa III) 1 (2)

Typical Advantages/Disadvantages

High Pain Threshold +2, Bloodlust -2

ORION

Green-skinned humanoids infamous throughout the Federation because of the Orion Syndicate.

Attributes

Fitness 2 [6]
 Strength +1
 Coordination 2 [5]
 Intellect 2 [5]
 Perception +1
 Presence 2 [5]
 Psi 0 [6]

Skills

Bargain (choose Specialization) 2 (3)
 Culture (Orion) 2 (3)
 History (Orion) 1 (2)
 Language
 Federation Standard 1
 Orion 2
 Streetwise (choose Specialization) 2 (3)
 World Knowledge (Rigel VII or other homeworld) 1 (2)

Typical Advantages/Disadvantages

Greedy -1

THREAT SPECIES

BORG

The Borg are a cybernetically enhanced humanoid species, each drone tied into a centralized communications net-

work known as the Collective. The Borg civilization is constantly expanding to assimilate new species, whose technology and distinctiveness are added to that of the Borg.

Attributes

Fitness 4 [6]
 Strength +1
 Vitality +1
 Coordination 1 [6]
 Intellect 4 [6]
 Presence 1 [5]
 Willpower +2
 Empathy -2
 Psi 0 [0]

Skills

Any necessary Skill and Specialization (accessed through the Collective) 3 (4)
 Language
 Borg 2
 Unarmed Combat (wrestling) 2 (3)

Typical Advantages/Disadvantages

Eidetic Memory +3, Enhanced Vision +2, High Pain Threshold +2, Multitasking +2, Rapid Healing +1

CARDASSIAN

Once a peaceful race, economic pressures brought about a military regime marked by rigid social order to Cardassia. The Cardassians now make gains through war, subterfuge and ruthless brutality. They favor warm climes and are renown for their photographic memories. The Cardassians have been a threat to the Federation since the 2350s.

Cardassians may function normally at high temperatures (higher than those tolerable to humans). In cold climates, however, they suffer the effect of a -1 to their Stamina.

Attributes

Fitness 2 [5]
 Coordination 2 [5]
 Intellect 3 [5]
 Perception +1



Presence 2 [3]
 Willpower +1
 Psi 0 [6]

Skills

Any Science (choose Specialization) 1 (2)
 Administration (choose Specialization) 2 (3)
 Culture (Cardassian) 2 (3)
 History (Cardassian) 1 (2)
 Language
 Cardassian 2
 World Knowledge (Cardassia Prime or other homeworld) 1 (2)

Typical Advantages/Disadvantages

Eidetic Memory +3, Shrewd +1

FERENGI

The Ferengi are a greedy and capitalistic species, with business transactions and contracts forming the very philosophical basis of their civilization, as formalized in the 285 Rules of Acquisition. They are shorter than humans, with clearly lobed foreheads and prominent earlobes.

Attributes

Fitness 1 [5]
 Strength -1
 Vitality +1
 Coordination 2 [3]
 Intellect 2 [6]
 Logic +1
 Perception +1
 Presence 2 [5]
 Willpower -1
 Empathy -1
 Psi 0 [0]

Skills

Any Science (choose Specialization) 1 (2)
 Bargain (choose Specialization) 2 (3)
 Culture (Ferengi) 2 (3)
 History (Ferengi) 1 (2)
 Language

Ferengi 2

Merchant (choose Specialization) 2 (3)
 World Knowledge (Ferenginar or other homeworld) 1 (2)

Typical Advantages/Disadvantages

Telepathic Resistance +4, Greedy -1

JEM'HADAR

The Jem'Hadar are a warrior client species of the Dominion, having been genetically engineered by the Founders and controlled by the Vorta. They lack a crucial isogenic enzyme needed for survival which the Founders use to keep them under control. They live short, often brutal, lives, and do not eat or sleep.

Attributes

Fitness 3 [6]
 Strength +2
 Vitality +2
 Coordination 2 [6]
 Intellect 2 [5]
 Presence 1 [5]
 Willpower +1
 Psi 0 [5]

Skills

Athletics (choose Specialization) 2 (3)
 Culture (Jem'Hadar) 1 (2)
 Language
 Dominion 2
 Planetside Survival (choose Specialization) 2 (3)
 Unarmed Combat (choose Specialization) 2 (3)

Typical Advantages/Disadvantages

High Pain Threshold +2, Rapid Healing +1, Resolute +3, Toughness +2, Fanatic -3, Medical Problem -3

ROMULAN

The society of this offshoot of the Vulcan race is extremely rigid and duty-bound. The Romulans are an arrogant and scheming species, and have remained enemies to the Federation since 2160.



Attributes

Fitness 2 [6]
 Strength +1
 Coordination 2 [5]
 Intellect 2 [5]
 Perception +1
 Presence 2 [5]
 Empathy -1
 Psi 0 [6]

Skills

Administration (choose Specialization) 1 (2)
 Any Science (choose any two Specializations) 2 (3)
 Culture (Romulan) 2 (3)
 History (Romulan) 1 (2)
 Language
 Romulan 2
 Unarmed Combat (Romulan) 2 (3)
 World Knowledge (Romulus, Remus or other homeworld) 1 (2)

Typical Advantages/Disadvantages

Curious +1, Shrewd +1, Arrogant -1, Code of Honor (Romulan) -2

THOLIAN

Tholians are very punctual and territorial creatures of crystalline form from a hot world.

Attributes

Fitness 2 [5]
 Vitality -2
 Coordination 2 [4]
 Intellect 2 [6]
 Logic +1
 Presence 2 [4]
 Psi 0 [4]

Skills

Any Science (choose any two Specializations) 2 (3)
 Culture (Tholian) 2 (3)
 History (Tholian) 1 (2)

Language

Tholian 2
 World Knowledge (Tholia) 1 (2)

Typical Advantages/Disadvantages

Mathematical Ability +3, Sense of Time +1

VORTA

The Vorta are a client species of the Dominion, cloned by the Founders as needed. The Vorta control the Jem'Hadar on their behalf and serve as administrators and planners.

Attributes

Fitness 2 [5]
 Coordination 2 [5]
 Intellect 2 [6]
 Perception +1
 Presence 3 [5]
 Psi 0 [5]

Skills

Administration (choose Specialization) 1 (2)
 Any Science (choose Specialization) 2 (3)
 Culture (Vortan) 2 (3)
 History (Vortan) 1 (2)
 Language
 Dominion 1
 Vorta 2
 World Knowledge (Vorta) 1 (2)

Typical Advantages/Disadvantages

Excellent Hearing +2, Poor Sight -2



OVERLAYS

LUG could not include every possible Overlay in the core rulebook, but most Narrators will need many more Overlays than contained therein. Listserv members have been hard at work to fill that void. Until such time that LUG releases new supplements with additional Overlays, make use of the following.

FEDERATION OVERLAYS

STARFLEET INTELLIGENCE AGENT

Battles — and wars — are often won or lost based on intelligence gathered prior to engagement. Recognizing the value of covert operations in protecting the interests and values of the Federation, Starfleet maintains a well-trained division of operatives to carry out intelligence missions and otherwise collect, disseminate and analyze data of sensitive nature.

The following Overlay represents an operative trained extensively by, and reporting directly to, Starfleet Command. Other foreign nationals employed as agents by Starfleet or operatives in-place should use the Generic Overlay for spies below.

Primary Skills

Espionage (Intelligence Techniques) 2 (3)
Language (choose Language) 1
Planetary Tactics (choose Specialization) 2 (3)
Security (Security Systems) 2 (3)
Strategic Operations (choose Specialization) 2 (3)

Secondary Skills

Athletics (choose Specialization) 1 (2)
Behavior Modification (Resistance) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
History (Federation) 1 (2)
Language
Federation Standard 1

Law (Starfleet Regulations) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

FEDERATION DIPLOMATIC CORPS

While Starfleet keeps the peace by means of its military might, the Federation relies upon its trained diplomats to maintain relations with foreign powers. While many diplomats are culled from various luminaries of its constituent worlds, the Federation maintains a well-trained cadre of attachés, consuls and other foreign service officers to augment native diplomats.

Primary Skills

Administration (Bureaucratic Manipulation) 2 (3)
Diplomacy (choose Specialization) 2 (3)
Charm (Influence) 2 (3)
Social Science (Political Science) 2 (3)
Persuasion (Debate) 1 (2)

Secondary Skills

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (Phaser) 1 (2)
First Aid (choose Specialization) 1 (2)
History (Federation) 1 (2)
Language
Federation Standard 1
Law (Starfleet Regulations) 1 (2)
Personal Equipment (choose Specialization) 1 (2)

THE MERCHANT MARINE

Merchant Marines are the professional crews and captains that man independent trading vessels and major starliners of the Federation and beyond. Merchant Marines have a very different education than do Starfleet officers. Many crews can speak a wide variety of languages and are familiar with many cultures — the result of wide wanderings among the stars and interacting with many species. Some crews are lazy spacehounds, and some engineers barely maintain a rusty barge. Yet some Merchant Marine crews are tough as nails, as



good as their Starfleet counterparts, and more than a few are equally dedicated to the Federation...and an honest Credit.

MERCHANT MARINE (OPERATIONS)

Operations handles all shipboard stations (excepting Command, Engineering, and Medical positions). Crews tend to be heavily cross-trained — including security training — but are only as good as their CO or XO. Laziness and barely passing performance tend to be the norm among surly crews with weak Command. Conditions aboard many tramp warp freighters also tend to be poor; gambling helps to pass time aboard ship.

Primary Skills

- Merchant (choose Specialization) 1 (2)
- Security (Security Systems) 2 (3)
- Shipboard Systems (choose Specialization) 2 (3)
- Systems Engineering (choose Specialization) 2 (3)
- Gaming (choose Specialization) 2 (3)

Secondary Skills

- Computer (choose Specialization) 1 (2)
- Culture (choose Specialization) 1 (2)
- Dodge 1
- Energy Weapons (choose Specialization) 1 (2)
- First Aid (choose Specialization) 1 (2)
- Language
 - (choose a Language) 1
 - (choose another Language) 1
- Personal Equipment (choose Specialization) 1 (2)
- Vehicle (Shuttlecraft) 1 (2)

MERCHANT MARINE (ENGINEER)

Engineers. They're all alike. Oh, why Fast Talk? Because they capitalize on the fact that only they know what they're talking about.

Primary Skills

- Computer (choose Specialization) 2 (3)
- Engineering, Any (choose two Specializations) 2 (3)
- Engineering, Any Other (choose Specialization) 2 (3)
- Shipboard Systems (choose Specialization) 2 (3)
- Systems Engineering (choose Specialization) 1 (2)

Secondary Skills

- Culture (choose Specialization) 1 (2)
- Dodge 1
- Energy Weapons (choose Specialization) 1 (2)
- Fast Talk (choose Specialization) 1 (2)
- Language
 - (choose a Language) 1
 - (choose another Language) 1
- Merchant (choose Specialization) 1 (2)
- Personal Equipment (choose Specialization) 1 (2)
- Vehicle (Shuttlecraft) 1 (2)

MERCHANT MARINE (COMMAND)

As stated above, there is a great disparity between the best Merchant Marine captains and the worst. The foremost among these captain may rival some of Starfleet's starship commanders.

Primary Skills

- Bargain (choose Specialization) 2 (3)
- Command (Starship Command) 2 (3)
- Law (Federation Law) 1 (2)
- Merchant (choose Specialization) 2 (3)
- Shipboard Systems (choose Specialization) 2 (3)

Secondary Skills

- Computer (choose Specialization) 1 (2)
- Culture (choose Specialization) 1 (2)
- Dodge 1
- Energy Weapons (choose Specialization) 1 (2)
- Language
 - (choose a Language) 1
 - (choose another Language) 1
- Personal Equipment (choose Specialization) 1 (2)
- Systems Engineering (choose Specialization) 1 (2)
- Vehicle (Shuttlecraft) 1 (2)

OVERLAYS



CARDASSIAN OVERLAYS

Several Cardassian Military Overlays are given below, along with brief information on each Branch. The Cardassian Military, reporting to the Central Command, consists of several Orders. The largest and most influential such Order, the Seventh Order, is used to model the Overlays below. Each Order may have its own goals. Thus, their skills may vary somewhat (and their Law specializations are likely to reflect those of their own Order).

Cardassian Military ranks, along with their Starfleet equivalents, are summarized below:

Yelbrin (Ensign)
Galt (Lieutenant Junior Grade)
Galt Rin (Lieutenant)
Leyvan (Lieutenant)
Glinn (Lieutenant Commander)
Jurvot (Lieutenant Commander)
Tulgryn (Commander)
Gul (Captain)
Hydak (Commodore)
Kaylan (Admiral)
Legate (Diplomat)

SEVENTH ORDER COMMAND

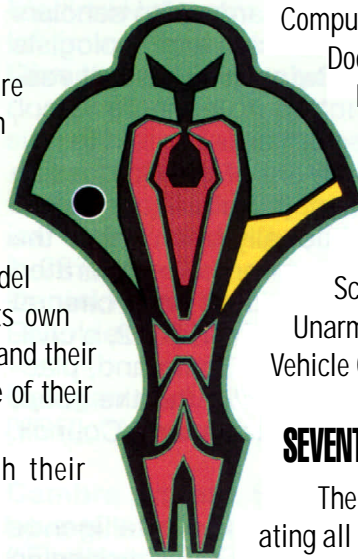
The Command branch provides the bulk of Cardassian *Guls* ("Captains"), COs, and Flag Rank Officers. Starbase, starship, and ground units are frequently led by members of the Command Branch.

Primary Skills

Command (choose Specialization) 2 (3)
Law (Seventh Order Regulations) 2 (3)
Tactics, Any (choose Specialization) 2 (3)
Shipboard Systems (choose Specialization) 2 (3)
Strategic Operations (choose Specialization) 2 (3)

Secondary Skills

Athletics (choose Specialization) 1 (2)



Computer (choose Specialization) 1 (2)
Dodge 1
History (Cardassian) 1 (2)
Language
Cardassian 1
Planetside Survival (choose Specialization) 1 (2)
Sciences, Any (choose Specialization) 1 (2)
Unarmed Combat (Cardassian Martial Arts) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

SEVENTH ORDER COMMUNICATIONS/INTELLIGENCE

The Communications Officer is charged with operating all communications equipment onboard the ship or station. They handle all ship-to-ship and ship-to-planet communications. The officer is also the official Intelligence Officer.

Primary Skills

Espionage (Intelligence Techniques) 2 (3)
Shipboard Systems (Communications) 2 (3)
Strategic Operations (choose Specialization) 2 (3)
Systems Engineering (Communication Systems) 2 (3)
Language (choose two Languages) 1

Secondary Skills

Athletics (choose Specialization) 1 (2)
Behavior Modification (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Energy Weapons (Phaser) 1 (2)
History (Cardassian) 1 (2)
Language
Cardassian 1
Law (Seventh Order Regulations) 1 (2)

SEVENTH ORDER ENGINEERING

This officer is charged with operating and maintaining the ship's power, environmental and other key systems.



Primary Skills

Computer (choose Specialization) 2 (3)
 Engineering, Any (choose two Specializations) 2 (3)
 Engineering, Any Other (choose Specialization) 1 (2)
 Science, Physical *or* Space (choose Specialization) 1 (2)
 Shipboard Systems (choose two Specializations) 2 (3)

Secondary Skills

Athletics (choose Specialization) 1 (2)
 Dodge 1
 Energy Weapons (Phaser) 1 (2)
 History (Cardassian) 1 (2)
 Language
 Cardassian 1
 Law (Seventh Order Regulations) 1 (2)
 Personal Equipment (choose Specialization) 1 (2)
 Planetside Survival (choose Specialization) 1 (2)
 Vehicle Operations 1 (2)

SEVENTH ORDER MEDICAL OFFICER

The officer responsible for the health and well-being of the ship's crew. The chief medical officer does not have the authority to relieve a *Gul* of his command as does his Federation counterpart. The medical officer can, however, make a recommendation to the Political Officer if they feel the commanding officer is unfit for command.

Primary Skills

First Aid (choose Specialization) 2 (3)
 Life Science (choose Specialization) 1 (2)
 Medical Science (choose Science) 2 (3)
 Personal Equipment (Medical Dri-Corder) 2 (3)
 Shipboard Systems (Medical Systems) 2 (3)

Secondary Skills

Athletics (choose Specialization) 1 (2)
 Computer (choose Specialization) 1 (2)
 Dodge 1
 Energy Weapons (Phaser) 1 (2)
 History (Cardassian) 1 (2)
 Language
 Cardassian 1

Law (Seventh Order Regulations) 1 (2)
 Physical Sciences (choose Specialization) 1 (2)
 Vehicle Operation (Shuttlecraft) 1 (2)

SEVENTH ORDER OPERATIONS

The Operations branch staffs both the Flight Controller and Operations Manager positions on board Cardassian ships. The Flight Control Officer is responsible for both helm and navigational duties, and pilots the ship. On a space station, the flight control officer is assigned to the shuttle bays or as the Flight Control Officer aboard any attached support vessels. The Operations Manager is responsible for coordination of the various divisional (departmental) functions aboard the ship. Operations also has the ability to scan planetary bodies with the ship's sensors.

Primary Skills

Shipboard Systems (Flight Control and one other Specialization) 2 (3)
 Space Sciences (choose Specialization) 1 (2)
 Systems Engineering (choose Specialization) 2 (3)
 Vehicle Operation (choose two Specializations) 2 (3)

Secondary Skills

Athletics (choose Specialization) 1 (2)
 Computer (choose Specialization) 1 (2)
 Dodge 1
 Energy Weapons (Phaser) 1 (2)
 First Aid (choose Specialization) 1 (2)
 History (Cardassian) 1 (2)
 Language
 Cardassian 1
 Law (Seventh Order Regulations) 1 (2)
 Personal Equipment (choose Specialization) 1 (2)
 Unarmed Combat (Cardassian Martial Arts) 1 (2)

SEVENTH ORDER POLITICAL OFFICER

The Political Officer is outside the normal chain of command. He is a member of the Political Officer Corps, a body charged with maintaining Central Authority's control over the military. The political officer is also responsible for all diplo-

OVERLAYS



matic negotiations and must retain a broad base of knowledge regarding foreign powers and alien races. The Chief Political Officer may countermand orders by the CO which contradict the Central Authority's wishes. Of course, the CO reports to the Central Command, who may not see things the same way.

Primary Skills

Diplomacy (choose Specialization) 2 (3)
Law (Central Authority Regulations) 2 (3)
Social Sciences (Political Science) 2 (3)
Strategic Operations (choose Specialization) 2 (3)
Language (choose one Language) 1
Intimidation (choose Specialization) 1 (2)

Secondary Skills

Behavior Modification (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Culture (choose Species) 1 (2)
Dodge 1
Energy Weapons (Phaser) 1 (2)
History (Cardassian) 1 (2)
Language
 Cardassian 1
Persuasion (choose Specialization) 1 (2)

SEVENTH ORDER SECURITY

The security division is charged with maintaining the ship's security at all times. This includes — but is not limited to — policing the crew, repelling boarding parties and providing security on away missions. The security division also places an officer at the tactical position on the bridge. Any security officer can fill in for the tactical position, but only a certified tactical officer would normally man the post.

Primary Skills

Energy Weapon (Phaser) 2 (3)
Security (Security Systems) 2 (3)
Shipboard Systems (Tactical) 2 (2)
Systems Engineering (Security) 1 (2)
Tactics, Any (choose Specialization) 1 (2)
Unarmed Combat (Cardassian Martial Arts) 2 (3)

Secondary Skills

Athletics (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
History (Cardassian) 1 (2)
Language
 Cardassian 1
Law (Seventh Order Regulations) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

SEVENTH ORDER SCIENCE

The science division is charged with conducting all scientific studies and investigation needed onboard the ship or station.

Primary Skills

Computer (choose Specialization) 2 (3)
Personal Equipment (Dri-Corder) 1 (2)
Science, Any (choose two Specializations) 2 (3)and(4)
Science, Any other (choose Specialization) 2 (3)
Shipboard Systems (Sensors and one other Specialization) 2 (3)

Secondary Skills

Athletics (choose Specialization) 1 (2)
Dodge 1
Energy Weapons (Phaser) 1 (2)
Engineering, Any (choose Specialization) 1 (2)
History (Cardassian) 1 (2)
Language
 Cardassian 1
Law (Seventh Order Regulations) 1 (2)
Vehicle Operations (Shuttlecraft) 1 (2)

KZINTI OVERLAYS

The Kzinti are fearsome opponents, but have several weaknesses that can be capitalized upon. The first is their fear of intelligent machines, which has hindered their computer technology and thus their general technological advancement. Persistent raiding and subterfuge have helped the Kzinti more



closely approximate the technological sophistication of their neighbors, notably the Federation.

Second, the weak command structure and instructional systems of the Kzinti have brought about a largely chaotic 'fleet,' in which warlord-like captains pursue their own goals and training is incomplete. Though the competence levels of the average Kzinti crewman fall below that of the average Starfleet member, officers are reminded of their dangerous ferocity and physical prowess.

KZINTI CAPTAIN

Those Kzinti who rise to command starships do so by means of their physical prowess as often as by virtue of their intelligence or resourcefulness. Still, the average Kzinti starship commander is a fearsome opponent.

Primary Skills

- Command (Starship Command) 2 (3)
- Diplomacy (choose Specialization) 1 (2)
- Energy Weapon (Phaser) 1 (2)
- Law (Federation Law) 1 (2)
- Planetary *or* Starship Tactics (choose Specialization) 1 (2)
- Shipboard Systems (choose Specialization) 1 (2)

Secondary Skills

- Athletics (choose Specialization) 2 (3)
- Computer (choose Specialization) 1 (2)
- Dodge 2
- Language
 - Federation Standard 1
- Personal Equipment (choose Specialization) 1 (2)
- Planetside Survival (choose Specialization) 1 (2)
- Unarmed Combat (choose Specialization) 2 (3)
- Vehicle Operations (choose Specialization) 1 (2)

KZINTI CREWMAN

This Overlay represents the standard Kzin starship crewmember: adequately trained in one or more aspects of starship operation, and able to be called upon to do battle in space or on a planet's surface.

Primary Skills

- Energy Weapon (Phaser) 1 (2)
- Planetary Tactics (choose Specialization) 1 (2)
- Shipboard Systems (choose Specialization) 2 (3)
- Systems Engineering (choose Specialization) 1 (2)
- Vehicle Operations (choose Specialization) 1 (2)

Secondary Skills

- Athletics (choose Specialization) 1 (2)
- Computer (choose Specialization) 1 (2)
- Dodge 1
- Energy Weapon (Phaser) 1 (2)
- Personal Equipment (choose Specialization) 1 (2)
- Planetside Survival (choose Specialization) 1 (2)
- Propulsion Engineering (choose Specialization) 1 (2)
- Unarmed Combat (choose Specialization) 2 (3)

KZINTI TELEPATH

The telepath aboard Kzin ships is regarded as a useful tool, even if his shipmates do not look fondly upon him. Performing some medical functions, the telepath's primary function is similar to that of the ship's counselor on Starfleet vessels in that he is supposed to give his commander valuable information about opponents. Beyond this, a Kzin telepath does not actually counsel the rest of the crew. Reading minds is a taxing proposition for Kzin telepaths.

Primary Skills

- Bargain (choose Specialization) 1 (2)
- Diplomacy (choose Specialization) 1 (2)
- First Aid (choose Specialization) 1 (2)
- Receptive Telepathy 4
- Shipboard Systems (Medical) 1 (2)

Secondary Skills

- Athletics (choose Specialization) 1 (2)
- Computer (choose Specialization) 1 (2)
- Dodge 1
- Energy Weapon (Phaser) 1 (2)
- Language
 - Federation Standard 1
- Law (Federation Law) 1 (2)

OVERLAYS



Personal Equipment (choose Specialization) 1 (2)
Planetside Survival (choose Specialization) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)

GENERIC OVERLAYS

DIPLOMAT

Players are likely to encounter diplomats from various species with some frequency. Use this Overlay as a guide to creating diplomats and attaches for most species. Members of the Federation Diplomatic Corps use the Federation Overlay above.

Primary Skills

Diplomacy (choose Specialization) 3 (4)
Persuasion (choose Specialization) 2 (3)
Social Sciences (Political Science) 2 (3)
Charm 2 (3)
Law (Federation) 1 (2)

Secondary Skills

Artistic Expression (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Culture (choose Culture) 1 (2)
Fast Talk 1 (2)
History (Federation) 1 (2)
Language
 Federation Standard 1
 (choose another Language) 1
World Knowledge (choose Planet) 1 (2)

MERCHANT

Representing a fairly typical trader or similar businessman, this Overlay can be used to generate merchants of most species.

Primary Skills

Bargain (choose Specialization) 2 (3)
Computer *or* Streetwise (choose Specialization) 1 (2)
Persuasion (choose Specialization) 1 (2)
Merchant (choose Specialization) 2 (3)
Vehicle Operation (choose Specialization) 2 (3)

Secondary Skills

Culture (choose Culture) 1 (2)
Fast Talk 1 (2)
Gaming (choose Specialization) 1 (2)
Language
 Federation Standard 1
 (choose two other Languages) 1
Law (choose Specialization) 1 (2)
World Knowledge (choose Planet) 1 (2)

PIRATE

Although the core worlds of the Federation enjoy an almost utopian existence, there are still those areas where beings fall to raiding passing spacecraft to survive. Use this Overlay to generate those criminals who man spacecraft that board and prey on others.

Primary Skills

Energy Weapon (choose Specialization) 2 (3)
Intimidation (choose Specialization) 1 (2)
Shipboard Systems (choose Specialization) 2 (3)
Unarmed Combat (choose Specialization) 2 (3)
Vehicle Operation (choose Specialization) 1 (2)

Secondary Skills

Athletics (choose Specialization) 1 (2)
Bargain (choose Specialization) 1 (2)
Computer (choose Specialization) 1 (2)
Dodge 1
Language
 Federation Standard 1
Law (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2)
Systems Engineering (choose Specialization) 1 (2)

SCIENTIST

This Overlay represents an average civilian scientist working within the bounds of the Federation or its explored space. It can be used to create scientists, professors and specialists of most species with some slight modification. For some specialists, Narrators may need to rearrange some skills. For in-



stance, an archaeologist would likely replace Engineering with additional levels of skill in History.

Primary Skills

Computer (choose Specialization) 2 (3)
Personal Equipment (choose Specialization) 2 (3)
Science, Any (choose Specializations) 2 (3) and (4)
Science, Any Other (choose Specialization) 1 (2)
Shipboard Systems (Sensors and one other Specialization) 2 (3)

Secondary Skills

Administration (choose Specialization) 2 (3)
Engineering, Any (choose Specialization) 1 (2)
History (choose Civilization) 1 (2)
Language
 Federation Standard 1
 (choose another Language) 1
Persuasion (choose Specialization) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)

SPY

This Overlay is intended to create spies and other seedy underworld characters typical to most species.

Primary Skills

Computer (Data Alteration/Hacking) 2 (3)
Espionage (choose Specialization) 2 (3)
Personal Equipment (choose Specialization) 1 (2)
Security (choose Specialization) 1 (2)
Streetwise (choose Specialization) 1 (2)

Secondary Skills

Charm (choose Specialization) 1 (2)
Disguise (choose Specialization) 1 (2)
Dodge 1
Energy Weapon (choose Specialization) 1 (2)
Language
 (choose any Language) 2
Law (choose Specialization) 1 (2)
Unarmed Combat (choose Specialization) 1 (2)
Vehicle Operations (choose Specialization) 1 (2)



SKILLS

While the Traits chapter of the rulebook includes many diverse skills, it is not exhaustive. New species may require new talents, NPCs may need some obscure ability, or players may have a unique character conception. For this reason, we have created several new skills — as well as new specializations for existing skills — to complement those from the core rules.

SOCIAL SCIENCES (INTELLECT)

While the Social Sciences skill is included in the rulebook, we include some new specializations for the skill here.

Linguistics: The study of language: its form, structure, nature and use as well as language histories and the interaction of language and societies.

Philosophy: The study of values and meaning as well as the analysis of the grounds and concepts of fundamental beliefs.

Religion: The study of devotion to religious faith or faiths, whether personal or institutionalized.

PAIN REDUCTION (PSI)

This ability is closely associated with the Deltans, although other telepathic species utilize it as well. Using this ability allows the practitioner to calm and reduce the amount of shock, pain, and emotional distress of the subject. Generally used to assist in emergency surgical procedures, Deltans (and other practitioners) are also able to make excellent use of this ability to aid victims of mental trauma and shock.

Pain Reduction may not be used at a distance; the character must touch the target. Each successful task at the difficulty level of the additional wound reduces the target's Wound Difficulty penalty and apparent Wound Effect by one level. Pain Reduction does not actually heal any physical damage, however. The character's body remains in the full wounded condition unless further conventional healing is applied. Any additional wounds "restore" the full (and likely higher) Wound penalty. A Dramatic Success makes the character feel as if they were completely unwounded, and suffer no Wound Level effects entirely. Such characters, if not carefully watched (or

restrained, in the case of more serious injuries) may attempt tasks beyond the ability of their wounded bodies, and cause themselves greater harm or even death. When calming a mentally distressed or shocked individual, a Dramatic failure inflicts a Stunned wound at best and, at the GM's discretion, may drive a target into a coma.

Routine: Calming a Stunned target

Moderate: Calming or reducing the pain of an Injured target

Challenging: Calming or reducing the pain of a Wounded target

Difficult: Reducing the pain of an Incapacitated target

Nearly Impossible: Reducing the pain of a Near Death target

Specializations: None



PERSONNEL

In this section we include game statistics for notable characters of the *Star Trek* universe, from the mightiest of starship captains to the deadliest of villains.

JAMES T. KIRK

One of the most famous captains in the history of Starfleet, Captain James Tiberius Kirk commanded the U.S.S. *Enterprise* on its historic five-year mission of galactic exploration from 2264 to 2269.



Attributes

- Fitness 3
- Vitality +1
- Coordination 4
- Intellect 4
- Presence 5
- Psi 0

Skills

- Administration (Starship Administration) 2 (3)
- (Logistics) (3)
- Charm (Seduction) 3 (4)
- Command (Starship Command) 4 (5)
- Computer (Data Alteration/Hacking) 2 (3)
- Culture (Human) 2 (3)
- Diplomacy (Intergalactic Affairs) 4 (5)
- Energy Weapon (Phaser) 3 (4)
- (Phaser Rifle) (4)
- First Aid (Human) 1 (2)
- Gaming (3-D Chess) 3 (4)
- History (Federation) 2 (3)
- (Human) (3)
- Languages
 - Federation Standard 3
 - Orion 3
- Personal Equipment (Communicator) 2 (3)

- (Environment Suit) (3)
- (Tricorder) (3)
- Persuasion (Oratory) 2 (3)
- Physical Sciences (Mathematics) 1 (2)
- Planetary Tactics (Small Unit) 2 (3)
- Planetside Survival (Forest) 2 (3)
- Projectile Weapons (Submachine Gun) 1 (2)
- Propulsion Engineering (Impulse) 1 (2)
- (Warp Drive) (2)
- Security (Security Systems) 2 (3)
- Shipboard Systems (Communications) 1 (2)
- (Flight Control) (3)
- (Sensors) (2)
- (Tactical) (2)
- (Transporter) (3)
- (Weapons Systems) (2)
- Space Sciences (Astrogation) 3 (4)
- Starship Tactics (Federation) 4 (5)
- (Klingon) (5)
- (Romulan) (5)
- Streetwise (Human) 3 (4)
- Systems Engineering (Weapons Systems) 1 (2)
- Unarmed Combat (Starfleet Martial Arts) 3 (4)
- Vehicle Operation (Shuttlecraft) 1 (2)

Advantages/Disadvantages

Ally (crew), Athletic Ability, Bold, Commendation (Many), Department Head (Command). Famous Incident (Many), Innovative, Promotion (Admiral, later back to Captain), Quick-Draw, Resolute, Sexy, Shrewd, Tactical Genius, Zero-G Training, Code of Honor (Starfleet), Impulsive, Species Enemy (Klingons), Intolerance (Klingons).

Courage Points: 10

Renown: 70 (Aggression 11, Discipline -9, Initiative 19, Openness 14, Skill 17)

JEAN-LUC PICARD

Another famous captain of starships named *Enterprise*, (NCC-1701-D and NCC-1701-E), Jean-Luc Picard gained notoriety as captain of the U.S.S. *Stargazer*, which he commanded for some 20 years, before assuming command of the *Enter-*

PERSONNEL



prise in 2363.

Attributes

Fitness 3
 Vitality +1
Coordination 4
Intellect 4
 Logic +1
Presence 4
 Empathy +1
Psi 0

Skills

Administration (Starship Administration) 2 (3)
Artistic Expression (Ressikan Flute) 3 (4)
Athletics (Fencing) 2 (3)
 (Riding) (3)
 (Running) (3)
Command (Starship Command) 4 (5)
Computer (Research) 2 (3)
Culture (Human) 2 (3)
Diplomacy (Intergalactic Law) 4 (5)
Energy Weapon (Phaser) 2 (3)
First Aid (Human) 1 (2)
History (Federation) 2 (3)
 (Human) (3)
Languages
 Federation Standard 3
 French 4
 Klingon 1
Law (Federation Law) 1 (3)
 (Klingon Law) (2)
 (Starfleet Regulations) (3)
Medical Sciences (Psychology) 2 (3)
Personal Equipment (Communicator) 2 (3)
 (Environment Suit) (3)
 (Tricorder) (3)
Persuasion (Debate) 2 (3)
Physical Sciences (Mathematics) 1 (2)
Planetary Tactics (Small Unit) 3 (4)
Planetside Survival (Desert) 1 (2)
Primitive Weaponry (Rapier) 3 (4)



Propulsion Engineering (Impulse) 1 (2)
 (Warp Drive) (3)
Security (Security Systems) 2 (3)
Shipboard Systems (Flight Control) 1 (2)
 (Sensors) (2)
 (Transporter) (2)
 (Weapons Systems) (2)
Social Sciences (Archaeology) 2 (3)
Space Sciences (Astrogation) 3 (4)
 (Astrophysics) (4)
Starship Tactics (Borg) 4 (6)
 (Federation) (5)
 (Cardassian) (5)
 (Klingon) (5)
 (Romulan) (5)
Strategic Operations (Invasion Strategies) 4 (5)
Systems Engineering (Computer Systems) 2 (3)
Unarmed Combat (Starfleet Martial Arts) 3 (4)
Vehicle Operation (Shuttlecraft) 2 (3)

Advantages/Disadvantages

Athletic Ability +2, Bold +1, Commendation (Many) +3, Department Head (Command) +4, Famous Incident (Many; "Picard Maneuver," etc.) +?, Innovative +1, Medical Remedy (Cardiac Replacement) +3, Promotion (Captain) +5, Resolute +3, Shrewd +1, Strong Will +2, Tactical Genius +3, Code of Honor (Starfleet) -4, Medical Problem (Bad Heart) -3, Phobia (Assimilation by the Borg) -3, Vengeful (Borg) -1.

Courage Points: 10

Renown: 67 (Aggression -4, Discipline 12, Initiative 15, Openness 19, Skill 17)



RULES AND REGULATIONS

An area in which gamers seldom accept anything at face value is that of the rules themselves. Tinkering with, expanding upon and improving game rules is a God-given right, so listserv additions to the game rules are presented below.

GENERATING COMMAND RANK CHARACTERS

PREFACE

There has been some discussion and criticism of Last Unicorn Games (LUG) for not including rules for generating player-characters of Command rank for use with their role playing game, *Star Trek: The Next Generation Role Playing Game* (ST:TNG RPG). The designers consciously decided to prevent players from “buying” their way to the rank of Captain instead of earning their advancement through role-playing. Although I admire this position, years of experience in running *Star Trek* role playing games has taught me a valuable lesson: never ever make the Commanding Officer a Non-Player Character (NPC). In any game I have run the players assumed the key commanding positions aboard a Starfleet vessel. Although it is possible to run the Executive (First) Officer as an NPC, the Captain — the character to whom all others on board look up and from whom they take their lead— must be another player. Preferably this player has good leadership skills and can actively assist in keeping other characters involved in the game. These rules are provided as a guideline to allow the generation of these characters.

METHOD

The actual framework for creating Command rank characters for starships is already given in the *Core Rule Book* for the *Star Trek: The Next Generation Role Playing Game*. All it takes are a little time and some common sense to draw these rules together. The basis of the methods used are derived from the following:

Page 104: “To achieve the rank of Commander or better, the character must possess at least one skill level in the

primary skill in three departments, such as Engineering, Flight Control, Security, or Science.”

An example of a Captain character, Captain Ann Potrikos (p. 191), actually fits within the guidelines that I have developed below.

CREATION

- 1) Select a Racial Template as per the rules.
- 2) Select an Overlay for the character. If an Overlay other than “Command” is selected then at some point during the course of the character’s career they transferred into the Command branch. Captain James T. Kirk is the most famous example of this, having originally been posted to the Security division early in his career.
- 3) Complete the character’s “Early Life History” of their background as per the rules.
- 4) Complete the character’s “Academy Life History” of their background as per the rules.
- 5) Complete the character’s “Cadet Cruise” as per the rules.
- 6) Do the character’s initial “Tour of Duty” either by spending Development Points or by selecting a Package. *Note:* It is highly recommended that characters spend the Development Points to customize their character, especially if they intend to be of Command rank. However, some skills can only be raised by selecting Tour Packages.
- 7) Complete multiple “Additional Tours” with the following provisions in the following order:
 - a) Character must purchase the Promotion (Lieutenant, J.G.) Advantage.
 - b) Character must purchase the Promotion (Lieutenant) Advantage.
 - c) Character must purchase the Department Head Advantage. *Note:* This may be interposed with the above requirement.
 - d) Character must purchase the Promotion (Lieutenant Commander) Advantage.
 - e) Prior to purchasing the rank of Commander the character must have at least some skill (with a Rating of at least 1) in the Primary Skills of two other professions (Branches). The initial Overlay the character selected in step 2 is already considered towards the total requirement of three. *Exception:* If the character

RULES



in step 2 above selected an Overlay other than “Command” then one of the two Branches that the character fills out skills in must be listed for the “Command” Branch.

- f) Character must purchase the Promotion (Commander) Advantage.
- g) Character must purchase the Promotion (Captain) Advantage. *Note:* This step is optional if the character intends to be a Commanding Officer of a smaller vessel, such as an *Oberth*-class ship. A rank of Commander is sufficient to command a vessel of such size.
- 8) Calculate character's initial Courage and Renown as per the rules but also include bonuses for any Commendation Advantages purchased during the creation process (see p. 181 for Renown values for Commendations and Medals).
- 9) Tally age (see note below). The character is complete.

A character may make as many “Additional Tours” as necessary to achieve the requirements above, however please note that the length of each tour is 2-7 (1d6+1) years. Excessive tours could make a character quite old.

As a general rule of thumb, page 182 of the *Core Game Book* provides suggested key skill levels for various positions, including Captains. In this author's opinion those values are exceedingly high and should only be used as a meter of what skills are valuable to a Captain.

Unless a character originally chose the “Command” Overlay, it is suggested that characters from other Branches that transfer into Command not be given key assignments until their ratings in the Primary Skills for the “Command” Overlay are of equal value.

Using the above system, the absolute minimum number of tours in which a character could attain the rank of Commander (and command of their own, albeit small, starship) is five. This assumes the character takes the ‘fast track’ and selects the Promotion Advantage during their Cadet Cruise, advances to the rank of Lieutenant Commander during their first tour of duty, fills out their required skills during the next three tours, and selects the Commander Advantage on their fifth tour. Such a character would be the exception, and not the rule, and certainly would not be able to command a ‘ship-of-the-line’ such as a *Galaxy*-class starship.

INCORPORATING KZINTI INTO THE STAR TREK: THE NEXT GENERATION ROLE PLAYING GAME

One of the major sticking points of “canonicity” for *Star Trek* fans is the presence of the Kzinti in the animated episode “The Slaver Weapon” by Larry Niven. Niven wrote this episode of the series based on one of his *Known Space* short stories, and thus the Kzinti became part of the *Star Trek* universe...or did they?

When Gene Roddenberry began *Star Trek: The Next Generation*, it was decided to disavow the animated *Star Trek* series, based partially on the fact that the production values were not up to Gene's standards. Sometime in the eighties, Niven licensed the *Known Space* setting and characters to a computer game company. He then licensed Chaosium to produce a *Ringworld* role playing game, which they did, until the computer game company threatened to sue, and thus the *Ringworld* role playing game vanished and became a highly sought after collectible. This is speculation, but similar legal concerns could have been the reason why the Kzinti are not considered part of the *Star Trek* universe today...Paramount's legal department has always been rather cautious in some respects. In any event, except for certain key elements of the episode “Yesteryear” by D.C. Fontana, the *Star Trek* animated series is no longer part of the continuity, and is not included in the *Star Trek Chronology* or *Star Trek Encyclopedia*.

This is all well and good, but of course Narrators running their own campaigns are not bound by such issues. However, the *Star Trek: The Next Generation* role playing game does use the timeline and continuity provided in the *Chronology*. Attempting to fit the Kzinti into this framework does create some problems. The Kzinti are stated to have had four wars with humanity, losing each one, until they finally were made a Federation “Protectorate.” The animated series has been assumed to occur during a “fourth season” of *Star Trek*, the fourth year of the original five-year mission of the *Enterprise*. However, the way the timeline is now set up, this cannot be the case. Kirk takes command of the *Enterprise* in 2264, but the first season of the show is not until 2266-67. That means that the first two years of the five-year mission — which would have had Gary Mitchell



as First Officer and before Doctor McCoy joined the crew — were never shown. Now one *could* fit the *Enterprise* crew's encounter with the Kzinti somewhere in that time period, except that the look and feel of the *Enterprise*, and the crew members involved, clearly indicate a later time frame than the original series. The five-year mission ended in 2269. Thus, if they happened at all, the events of the animated series probably occurred in 2269, after the events of the episode "Turnabout Intruder" and before the *Enterprise* returned to Earth at the end of the mission.

So when did the *Star Trek* version of the Man-Kzin Wars occur? Well, it was most likely within a period between 2261, when the UFP was founded, and 2264. In the excellent adaptation of "The Slaver Weapon" by Alan Dean Foster, it was stated that Uhura had fought the Kzinti in battle; this was most likely in the fourth and final of these conflicts. Before the founding of the UFP, humans were busy with the Romulan War. What I then propose is that the Kzinti 'Wars' (which are likely considered 'wars' mainly by the Kzinti) were fought between 2161 and 2264; during the first wave of expansion after the establishment of the Federation. Federation ships ran into the Kzinti in a star cluster near the area of colonization. Kzinti likely raided shipping, attacked colonies and so forth in four major "waves", defeated easily each time by Starfleet, owing to better technology and the infamous Kzinti impulsiveness. It is doubtful that Starfleet needed more than a large task force to defeat the Kzinti space navy, although ground combat against the Kzin warriors certainly was no cakewalk. By 2264, the Federation finally decided to put an end to this; they crushed the Kzinti fleet, took over the homeworld, and set up a "Kzinti Protectorate," stripping the Patriarchy of its ability to wage war

and limiting spaceflight by the Kzinti. This was most likely a hotly debated topic among the Federation Council at that time. This allows Uhura to finish her tour of duty and then transfer to the *Enterprise* when a position opened there around late 2265.

Where is the Kzinti Patriarchy located? Given the fact that the Federation was smaller in those days, the Patriarchy is probably not far from the core worlds of the Federation; I favor a location somewhere near the area where the Klingons were first encountered, mainly because I remember the Kzinti-Klingon battles from the *Star Fleet Battles* game. I would say they would likely be in a fairly close grouping of stars, as there are twelve worlds in the Kzinti Patriarchy, and their warp drive technology was probably never that great; a star cluster makes sense. It was also fairly close to Sirius, since that is where the treaty that set up the Protectorate was written and signed.

Wherever they are located, it is highly doubtful that they pose much of a threat by the time of the *Star Trek: The Next Generation* series, but Narrators have several options when deciding just how the Kzinti will fit into their game. One option is to assume that by 2370, they are Federation members and thus serve in Starfleet (making great Security personnel), and the Kzinti Protectorate is a thing of the past. They likely get along well with the Ferengi, owing to similar attitudes about females, although if I were a Ferengi Merchant, Rule of Acquisition #403 would be "Cheat every other race in the galaxy...but not a Kzin." Renegade Kzin are likely found within the Orion Syndicate. They probably still do not like Vulcans very much. Owing to similar attitudes and cultures, the Kzin may have befriended the Klingons, or they may be at each other's throats. Perhaps they have fought on the side of the Federation during the Cardassian-Federation con-



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flicts, or during the war with the Dominion.

As another option, Narrators may consider maintaining the Kzinti's adversarial relationship with the United Federation of Planets. This seems in keeping with their violent and intolerant natures, and allows the Narrator another stock character to draw upon when a bad guy is needed. Still brooding over the defeats of so long ago, in this scenario the Kzinti bide their time, looking for a chance to strike back at their ancient foes. The Narrator must decide how big a threat the Kzinti are and what sort of tactics they use. It is possible that, like the pirates of Orion, that Kzinti privateers continue to harass local shipping, and remain involved in illegal activities near the Patriarchy. Though the Patriarchy itself remains a minor power under the watchful eye of the Federation, their ships hopelessly outclassed by those of Starfleet, the Kzinti are no less dangerous when confronted on their home turf, or in circumstances of their own choosing. By necessity, they have become masters of stealth; just as their ancestors learned to quietly approach their prey, now the Kzin have gained mastery of subterfuge and surreptitious action.

Alternately, the Narrator may decide that the Kzinti have done such a fine job of plotting and thieving, that they now are an even bigger threat to the Federation. With Starfleet focused on the Borg and Dominion, perhaps the Kzinti have stolen enough technology and/or forged enough alliances to actually be an up-and-coming political power. Starfleet may realize with a start that this old enemy within the Federation's own borders is again flexing its muscles, seeking revenge...

Some of this article was based on the article "The Kzinti Have Landed" by Jon Slobins from the December 1985 issue of *Dragon* magazine.



STARSHIPS

Part of our fascination with the *Star Trek* universe comes from the wonderful starships that wander from world to world, ply the trade routes between solar systems, and do battle amidst arcs of scintillating destruction. Naturally, players of *Star Trek: The Next Generation* will be equally fascinated by quantifying ships other than those included in the rulebook, creating completely new designs or drawing up deck plans for vessels of the imagination.

AKIRA-CLASS STARSHIP

Class and Type: *Akira*-class Frigate

Commissioning Date: 2357

Hull Characteristics

Size: 7 (455 meters long, 21 decks)

Resistance: 3

Structural Points: 140

Operations Characteristics

Crew/Passengers: 250/1000 (passengers must be berthed in crew quarters)
[6 pwr/round]

Computers: 4
[4 pwr/round]

Transporters: 4 personnel, 5 cargo, 4 emergency
[6 pwr/round]

Tractor Beams: 1 ad, 1 fv
[2/rating used]

Propulsion and Power Characteristics

The Akira-class is highly maneuverable. All maneuver actions are performed at -1 difficulty.

Warp System: 6.0/9.0/9.4 (12 hours)
[2/warp factor]

Impulse system: .75 c/.92 c
[7/9 pwr/round]

Power: 160

Sensor Systems

Long-range Sensors: +1/15 light-years
[6 pwr/round]

Lateral Sensors: +1/1 light-year
[4 pwr/round]

Navigational Sensors: +1
[5 pwr/round]

Sensors Skill: 5

Weapons Systems

Type VIII Phaser:

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 5/6/8/11

Damage: 16

Power: [16]

Type VI Photon Torpedoes:

Number: 250

Launchers: 2 fv, 2 fd, 1 fd (Pulse Fire)

Spread: 2 (Pulse Fire has Spread 5)

Arc: Forward, but are self-guided

Range: 15/300,000/1,000,000/3,500,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield

Protection: 55/75

Power: [55]

Description and Notes

Fleet data: During the late 2340s Starfleet became increasingly worried about the average age of the ships in the fleet. Although vessels such as the *Miranda*- and *Excelsior*-class were performing adequately as mid-sized cruisers and destroyers, these designs dated back between 50 and 100 years and were lagging behind the latest technology despite frequent refits. Rapid expansion of the Federation was also putting a great strain on both the exploratory and defense capacities of Starfleet, and although the *Nebula*-class was under development, Starfleet was predicting that it would be unable to meet all of its commitments by 2365.

The *Akira*-class is one of several major designs fielded to modernize and expand the fleet in order to correct this state of affairs. Starfleet issued a requirement for a vessel to complement the *Ambassador*-class, replacing the *Excelsior*-class vessels in the frontier regions of the Federation. The new vessel would be capable of carrying out general purpose exploratory and scientific functions, but would also carry armament that

STARSHIPS



would enable it to operate in high-threat areas as a heavy cruiser unit. By using the latest engine technology the *Akira*-class would be capable of operating at higher speeds than the *Excelsior*-class in all flight regimes, ideal for a ship which would need to cover large distances as a matter of routine.

Noteworthy vessels / service records / encounters: The U.S.S. *Akira* entered service in 2357, and a rapid production run put nearly a hundred others into the fleet over the next twelve years. As intended, most of the *Akira*-class ships have been based far from the core of the Federation, generally operating from distant Starbases on long-term exploration missions. More recently the escalation of tensions at the Federation's core has led to many of this class being recalled to operate nearer to Earth. Thirty-five *Akiras* were assigned to the Typhon Sector Fleet in 2370, the remainder being assigned to the areas adjacent to the Cardassian, Klingon and Romulan borders. *Akira*-class vessels served prominently in the Typhon Fleet, which together with several reinforcement squadrons, fought a running battle with the Borg vessel from the Typhon sector to Earth. Many of these ships were destroyed during this battle. A notable participant was the U.S.S. *Thunderchild* (NCC-63549), which participated in the final assault which destroyed the Borg cube.

CONSTELLATION-CLASS STARSHIP

Class and Type: *Constellation*-class Explorer

Commissioning Date: 2283

Hull Characteristics

Size: 5 (231 meters long, 11 decks)

Resistance: 3

Structural Points: 100

Operations Characteristics

Crew/Passengers: 350/450

[6 pwr/round]

Computers: 4

[2 pwr/round]

Transporters: 4 personnel, 3 cargo, 4 emergency

[6 pwr/round]

Tractor Beams: 1 fd, 1 fv

[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/8.0/8.6 (12 hours)

[2/warp factor]

Impulse system: .75 c/.9 c

[7/9 pwr/round]

Power: 160

Sensor Systems

Long-range Sensors: +2/18 light-years

[6 pwr/round]

Lateral Sensors: +1/1 light-years

[4 pwr/round]

Navigational Sensors: +1

[5 pwr/round]

Sensors Skill: 5

Weapons Systems

Type VIII Phaser:

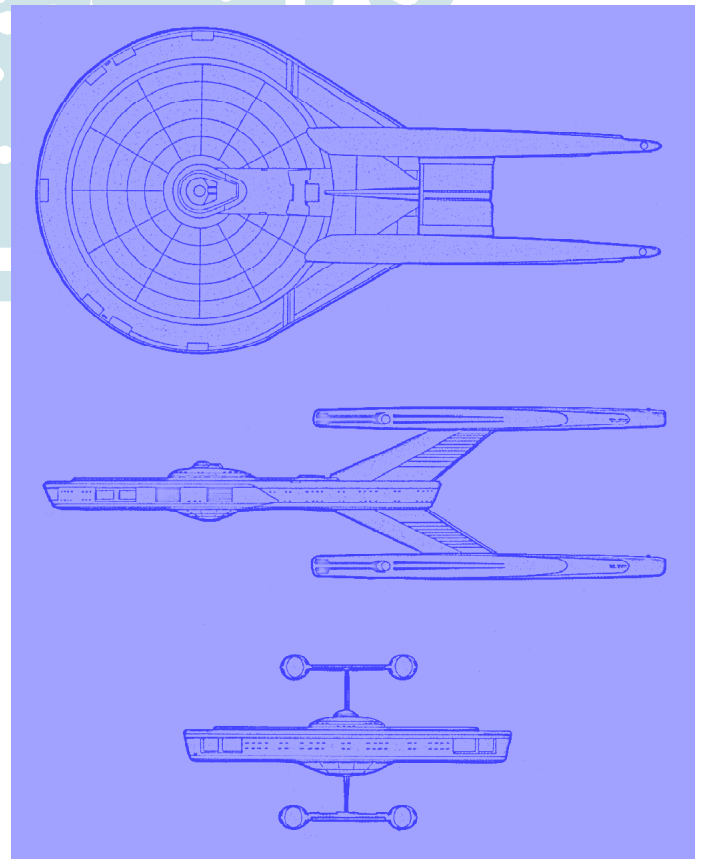
Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 5/6/8/11

Damage: 16

Power: [16]





Type II Photon Torpedoes:

Number: 100
 Launchers: 1 fv, 1 ad
 Spread: 5
 Arc: Forward or aft, but are self-guided
 Range: 15/300,000/1,000,000/3,500,000
 Accuracy: 4/5/7/10
 Damage: 20
 Power: [5]
 Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield
 Protection: 48/70
 Power: [48]

Description and Notes

Fleet data: Utilizing an unusual four-nacelle design, the vessels of the *Constellation*-class were intended for exploration duties, and thus to assume the roles of the aging *Constitution*-class starships. While the four-nacelle arrangement did not take, the design was a successful one, and these ships became a common sight in Federation space. Some thirty vessels of this type were produced.

Noteworthy vessels / service records / encounters: U.S.S. *Constellation* (NCC-1974), prototype; U.S.S. *Stargazer* (NCC-2893), commanded by Captain Jean-Luc Picard for 22 years, lost in the battle of Maxia; U.S.S. *Gettysburg* (NCC-3890); U.S.S. *Hathaway* (NCC-2593); U.S.S. *Magellan* (NCC-3069), U.S.S. *Victory* (NCC-9754).

CONSTITUTION-CLASS STARSHIP

Class and Type: *Constitution*-class Heavy Cruiser

Commissioning Date: 2245

Hull Characteristics

Size: 6 (289 meters long, 24 decks)
 Resistance: 2
 Structural Points: 120

Operations Characteristics

Crew/Passengers: 430/900
 [5 pwr/round]
 Computers: 4
 [4 pwr/round]

Transporters: 4 personnel, 2 emergency, 2 cargo
 [4 pwr/round]

Tractor Beams: 1 fd, 1 fv
 [2/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/6.0/8.0* (12 hours) *given in old warp factors, 4.3/5.0/6.5 in current warp factors
 [2/warp factor]

Impulse System: .5 c/.75 c
 [5/7 pwr/round]

Power: 90

Sensor Systems

Long-range Sensors: +1/10 light years
 [6 pwr/round]

Lateral Sensors: +1/1 light year
 [4 pwr/round]

Navigational Sensors: +1
 [5 pwr/round]

Sensors Skill: 5

Weapons Systems

Type V Phaser:

Range: 10/10,000/50,000/100,000
 Arc: All except directly aft (630 degrees)
 Accuracy: 5/6/8/11
 Damage: 10
 Power: [10]

Type I Photon Torpedoes:

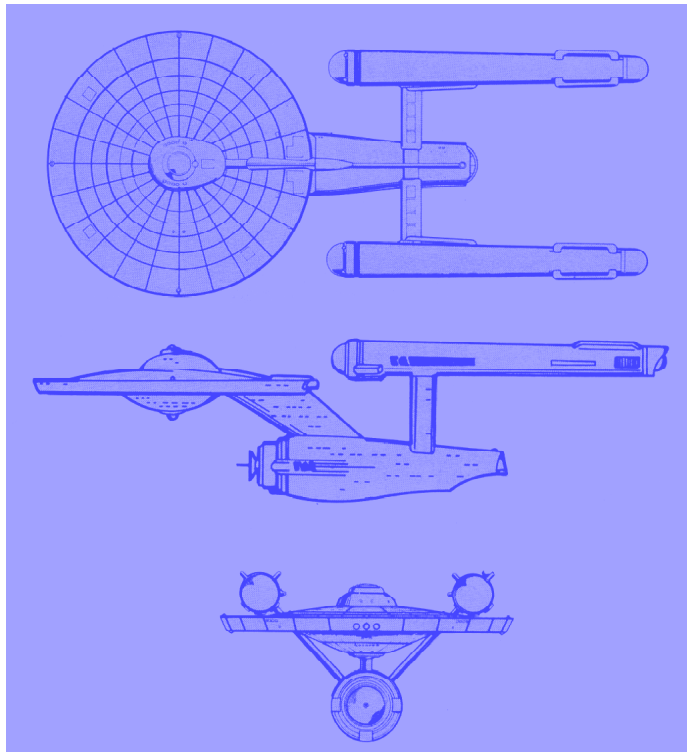
Number: 120
 Launchers: 1 fv
 Spread: 2
 Arc: Forward, but are self-guided
 Range: 15/150,000/500,000/1,000,000
 Accuracy: 4/5/7/10
 Damage: 15
 Power: [5]
 Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield
 Protection: 20/30
 Power: [20]

Description and Notes

Fleet data: One of the most celebrated UFP starship designs, the *Constitution*-class cruiser was intended to take the Fed-



Ronald Tracey, crew lost to biological warfare agent on Omega IV in 2268; U.S.S. *Hood* (NCC-1703), participated in the ill-fated M-5 war games of 2268; U.S.S. *Intrepid* (NCC-1631), manned completely by Vulcans and destroyed by an immense space amoeba in 2268; U.S.S. *Lexington* (NCC-1709), commanded by Commodore Robert Wesley, 53 dead in war games with M-5 computer in 2268; U.S.S. *Potemkin* (NCC-1657), took part in the ill-fated M-5 war games of 2268; U.S.S. *Republic* (NCC-1371); U.S.S. *Yorktown* (NCC-1717), commanded by Captain Joel Randolph, disabled by alien probe in 2286.

INTREPID-CLASS STARSHIP

Class and Type: *Intrepid*-class Explorer

Commissioning Date: 2370

Hull Characteristics

Size: 6 (373 meters long, 15 decks)

Resistance: 3

Structural Points: 120

Operations Characteristics

Crew/Passengers: 150/700

[6 pwr/round]

Computers: 4

[2 pwr/round]

Transporters: 4 personnel, 4 cargo, 4 emergency

[6 pwr/round]

Tractor Beams: 1 fv, 1 av

[2/rating used]

Propulsion and Power Characteristics

Warp System: 8.0/9.0/9.985 (1 hour)

[2/warp factor]

Impulse system: .8 c/.95 c

[8/9 pwr/round]

Power: 150

Sensor Systems

Long-range Sensors: +2/22 light-years

[6 pwr/round]

Lateral Sensors: +2/2 light-years

[4 pwr/round]

Navigational Sensors: +2

[5 pwr/round]

Sensors Skill: 5

Weapons Systems

eration to strange new worlds and served admirably in this regard. Equipped to spend extended periods away from home, these vessels were initially assigned five-year exploration missions though many were unable to complete them due to catastrophe. Remaining vessels underwent major refits in the 2270s.

Noteworthy vessels / service records / encounters: U.S.S. *Constitution* (NCC-1700), prototype; U.S.S. *Constellation* (NCC-1017), commanded by Commodore Matt Decker and self-destructed in an attempt to destroy the Planet Killer in 2267; U.S.S. *Defiant*, (NCC-1764), lost near Tholian space in 2268 when the ship slipped into spatial interphase; U.S.S. *Eagle* (NCC-956); U.S.S. *Endeavour* (NCC-1895); U.S.S. *Enterprise* (NCC-1701), commanded by Captains Robert April, Christopher Pike, and James T. Kirk, perhaps the most famous starship in Starfleet history, given the many incidents she was involved in, destroyed by Kirk by means of self-destruct sequence in 2285; U.S.S. *Essex* (NCC-1697); U.S.S. *Excalibur* (NCC-1664), commanded by Captain Harris, all hands lost and ship severely damaged in war games with M-5 multitronic computer in 2268; U.S.S. *Exeter* (NCC-1672), commanded by Captain



Type VIII Phaser:

Range: 10/30,000/100,000/300,000
 Arc: All (720 degrees)
 Accuracy: 5/6/8/11
 Damage: 16
 Power: [16]

Type II Quantum Torpedoes:

Number: 19
 Launchers: 2 fv, 1 av
 Spread: 6
 Arc: Forward or aft, but are self-guided
 Range: 10/200,000/750,000/2,000,000
 Accuracy: 4/5/7/10
 Damage: 24
 Power: [5]

Type VI Photon Torpedoes:

Number: 19
 Launchers: As for quantum torpedoes
 Spread: 5
 Arc: Forward or aft, but are self-guided
 Range: 15/300,000/1,000,000/3,500,000
 Accuracy: 4/5/7/10
 Damage: 20
 Power: [5]

Type I Tri-Cobalt Warheads:

Units are not warp-capable and can only be used on stationary targets.

Number: 10
 Launchers: As for quantum torpedoes
 Spread: 2
 Arc: Forward
 Range: 10/30,000/100,000/300,000
 Accuracy: 5/6/8/11
 Damage: 50
 Power: [10]

Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield
 Protection: 50/65
 Power: [50]

Description and Notes

Fleet data: Recent Starfleet designs had called for larger, more expensive and time-consuming vessels capable of performing

a number of roles. The *Intrepid*-class was designed to counter this way of thinking and return to smaller, faster, more effective starships that could continue the exploration of the galaxy. The *Intrepid*-class introduced many unique features, including being the first ship of its size to be capable of planetary landing and flight. This class also introduced bio-electric gel-packs, a new way of transmitting computer data quickly and efficiently, which lowers the ship's computer power requirement. Although not designed for heated combat the *Intrepid*-class is designed to take a considerable beating and still be able to flee the scene for help. Ten ships of this line have been built and another eighty-nine are proposed.

Noteworthy vessels / service records / encounters: U.S.S. *Intrepid* (NCC-74600), prototype; U.S.S. *Voyager* (NCC-74656), once presumed lost, now known to have crossed into the Delta Quadrant.

MIRANDA-CLASS STARSHIP

Class and Type: *Miranda*-class Cruiser

Commissioning Date: 2277

Hull Characteristics

Size: 5 (237.6 meters long, 11 decks)

Resistance: 2

Structural Points: 100

Operations Characteristics

Crew/Passengers: 220/150

[5 pwr/round]

Computers: 2

[2 pwr/round]

Transporters: 4 personnel, 2 cargo, 7 emergency

[6 pwr/round]

Tractor Beams: 2 fv

[2/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/9.0/9.2 (12 hours)

[2/warp factor]

Impulse system: .75 c/.9 c

[7/9 pwr/round]

Power: 135

Sensor Systems

Long-range Sensors: +1/15 light-years

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[6 pwr/round]

Lateral Sensors: +1/1 light-years

[4 pwr/round]

Navigational Sensors: +1

[5 pwr/round]

Sensors Skill: 4

Weapons Systems

Type VII Phaser:

Range: 10/30,000/100,000/300,000

Arc: All except directly aft (630 degrees)

Accuracy: 5/6/8/11

Damage: 14

Power: [14]

Pulse Phaser Cannon (Type III only):

Range: 10/30,000/100,000/300,000

Arc: Full forward (540 degrees)

Accuracy: 4/5/7/10

Damage: 18

Power: [18]

Type II Photon Torpedoes:

Number: 100

Launchers: 1 fd, 1 ad

Spread: 2

Arc: Forward or aft, but are self-guided

Range: 15/300,000/1,000,000/3,500,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 4

Defensive Systems

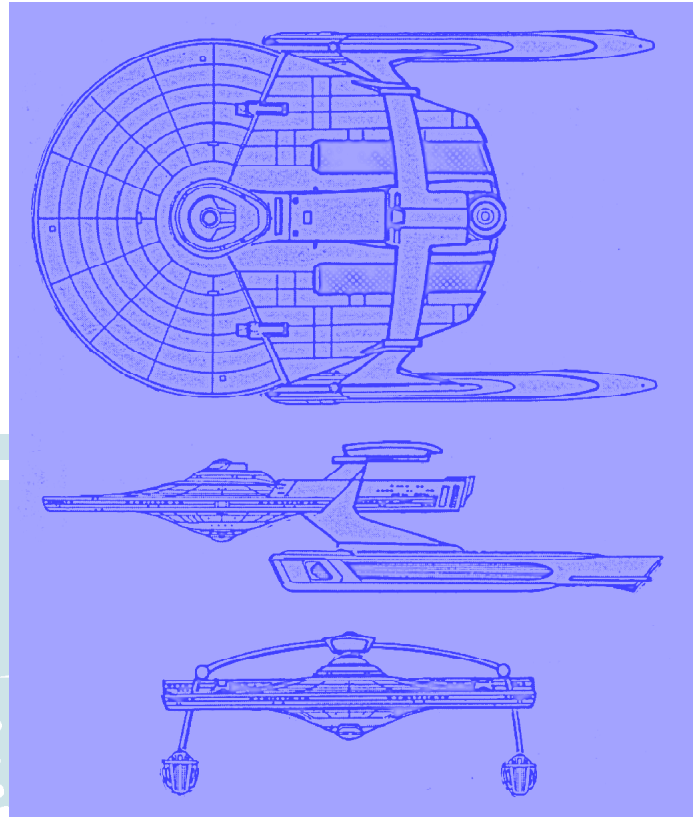
Starfleet Deflector Shield

Protection: 44/64

Power: [44]

Description and Notes

Fleet data: One of the longest-lasting designs in Starfleet history, the *Miranda*-class entered service in the 23rd century as smaller companion to the *Constitution*-class. Though they have not been in production in decades, many of these vessels are still in service, some nearly a century old. There have been several variants of the design which has been upgraded numerous times in its service. These vessels are easily modified to service specific missions; for example, by having their weapons replaced to accommodate more sensors for scientific mis-



sions. Some have been converted to cargo vessels while others still fulfil their role as exploration craft. Though well-armed for her size, the *Miranda*-class is no match for a modern warship. She can hold her own against lighter vessels however and performs well in fleet actions.

Noteworthy vessels / service records / encounters: U.S.S. *Miranda*, prototype; U.S.S. *Brattain* (NCC-21166), stranded in a Tyken's Rift in 2367; U.S.S. *Lantree* (NCC-1837), commanded by Captain L. Isao Telaka, destroyed by U.S.S. *Enterprise* in 2365 after crew exposure to deadly antibodies; U.S.S. *Reliant* (NCC-1864), commanded by Captain Clark Terrell, hijacked in 2285 by Khan Noonien Singh and destroyed by detonation of the Genesis Device; U.S.S. *Saratoga* (NCC-1937), disabled by alien probe in 2286 while patrolling Neutral Zone; U.S.S. *Tian An Men* (NCC-21382), part of Federation blockade of Romulan border during Klingon Civil War in 2368.



SABER-CLASS STARSHIP

Class and Type: *Saber*-class Scout

Commissioning Date: 2343

Hull Characteristics

Size: 4 (190 meters long, 11 decks)

Resistance: 3

Structural Points: 80

Operations Characteristics

Crew/Passengers: 102/300

[6 pwr/round]

Computers: 4

[2 pwr/round]

Transporters: 3 personnel, 2 cargo, 3 emergency

[6 pwr/round]

Tractor Beams: 1 av, 1 fv

[2/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/8.8/9.2 (12 hours)

[2/warp factor]

Impulse system: .75 c/.9 c

[7/9 pwr/round]

Power: 130

Sensor Systems

Long-range Sensors: +2/17 light-years

[6 pwr/round]

Lateral Sensors: +2/1 light-year

[4 pwr/round]

Navigational Sensors: +2

[5 pwr/round]

Sensors Skill: 5

Weapons Systems

Type VIII Phaser:

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 5/6/8/11

Damage: 16

Power: [16]

Type VII Phaser:

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 5/6/8/11

Damage: 14

Power: [14]

Type II Photon Torpedoes:

Number: 30

Launchers: 1 fv

Spread: 4

Arc: Forward, but are self-guided

Range: 15/300,000/1,000,000/3,500,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield

Protection: 50/70

Power: [50]

Description and Notes

Fleet data: A small ship designed for rapid production and intended for both exploration and light patrol duties. Its cost effectiveness and favorable reviews by Starfleet crews resulted in a great number of these craft being produced. These craft are frequently encountered on the frontiers but are also found patrolling the space lanes between the major planets of the Federation.

Noteworthy vessels / service records / encounters: U.S.S. *Saber*, prototype; U.S.S. *Yeager* (NCC-81947), defended Sector 001 during the Borg incursion of 2373.

SOVEREIGN-CLASS STARSHIP

Class and Type: *Sovereign*-class Explorer

Commissioning Date: 2372

Hull Characteristics

Size: 9 (680 meters long, 24 decks)

Resistance: 4

Structural Points: 180

Operations Characteristics

Crew/Passengers: 700/1000

[6 pwr/round]

Computers: 6

[6 pwr/round]

Transporters: 5 personnel, 4 cargo, 4 emergency

[6 pwr/round]

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Tractor Beams: 1 ad, 1 fv
[2/rating used]

Propulsion and Power Characteristics

Warp System: 8.0/9.95/9.9982 (36 hours)
[2/warp factor]

Impulse System: .75 c/.92 c
[7/9 pwr/round]

Power: 300

Sensor Systems

Long-range Sensors: +2/20 light-years
[6 pwr/round]

Lateral Sensors: +2/1 light-year
[4 pwr/round]

Navigational Sensors: +2
[5 pwr/round]

Sensors Skill: 5

Weapons Systems

Type XII Phaser:

Range: 15/45,000/120,000/350,000

Arc: All (720 degrees)

Accuracy: 4/5/7/9

Damage: 24

Power: [24]

Type II Quantum Torpedoes:

Number: 200

Launchers: 2 fv, 1 fv turret, 1 ad

Spread: 12

Arc: Forward or aft, but are self-guided

Range: 10/200,000/750,000/2,000,000

Accuracy: 4/5/7/10

Damage: 24

Power: [5]

Type XXV Photon Torpedoes:

Number: 100

Launchers: As for quantum torpedoes

Spread: 12

Arc: Forward or aft, but are self-guided

Range: 15/300,000/1,500,000/4,050,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield

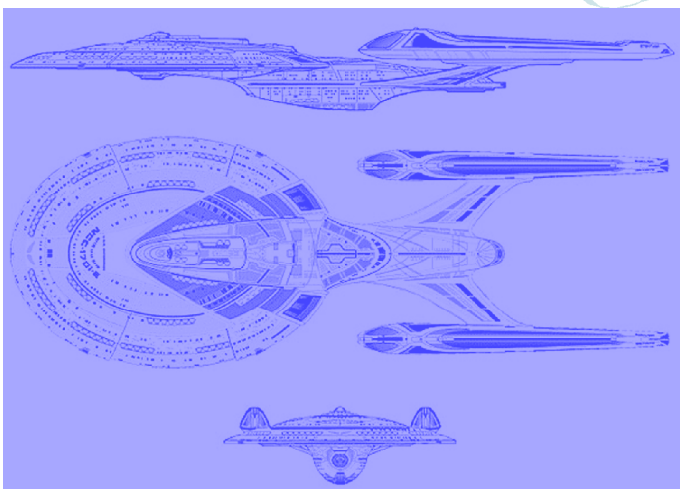
Protection: 80/90

Power: [80]

Description and Notes

Fleet data: Using technologies developed by the *Defiant*-class, the *Sovereign*-class stands poised to answer the threat of Dominion and Borg incursions. Utilizing a sleek new design, the *Sovereign*-class ships are the fastest in the fleet. This class enjoys the second-strongest type of shields in Starfleet (just behind the *Prometheus*-class) and the ablative armor that has proven so successful in other designs. Aside from the U.S.S. *Sovereign* and the U.S.S. *Enterprise*, 15 ships of this class are planned for construction.

Noteworthy vessels / service records / encounters: U.S.S. *Sovereign*, prototype; U.S.S. *Enterprise* (NCC-1701-E), successfully defeated Borg attack of 2373.



STEAMRUNNER-CLASS STARSHIP

Class and Type: *Steamrunner*-class Light Cruiser

Commissioning Date: 2342

Hull Characteristics

Size: 5 (244 meters long, 9 decks)

Resistance: 3

Structural Points: 100

Operations Characteristics

Crew/Passengers: 185/300

[1 pwr/round]



Computers: 5
[5 pwr/round]
Transporters: 2 personnel, 2 cargo
[2 pwr/round]
Tractor Beams: 1 av, 1 fv
[2 pwr/rating used]

Propulsion and Power Characteristics

Warp System: 6.0/8.8/9.5 (12 hours)
[2/warp factor]
Impulse System: .75c/.9c
[7/9 pwr/round]
Power: 140

Sensor Systems

Long-range Sensors: +1/15 light-years
[6 pwr/round]
Lateral Sensors: +1/1 light-year
[4 pwr/round]
Navigational Sensors: +1
[5 pwr/round]
Sensors Skill: 5

Weapons Systems

Type VII Phaser:
Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 5/6/8/11
Damage: 16
Power: [16]
Type II Photon Torpedoes
Number: 100
Launchers: 1 ad, 1 fv
Spread: 6
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 20
Power: [5]

Weapons Skill: 5

Defensive Systems

Starfleet Deflector Shield
Protection: 55/75
Power: [55]

Description and Notes

Fleet data: Designed as a smaller and faster ship than the Starfleet cruisers of the time, the *Steamrunner*-class was intended to be produced in large numbers to supplement Starfleet's larger ships. The *Steamrunner*-class introduced several changes to Starfleet forces. The class was the first to be built using the new isolinear computer system, rather than the prior duotronic system. The ship's form was a change from the usual Starfleet appearance as well: the warp nacelles were integrated into the saucer section, and the overall form is more angular than previous designs. While the new shape allowed a sturdier craft at a lower mass, it was later determined that cracking of the superstructure could result after sustained high warp speeds.

- A series of refits are available to the *Steamrunner*-class, in order to compensate for the high warp speed weakness of the structure. In addition, the *Steamrunner* may have several shuttlecraft facilities converted permanently to increase the number of photon torpedoes carried.

Noteworthy vessels / service records / encounters: U.S.S. *Steamrunner*, prototype; U.S.S. *Appalachia* (NCC-52136).

THE FEDERATION MOTHBALL FLEET

Starfleet maintains a sizable fleet of starships. While the most frequently talked about — and best, as any will admit — postings are on modern ships of the line, they are hardly the only starship postings. As in traditional naval fleets, Starfleet keeps many older — sometimes almost totally obsolete — starships in dry-dock, mothballed, or serving only odd service runs. One unfamiliar with practice might be surprised at the number of older ships are still in service.

While the majority of ships destroyed at Wolf 359 were more current designs, this event prompted Starfleet to bring even more of the mothball fleet out of retirement. Fortunately, Starfleet refitted some of the older vessels during their lifetimes. A few, however, bear signs of over a century of near constant use. Too few of the older designs have seen much of a refit or upgrade. The job may fall to the new crew.

Most shipyards and docks are too busy with new, cutting-edge or at least more recent designs to devote much attention to the older vessels. Of course, some Chief Engineers relish this chance to upgrade a ship, but few of the rest of a crew like

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being on these aging workhorses, or, as one Andorian XO was heard to say, "a demented example of field stripping a once fine piece of equipment." Then again, there is something to be said for history.

MORAY-CLASS STARSHIP

Class and Type: *Moray*-class Escort

Commissioning Date: 2270

Hull Characteristics

Size: 4

Resistance: 2

Structural Points: 80

Operations Characteristics

Crew/Passengers: 140/200

[5 pwr/round]

Computers: 3

[3 pwr/round]

Transporters: 2 personnel, 2 cargo

[2 pwr/round]

Tractor Beams: 1 fv, 1av

[2 pwr/rating used]

Propulsion and Power

Warp System: 4.0/7.0/7.6

[2/warp factor]

Impulse System: .5c/.75c

[5/7 pwr/round]

Power: 95

Sensor Systems

Long-range Sensors: +1/ 15 years

[6 pwr/round]

Lateral Sensors: +1/1 light-year

[4 pwr/round]

Sensors Skill: 4

Weapons Systems

Type VI Phaser:

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Type IV Phaser:

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 5/6/8/11

Damage: 8

Power: [8]

Weapons Skill: 4

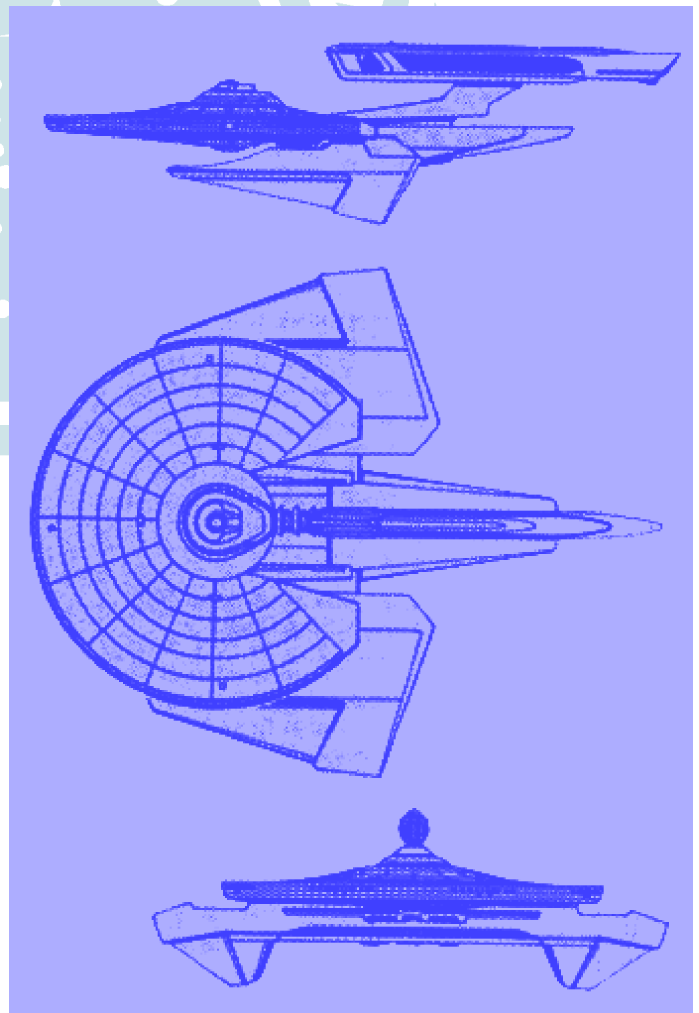
Defensive Systems

Starfleet Deflector Shield

Protection: 38/50

Power: [38]

Fleet data: The U.S.S. *Moray*, prototype for the *Moray*-class Escort, was launched in 2270, and has had a long, distinguished history. The ships of this class were retired and mothballed in 2355, having served valiantly, although out-classed, in the Cardassian War. The ship is generally felt to be



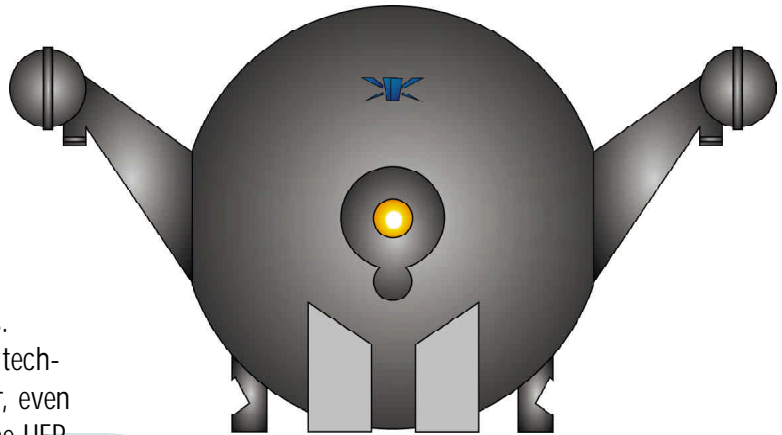


underpowered and severely under-armed for modern escort duty.

Noteworthy vessels / service records / encounters: U.S.S. *Moray*, prototype.

KZINTI STARSHIPS

The Kzinti are distrustful of intelligent computers. This, combined with their temperament, has caused Kzin technology to lapse behind that of other species. However, even under 'Protectorate' status and the watchful eyes of the UFP, the Kzinti have produced a great many raiders who have stolen or otherwise acquired technology. So while many Kzin vessels are antiquated junk, there is a burgeoning, though small, number of Kzinti vessels sporting top-of-the-line offensive and defensive systems.



POLICE CRUISER

Class and Type: Kzinti Police Cruiser

Commissioning Date: 2250

Hull Characteristics

Size: 2 (30 meters long, 1 deck)

Resistance: 1

Structural Points: 40

Operations Characteristics

Crew/Passengers: 4/8

[1 pwr/round]

Computers: 1

[1 pwr/round]

Transporters: None

Tractor Beams: None

Propulsion and Power

Warp System: 4.0/5.0/6.0 (2 hours) *given in old warp factors, 3.5/4.3/5.0 in current warp factors

[2/warp factor]

Impulse System: .5c/.75c

[5/7 pwr/round]

Power: 40

Sensor Systems

Long-range Sensors: -2/2 light-years

[6 pwr/round]

Lateral Sensors: -1/1 light-year

[4 pwr/round]

Navigational Sensors: +0

[5 pwr/round]

Sensors Skill: 2

Weapons Systems

Type III Disruptor:

Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)

Accuracy: 5/6/8/11

Damage: 6

Power: [6]

Weapons Skill: 3

Defensive Systems

Kzinti Deflector Shield

Protection: 16/24

Power: [16]

Fleet data: The Kzinti Police Cruiser was designed with the help of Federation overseers to patrol Kzinti space after one of numerous defeats suffered by the Kzinti Patriarchy at the hands of the United Federation of Planets. The Federation, of course, did not want to put a powerful starship design in the hands of their belligerent protectorate. Instead, the UFP steered them towards a very low-powered, utilitarian design, meant only to be used against equally low-powered pirates and the like. Still, numerous Police Ships were used by Kzinti "pirates" to raid passing vessels, Federation or not, although it is suspected that these "stolen" craft had the unofficial sanction of the Kzinti Patriarchy and are in reality privateers. The design is now more than a hundred years old but still found with fre-

STARSHIPS



quency near Kzinti space. The craft has no transporters but can land on a planet's surface. These ships are typically crewed by four Kzinti, one of which is a telepath.

Noteworthy vessels / service records / encounters: *The Traitor's Claw*, commanded by Chuft Captain, whose crew assaulted members of the U.S.S. *Enterprise* in order to take possession of the Slaver Weapon.

ASSAULT CRUISER

Class and Type: Kzinti Assault Cruiser
Commissioning Date: Mid-24th century
Hull Characteristics

Size: 7 (615 meters long, 32 decks)
Resistance: 3
Structural Points: 140

Operations Characteristics

Crew/Passengers: 500/1,000
[1 pwr/round]
Computers: 3
[3 pwr/round]
Transporters: 4 personnel, 4 cargo
[4 pwr/round]
Tractor Beams: 2 av
[2/rating used]

Propulsion and Power

Warp System: 4.0/8.0/9.0 (2 hours)
[2/warp factor]
Impulse System: .25c/.5c
[2/5 pwr/round]
Power: 150

Sensor Systems

Long-range Sensors: +1/12 light-years
[6 pwr/round]
Lateral Sensors: +1/1 light-year
[4 pwr/round]
Navigational Sensors: +1
[5 pwr/round]
Sensors Skill: 3

Weapons Systems

Type VIII Disruptors:
Range: 10/30,000/100,000/300,000

Arc: All (720 degrees)
Accuracy: 4/5/7/10
Damage: 16
Power: [16]

Type III Disruptors:

Range: 10/30,000/100,000/300,000
Arc: All (720 degrees)
Accuracy: 5/6/8/11
Damage: 6
Power: [6]

Mark V Neutronic Missiles:

Number: 150
Launchers: 2 fv
Spread: 10
Arc: Forward or aft, but are self-guided
Range: 15/300,000/1,000,000/3,500,000
Accuracy: 4/5/7/10
Damage: 15
Power: [5]

Weapons Skill: 4

Defensive Systems

Kzinti Deflector Shield
Protection: 50/70
Power: [50]

Fleet data: A missing Starfleet Intelligence operative turned up in 2268, claiming to have been held captive by a 'renegade' Kzinti commander for the past year. During that time, he witnessed several new Kzinti ship designs with uncharacteristically high-tech weapon and computer systems. Among the largest of these vessels, the operative insisted, was a new thirty-two-deck 'assault cruiser' with devastating weaponry and carrying a regiment of Kzinti troops. While no evidence of a cloaking device was noted, Starfleet Intelligence became acutely aware that new reconnaissance missions were called for to learn more of these vessels' capabilities. The political fallout of this revelation cost several analysts in the intelligence community their careers and saw increased Starfleet patrols near the worlds of the Kzinti Patriarchy.

Noteworthy vessels / service records / encounters: *Fury's Fangs*, the Assault Cruiser seen by a Starfleet operative in 2267, is the only known example of this class, but this vessel has not



been encountered anywhere else by Starfleet, so its existence is still in doubt.

KLINGON STARSHIPS

D7-CLASS STARSHIP

Class and Type: D7-class Battlecruiser

Commissioning Date: 2260s

Hull Characteristics

Size: 5 (228 meters long, 10 decks)

Resistance: 2

Structural Points: 100

Operations Characteristics

Crew/Passengers: 352/250

[5 pwr/round]

Computers: 4

[4 pwr/round]

Transporters: 3 personnel, 1 emergency, 2 cargo, 5 22-person combat transporters

[5 pwr/round]

Tractor Beams: 2 fv, 2 ad, 2 av

[2/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/6.0/8.0* (10 hours) *given in old warp factors, 4.3/5.0/6.5 in current warp factors

[2/warp factor]

Impulse System: .5 c/.75 c

[5/7 pwr/round]

Power: 80

Sensor Systems

Long-range Sensors: +1/9 light years

[6 pwr/round]

Lateral Sensors: +1/1 light year

[4 pwr/round]

Navigational Sensors: +1

[5 pwr/round]

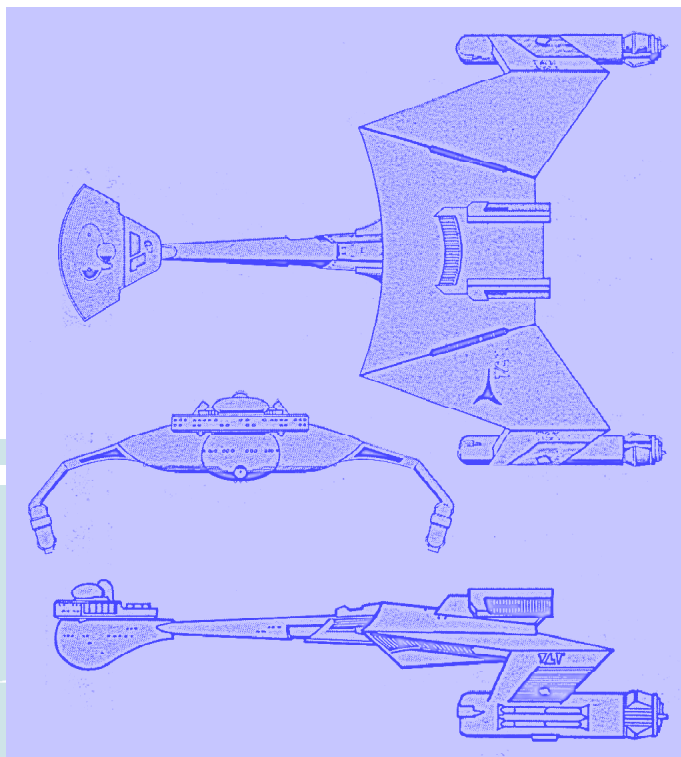
Sensors Skill: 4

Weapons Systems

Type IV Disruptors:

Range: 10/10,000/50,000/100,000

Arc: All except directly aft (630 degrees)



Accuracy: 5/6/8/11

Damage: 8

Power: [8]

Weapons Skill: 5

Defensive Systems

IKN Deflector Shield

Protection: 18/24

Power: [18]

Description and Notes

Fleet data: The most frequently-encountered Klingon vessels before the development of bird-of-prey designs, these ships formed the backbone of the Imperial Klingon Navy. While underpowered in comparison to its Starfleet counterpart, the *Constitution*-class cruiser, D7s often operated in groups of three. A large number ground troops can also be transported by means of cryogenic suspension. In the 2280s the design was upgraded to become the *K't'inga*-class.

Noteworthy vessels / service records / encounters: I.K.S. *Gr'oth*, commanded by Captain Koloth during the Tribble Incident on Deep Space Station K-7.



K'TINGA-CLASS STARSHIP

Class and Type: *K'tinga*-class Battlecruiser

Commissioning Date: 2270

Hull Characteristics

Size: 5 (246 meters long, 10 decks)

Resistance: 2

Structural Points: 100

Operations Characteristics

Crew/Passengers: 373/250

[5 pwr/round]

Computers: 4

[4 pwr/round]

Transporters: 3 personnel, 1 emergency, 2 cargo, 5 22-person combat transporters

[5 pwr/round]

Tractor Beams: 2 fv, 2 ad, 2 av

[2/rating used]

Propulsion and Power Characteristics

Warp System: 8.0/8.5/9.0* (10 hours) *given in old warp factors, 6.5/6.9/7.2 in current warp factors

[2/warp factor]

Impulse System: .75 c/.9 c

[7/9 pwr/round]

Power: 96

Sensor Systems

Long-range Sensors: +1/12 light years

[6 pwr/round]

Lateral Sensors: +1/1 light year

[4 pwr/round]

Navigational Sensors: +1

[5 pwr/round]

Sensors Skill: 5

Weapons Systems

Type V Disruptors:

Range: 10/30,000/100,000/300,000

Arc: All except directly aft (630 degrees)

Accuracy: 5/6/8/11

Damage: 10

Power: [10]

Type I Photon Torpedoes:

Number: 80

Launchers: 1 fv, 1 av

Spread: 2

Arc: Forward, but are self-guided

Range: 15/150,000/500,000/1,000,000

Accuracy: 4/5/7/10

Damage: 15

Power: [5]

Weapons Skill: 5

Defensive Systems

IKN Deflector Shield

Protection: 25/35

Power: [25]

Description and Notes

Fleet data: A redesigned version of the D7-class battlecruiser, the *K'tinga*-class was a response to the refits of the *Constitution*-class starships of the Federation.

Noteworthy vessels / service records / encounters: I.K.S. *K'tinga*, prototype; I.K.S. *Amar*, destroyed along with two sister vessels by V'Ger in 2271; I.K.S. *Kronos One (Qo'noS Wa)*, ship upon which Chancellor Gorkon was assassinated in 2293 during a peace initiative to the Federation; I.K.S. *T'Ong*, commanded by Captain K'Temok, launched on a deep-space exploratory mission in 2290, its cryogenically hibernating crew revived in 2365.

UPGRADED K'TINGA-CLASS STARSHIP

Class and Type: *K'tinga*-class Battlecruiser

Commissioning Date: 2270

Hull Characteristics

Size: 5 (246 meters long, 10 decks)

Resistance: 3

Structural Points: 100

Operations Characteristics

Crew/Passengers: 373/250

[5 pwr/round]

Computers: 4

[4 pwr/round]

Transporters: 3 personnel, 1 emergency, 2 cargo, 5 22-person combat transporters

[5 pwr/round]

Tractor Beams: 2 fv, 2 ad, 2 av

[2/rating used]



Propulsion and Power Characteristics

Warp System: 6.5/7.0/8.0 (10 hours)
[2/warp factor]

Impulse System: .75 c/.9 c
[7/9 pwr/round]

Power: 120

Sensor Systems

Long-range Sensors: +1/12 light years
[6 pwr/round]

Lateral Sensors: +1/1 light year
[4 pwr/round]

Navigational Sensors: +1
[5 pwr/round]

Sensors Skill: 4

Weapons Systems

Type VIII Disruptors:

Range: 10/30,000/100,000/300,000

Arc: All except directly aft (630 degrees)

Accuracy: 4/5/7/10

Damage: 16

Power: [16]

Type II Photon Torpedoes:

Number: 100

Launchers: 1 fv, 1 av

Spread: 4

Arc: Forward, but are self-guided

Range: 15/300,000/1,000,000/3,500,000

Accuracy: 4/5/7/10

Damage: 20

Power: [5]

Weapons Skill: 5

Defensive Systems

IKN Deflector Shield

Protection: 50/70

Power: [50]

Description and Notes

Fleet data: While Starfleet retired the refitted *Constitution*-class vessels in the 2290s, the Klingon *K't'inga*-class ships were for the most part newer vessels and some remain in service in the mid-2300s. However, they are relegated to second-line duties, employed as couriers, scouts, or in other less demanding tasks. For those upgraded vessels still in service during the *Star Trek: The Next Generation* timeframe, use these statistics.

Noteworthy vessels / service records / encounters: I.K.S. *T'Acog*, destroyed by the renegades Korris, Konmel and Kunivas.

ROMULAN BIRD OF PREY STARSHIP

Class and Type: Bird of Prey Cruiser

Commissioning Date: 2260s

Hull Characteristics

Size: 4 (190 meters long, 6 decks)

Resistance: 2

Structural Points: 80

Operations Characteristics

Crew/Passengers: 150/250

[5 pwr/round]

Computers: 2

[2 pwr/round]

Transporters: 2 personnel, 2 cargo

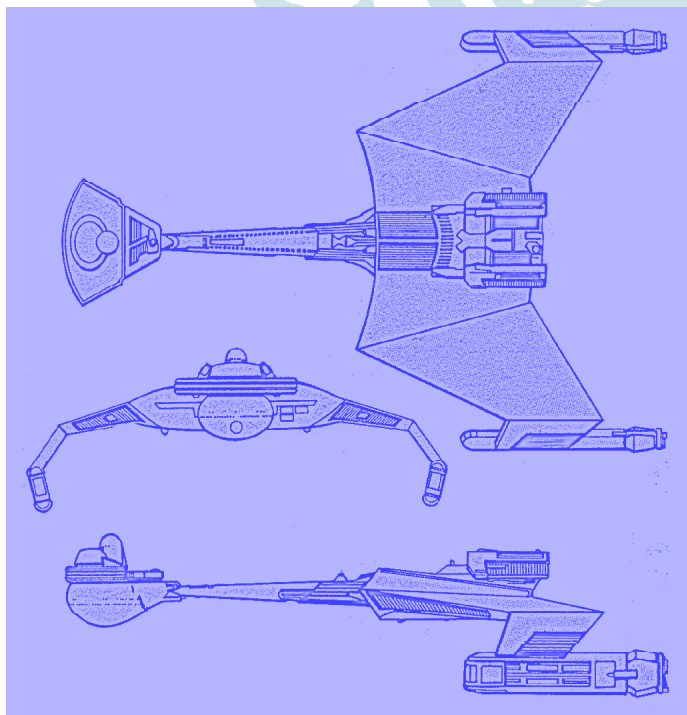
[2 pwr/round]

Tractor Beams: 1 av

[2/rating used]

Propulsion and Power Characteristics

Warp System: 4.0/5.0/6.0 (2 hours) *given in old warp



STARSHIPS



factors, 3.5/4.3/5.0
in current warp fac-
tors

[2/warp factor]

Impulse System: .5 c/
.75 c

[5/7 pwr/round]

Power: 50

Sensor Systems

Long-range Sensors:
+0/8 light years
[6 pwr/round]

Lateral Sensors: +0/1
light year
[4 pwr/round]

Navigational Sensors:
+1
[5 pwr/round]

Cloak: 8
[32 pwr/round]

Sensors Skill: 4

Weapons Systems

Type I Plasma Torpedoes:
Number: 50
Launchers: 1 fv
Spread: 1
Arc: Forward, but are self-guided
Range: 10/100,000/350,000/1,000,000
Accuracy: 4/5/7/10
Damage: 40 (see below)
Power: [5]

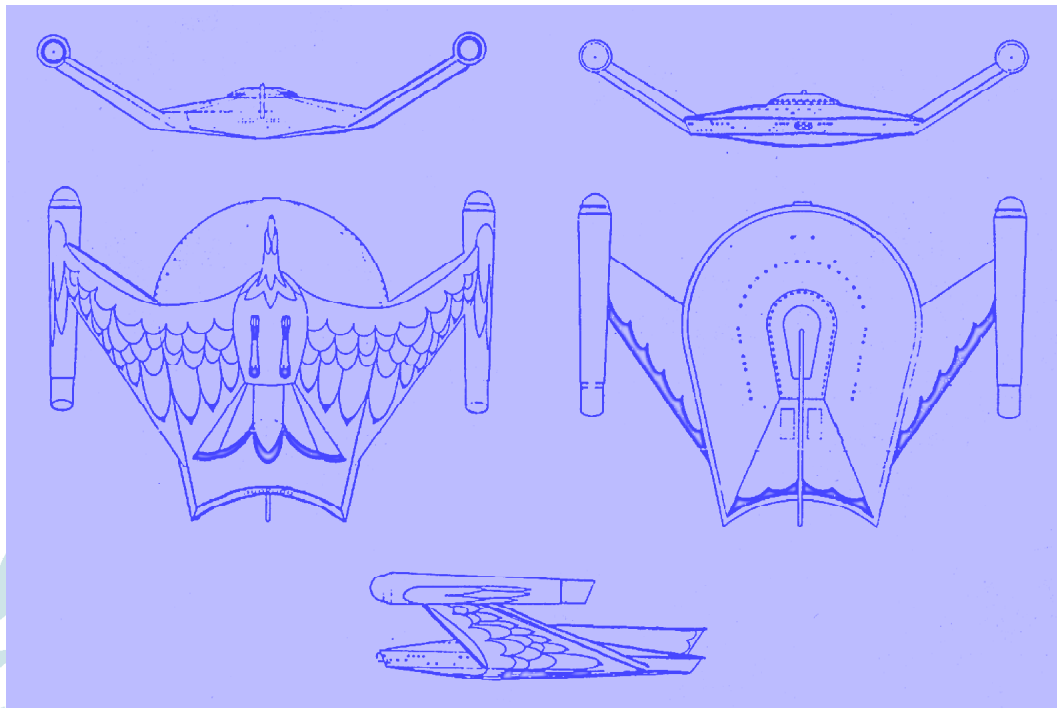
Weapons Skill: 5

Defensive Systems

Romulan Deflector Shield
Protection: 10/15
Power: [10]

Description and Notes

Fleet data: These craft, armed with powerful plasma torpedoes, were the first known vessels equipped with cloaking devices. While they are no match for most Starfleet vessels in a stand-up fight, these ships were nonetheless feared for their ability to slip unnoticed behind enemy lines and deliver devastating firepower.



These vessels were initially only witnessed traveling at sublight speeds, leading Starfleet Intelligence to deduce that they had no warp drive. This seemed improbable given the immense power requirements of a cloaking device. Later encounters with these ships demonstrated that they were indeed warp-capable. However, it is unknown whether these later ships were upgraded versions or whether the previously-encountered ships had simply been forced to maintain impulse speeds, perhaps because of some fuel or power requirement.

The plasma weapons used on these starships were powerful but unstable at high warp speeds. The torpedoes aboard a Bird of Prey vessel cannot overtake ships traveling at speeds greater than Warp Factor 4. Starfleet Intelligence is investigating rumors that the Romulans have solved this problem and are prepared to implement a new version of this weapon.

The torpedoes also dissipate and thus lose effectiveness with range; for each range band beyond point-blank, decrease the torpedo's damage by 10 points (*i.e.*, it does 40 damage at point-blank range, 30 damage at short range, 20 at medium range and 10 points at long range).

Noteworthy vessels / service records / encounters: Given the secrecy favored by the Romulans, as well as their habit of de-



stroying their ships rather than be captured, next to nothing is known about the ships of this class; their number, their names or their commanders.

D7-CLASS STARSHIP (ROMULAN)

Class and Type: Romulan D7-class Battlecruiser

Commissioning Date: 2268

Hull Characteristics

Size: 5 (228 meters long, 10 decks)

Resistance: 2

Structural Points: 100

Operations Characteristics

Crew/Passengers: 352/250

[5 pwr/round]

Computers: 4

[4 pwr/round]

Transporters: 3 personnel, 1 emergency, 2 cargo, 5 22-person combat transporters

[5 pwr/round]

Tractor Beams: 2 fv, 2 ad, 2 av

[2/rating used]

Propulsion and Power Characteristics

Warp System: 5.0/6.0/8.0* (10 hours) *given in old warp factors, 4.3/5.0/6.5 in current warp factors

[2/warp factor]

Impulse System: .5 c/.75 c

[5/7 pwr/round]

Power: 80

Sensor Systems

Long-range Sensors: +1/9 light years

[6 pwr/round]

Lateral Sensors: +1/1 light year

[4 pwr/round]

Navigational Sensors: +1

[5 pwr/round]

Cloak: 6

[32 pwr/round]

Sensors Skill: 4

Weapons Systems

Type IV Disruptors:

Range: 10/10,000/50,000/100,000

Arc: All except directly aft (630 degrees)

Accuracy: 5/6/8/11

Damage: 8

Power: [8]

Type I Plasma Torpedoes:

Number: 25

Launchers: 1 fv

Spread: 1

Arc: Forward, but are self-guided

Range: 10/100,000/350,000/1,000,000

Accuracy: 4/5/7/10

Damage: 40 (see below)

Power: [5]

Weapons Skill: 5

Defensive Systems

Romulan Deflector Shield

Protection: 18/24

Power: [18]

Description and Notes

Fleet data: The result of a brief alliance between the Klingon Empire and the Romulan Star Empire in 2268, this vessel is simply a Klingon D7-class battlecruiser adapted to Romulan technology. In addition to the standard disruptors of the Klingon design, this vessel packs plasma torpedoes and incorporates a cloaking device, making it far more formidable.

Noteworthy vessels / service records / encounters: Again, Romulan secrecy has prevented Starfleet from learning much of the names or service records of these vessels.



APPENDIX ONE: EQUIPMENT

The wondrous tools of tomorrow are ubiquitous on *Star Trek: The Next Generation*, but only a small number of them could be described in the core rulebook. What follows are additional pieces of equipment to complement those already described.

FERENGI ENERGY WHIP

Used by some Ferengi pirates, this unusual sidearm looks like a short, thick bullwhip. By flicking it at the target, an energy bolt, much like a phaser blast, is fired along the length of the weapon at the target.

Although primarily employed as a ranged weapon, energy whips can also be used as melee weapons; the same settings (inflicting the same damage) employed in ranged attacks can be used when striking melee opponents.

Settings: 3-8

Range: 5/10/25/50

Size: 1 meter long

Mass: 1.0 kg

Accuracy: 7

Block: 0

Energy: 150 charges

APPENDIX TWO: CONVERSION

CONVERTING FASATREK CHARACTERS TO LUGTREK

Allen Shock devised this system to convert characters from the old FASA *Star Trek* roleplaying game to the current version published by Last Unicorn. The system seems to produce fairly accurate characters, or at least reasonable ones.

Basic Conversion Formula

Star Trek (FASA) score/20, rounded up (rounded down for Psi) = Star Trek (LUG) rating.

FASATrek Attribute	LUGTrek Attribute
STR	Fitness/Strength*
END	Fitness/Vitality*
INT	Intellect
DEX	Coordination
CHA	Presence
PSI	Psi

* Figure both, if they are the same, give this score as the overall Fitness rating. Otherwise, the lower becomes the Fitness score, and the difference between the two becomes the appropriate Edge.

LUC is not used, as LUGTrek characters get Courage Points. If desired, you could give characters with 70-89 LUC an extra Courage point and characters with LUC of 90-00 2 extra.

Skills

Skills are converted using the same formula as above. Skills rated at less than 20 FASA points are dropped.

As to which skills a LUGTrek character should have, consult the following chart and match the FASATrek skill with the new LUGTrek skill.



FASATrek Skill

Administration
Artistic Expression (any)
Carousing
Communications Systems Operation
Communications Systems Technology
Computer Operation
Computer Technology
Damage Control Procedures
Spaceframe)
Deflector Shield Operation
Deflector Shield Technology
Electronics Technology
Environmental Suit Operation
Gaming (any)
Instruction
Language (any)
Leadership
Life Sciences, Bionics
Life Sciences, Botany
Life Sciences, Ecology
Life Sciences, Exobiology
Life Sciences, Genetics
Life Sciences, Zoology
Life Support Systems Technology
Marksmanship, Archaic
Marksmanship, Modern
Mechanical Engineering
Medical Sciences, General Medicine
Medical Sciences, Pathology
Medical Sciences, Psychology
Medical Sciences, Surgery
Negotiation/Diplomacy
Personal Combat, Armed
Personal Combat, Unarmed
Personal Weapons Technology
Physical Sciences, Chemistry
Physical Sciences, Computer Science
Physical Sciences, Mathematics
Physical Sciences, Physics
Planetary Sciences, Geology
Planetary Sciences, Hydrology
Planetary Sciences, Meteorology

LUGTrek Skill

Administration (Starship)
Artistic Expression (any)
??? (maybe Charm?)
Shipboard Systems (Communications)
Systems Engineering (Communications)
Computer (choose)
Systems Engineering (Computer Systems)
Systems Engineering (choose) *and/or* Material Engineering (Structural/
Shipboard Systems (Tactical)
Systems Engineering (Weapons Systems)
Systems Engineering (appropriate specialty)
Personal Equipment (Environmental Suit)
Gaming (choose)
Command (Military Training)?
Languages (any)
Command (Starship Command)
Life Sciences (Bionics)
Life Sciences (Botany)
Life Sciences (Ecology)
Life Sciences (Exobiology)
Life Sciences (Genetics)
Life Sciences (Zoology)
Systems Engineering (Environmental Systems)
Projectile Weapons (any)
Energy Weapon (any)
Material Engineering (Mechanical)
Medical Sciences (First Aid)** *or* General Medicine
Medical Sciences (Pathology)
Medical Sciences (Psychology)
Medical Sciences (Surgical Specializations)
Diplomacy (choose)
Primitive Weaponry (any)
Unarmed Combat (any)
Material Engineering (Personal Equipment)
Physical Sciences (Chemistry)
Physical Sciences (Computer Science)
Physical Sciences (Mathematics)
Physical Sciences (Physics)
Planetary Sciences (Geology)
Planetary Sciences (Hydrology)
Planetary Sciences (Climatology)

APPENDICES



Planetary Survival (choose)	Planetside Survival (choose)
Security Procedures	Security (any)
Shuttlecraft Pilot	Vehicle Operation (Shuttlecraft)
Shuttlecraft Systems Technology and Impulse)	Material Engineering (Vehicular) <i>and</i> Propulsion Engineering (Warp Drive)
Small Equipment Systems Operation	Personal Equipment (choose)
Small Equipment Systems Technology	Material Engineering (Personal Equipment)
Small Unit Tactics	Planetary Tactics (Small Unit)
Social Sciences, Archaeology	Social Sciences (Archaeology)
Social Sciences, Economics	Social Sciences (Economics)
Social Sciences, Law	Law (choose)
Social Sciences, Political Science	Social Sciences (Political Science)
Racial Culture/History (any)	Culture (any)** <i>and</i> History (any)**
Space Sciences, Astrogation	Space Sciences (Astrogation)
Space Sciences, Astronautics ing (Impulse)**	Material Engineering (Structural/Spaceframe)** <i>and</i> Propulsion Engineer-
Space Sciences, Astronomy	Space Sciences (Astronomy)
Space Sciences, Astrophysics	Space Sciences (Astrophysics)
Sports	Athletics (specific sport)
Starship Combat, Strategy/Tactics	Starship Tactics (choose) <i>and</i> Strategic Operations (specific strategies)
Starship Helm Operation	Shipboard Systems (Flight Control)
Starship Sensors	Shipboard Systems (Sensors)
Starship Weaponry Operations	Shipboard Systems (Tactical)
Streetwise	Streetwise (any)
Transporter Operational Procedures	Shipboard Systems (Transporter)
Transporter Systems Technology	Systems Engineering (Replicator/Transporter)
Trivia	???
Vehicle Operation	Vehicle Operation (choose any but Shuttlecraft)
Warp Drive Technology	Propulsion Engineering (Warp Drive)
Zero-G Operation	give character Zero-G Training Advantage

LUGTrek skills marked ** correspond to Specializations from other skills in FASATrek.

LUGTrek Netbook

The **LUGTrek Netbook** features the best of fan-created materials for the *Star Trek: The Next Generation Role Playing Game*. Examples include:

- New species Templates
- New occupation Overlays
- New Skills
- Game statistics for your favorite *Star Trek* characters, including James T. Kirk and Jean-Luc Picard
- New Starships
- New Equipment
- And much more!

STAR TREK THE NEXT GENERATION

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