

**WHERE NO MAN
HAS GONE BEFORE...**



ENTERPRISE

**ROLEPLAYING SOURCEBOOK
By VOLKER MAIWALD**

Introduction

To boldly go...

This sourcebook lets you take part on the bold voyages of the starship *Enterprise*. *Enterprise* is the first human ship able to break through the 'magic' barrier of a Warp 5 velocity and so the unbelievable vastness of space comes in to reach of mankind.

Enterprise is about humanity's adventure of exploring space. But it also is about the responsibility, which comes with technological advance as well as conflict even between actually friendly species like the Vulcans and the Humans.

It is about the bold steps to be taken to ultimately form the United Federation of Planets and describes the long, dangerous way to it.



Earth

Earth, the once to be capital of the UFP, is quite different from what it will be in the future. With the World War III not too long ago, the long-lasting effects of this war are still sensible.

Thanks to the Vulcans the more dramatic side effects of nuclear weapons could be prevented, as they helped to stop genetic mutations and vicious diseases like cancer.

1.1 History

Earth had several more or less advanced high cultures in the past, among them the Egyptians, the Romans and Aztecs.

After the fall of the Roman Empire in the 5th century A.D., the Middle Ages or more appropriate the Dark Ages began. Humanity raged in war against each other and several powerful Empire rose and fell during that time.

In the 16th century, humanity remembered its philosophical ideas of ancient times and it began to develop scientific interest and with it centres of research and made new developments. Although still several wars broke out, humanity began to use reason to judge situations, rather than some supernatural influences or emotion.

This process caused the industrialisation and e.g. the French Revolution that influenced other



countries as well, e.g. the later United States of America.

But Earth had not seen its darkest times yet.



In the early 20th century, the first so-called World War began causing several millions dead and much more suffering. Although after that time the first steps

towards Earth' Union began, only 20 years later World War II started and lasted for half a decade. Genocide and other crimes were part of that war, but at least caused several conventions to set up international laws to prevent that in the future, including the instalment of the so-called United Nations.

In the late 20th century, a new conflict arose. Humanity had discovered genetics and what first was used for medical care, was then misused as method to enhance human abilities and create a caste of 'superhumans'. These superhumans began to rise up against their masters, overthrew the governments and began battling themselves as warlords.

In 1996 humanity was able to get rid of these warlords and ended the *Eugenic Wars*.

In mid 21st century the third and last World War broke out. It was a nuclear war and killed more people than the other two world wars combined.

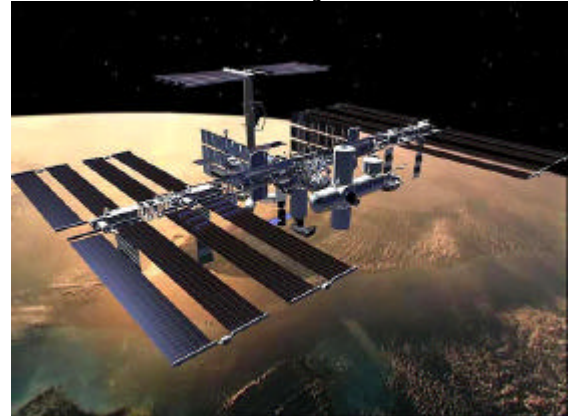
During the aftermath of this war, which had thrown Earth into new Middle Ages - diseases, which had

been overcome since decades, were fatal again. A new hope arose.

In 2063 Zefram Cochrane modified a nuclear missile and built Earth' first warp vessel, the *Phoenix*. Its maiden voyage was more than historic. During that flight, first contact with the Vulcans was made and a time of peace and welfare began. Earth recovered from the war with the help of the Vulcans and soon the long lasting effects were forgotten either.

Additionally humanity explored space more than in the times before and the *SS Valiant* launched in 2064 as the first deep space starship.

Half a century later the



first colony of Earth settled on Mars, lead by the Picard family.

In 2113 the American and European continent founded the United Earth Republic and with it the United Earth Space Probe Agency. The last continent to join was Austria, which did so in 2150.

Thanks to the union process, humanity was able to coordinate its exploration of space and in early 22nd century the so-called 'Warp 5 complex' was founded in San Francisco under the lead of Henry Archer.

In 2151 Earth made first contact with the Suliban and the Klingons which caused the first human ship equipped with a warp 5 engine to launch:



Enterprise, captained by Henry Archer's son, Jonathan Archer.

1.2 Interspecies Relations

Actually there are hardly any relations of Earth with other species.

The most prominent species are of course the Vulcans.

Since first contact in 2063, Vulcans helped humanity to overcome its worst problems, e.g. diseases, crime, corruption and the like. However they refused to share their technology or scientific developments.

Some humans believe that the Vulcans do no right by holding back technology. They perceive them as arrogant and unfair.

However the general attitude towards the Vulcans is thankful and they are



often regarded as mentors.

There are also other species, e.g. the Denobulans that even have set up an exchange programme with Earth.

Thanks to the efforts of *Enterprise*, Earth has made contact with several other species. Among these are most prominent the Klingons and the Andorians.

The Klingons regard Earth not much more than a primitive world, no match for the Klingon Empire.

However they warned Earth not to interfere in Klingon actions.

The Andorians view Earth more suspiciously. Although Earth is at the moment neutral and actually unravelled a secret Vulcan listening post, they may become allies of the Vulcans. Actually many already regard the Humans as puppets of the Vulcans.

1.3 Technology

Earth is at the edge of the technology level 6, to describe its technology shortly.

The humans have made several new developments in the past decades since the Vulcans arrived on Earth for the first time. Medical technology has rendered most illnesses undangerous and there are no longer problems like famines or pollution.

Energy production is based on fusion engines and communication is already accomplished at high speed, making it possible to communicate with Mars or other outposts in real-time, with the help of plasma monitors.

Additionally there are slower ships, especially freighters who travel between the few human colonies and also Vulcan.

Transportation on the planet is done by MagLev Trains, using a magnetic field to travel at speeds of 800 kph.

There are flying transports either connecting the continents with each other. But there are also less advanced types of transport, like ships or automobiles using solar energy.

A few shuttles have set up regular travels between the inner-system colonies.



1.4 Government

Earth is governed by a democracy based upon a constitution. The government's head is the President, holding the executive power.

The Republic Council, the parliament, makes most decisions, e.g. about laws and economic conditions or scientific developments.

Additionally there is the Board of Ministers, secretaries that have certain special tasks, like economy, education, defence and the like. The judicative power was given to the Republic Court.

Membership in Earth Republic makes the individual states members of an economic, scientific and military alliance.

The Republic's constitution guarantees all human rights to its inhabitants. After whole Earth was part of the Republic, all military was dissolved and Starfleet was entrusted with the former military duties. Additionally there is a military and civil intelligence service working e.g. against anti-Vulcan movements or possible extra-terrestrial threats. Local security services are responsible for criminals and the like.

1.5 Locations

Most important on Earth is Paris, its capital. It has a history of around two millennia and was home to kings, emperors and other leaders. There are many historic buildings, e.g. the Eifel Tower or the Arc de Triomphe.

A large cone-like tower holds the President's office at its top as well as

several conference rooms, embassies and lower bureaucrat's offices.

Another important city is New York. There you find the Republic Court, situated in an ancient looking building with several courtrooms and offices. Its vast skyscrapers were rebuilt after World War III. There is a monument at the former site of the UN building, reminding of this early try to unite Earth. The most prominent buildings there are the governmental complexes. There are large office domes and the Republic Council's building a large dome mostly build of glass and illuminated by large flashlights. In front of it there is a monumental of Solkar and Zefram Cochrane shaking hands and looking to the stars. There is also the Cochrane Library and other important buildings.

San Francisco is another major city. It is the centre of space exploration, holding the main offices of United Earth Space Probe Agency as well as Starfleet's headquarters. Here are made developments and scientific researches as well as training at the Starfleet Academy.

Berlin is the cultural centre of Earth, together with Hong Kong. There are many theatres and acting schools as well as other cultural buildings such as libraries and museums. There is the so-called Hong Kong and Berlin symphony Orchestra, probably the best group of musicians in the world.

Tokyo has the most advanced laboratories and natural scientific institutions.



1.6 Inhabitants

Earth' native species are Humans, a humanoid species. They developed some several millennia ago and became the dominant species on the planet. There are two genders, male and female that differ slightly visually and biologically.

However there not all humans look alike. The colour of skin ranges from white to black and e.g. bone structure differs, either depending on the origin of the individual. There are as many different hair colours as colours of skin.



Humanity developed high arts and technology and eventually space flight technology.

1.7 Space Travel

Earth has explored space since mid 20th century and even more so after World War III.

Earth has launched several smaller vessels to explore its own solar system and there are some scientific outposts in the system.

There is a small outpost at Pluto holding only 20 persons and scanning different space phenomena from there. It coordinates in-system traffic and sends welcome messages

to all unknown vessels reaching the system.

There are colonies on Mars and Earth uses several satellites to monitor its sun and other planets.



Starfleet

Starfleet is Earth' military and exploration corps alike. It is the military counterpart of the United Earth Space Probe Agency and was founded the same year.

While UESPA is the civil branch of space exploration and e.g. uses probes and other smaller vessels Starfleet builds large ships and has also military duties.

2.1 UESPA

The United Earth Space Probe Agency was founded together with the Earth Republic. It is a civil ministry and lead by the Minister of Space Exploration. Almost every science lab, performing research on space and related subjects, is part of UESPA or at least is supported by it.

All telescopes on Earth and the probes and satellites in orbit are maintained by UESPA and its data is reviewed by UESPA and Starfleet scientists alike.

UESPA and Starfleet are partly the same and partly different organisations.

UESPA is the civil branch of Earth' space science programme while Starfleet has also military tasks.

Starfleet is if you like the 'astronaut corps' of UESPA, although it is possible to find civil scientists onboard its ships – but only as guests.



UESPA is subject to the minister of Space Exploration, so are Starfleet's science missions. In terms of defence it is lead by the Minister of Defence, who may overrule any decision of his colleague in case of emergencies. Earth' president is superior to both ministers.

2.2 General Orders

The General Orders of Starfleet are based on similar regulations of Earth' past and experiences made by the Vulcans.

General Order I describes Starfleet's task to defend Earth. The other orders describe Starfleet's contact with alien vessels, first contact situations and behaviour in case of weapons fire exchange.

There is nothing like the Prime Directive and no rule forbids contact with other species, although the Vulcans have tried to convince the Humans to include a regulation like that. However Earth' enthusiasm was stronger than Vulcan logic – humanity was eager to meet new aliens.

2.2 Rank Structure

The rank structure of Starfleet is based upon militaries of Earth' past. There are three kinds of Starfleet members: Flag Officers, Line Officers and Enlisted Personnel. There are some sub-categories with different responsibilities and authorities, but these are the main parts of Starfleet. Flag Officers are the highest-ranking members of Starfleet. They oversee large parts of the fleet, do

bureaucratic work and create strategies. Not seldom are the duties of the 'Admiralty' also of political nature.

The highest rank is the Fleet Admiral, which is reserved for the Commander-in-Chief of Starfleet, the highest member of Starfleet and only the Ministers and the President are at a higher position in the hierarchy.

Commodores are the lowest Flag Officers and they sometimes still command starships – the rank is given to very experienced Captains.

Line Officers are 'Field Personnel'

following the orders given by e.g. Flag Officers. Some Line Officers are also assistants of their higher-ranking counterparts.

Captains are the most senior Line Officers and are most often Commanding Officers of starships or outposts. Smaller bases or ships even have only Lieutenants as COs, but normally the minimum rank is Lt. Commander.

An Ensign is the lowest Officer rank in Starfleet. It's the first step in the career of a cadet.

Enlisted crewmembers have a more specialized training than Officers. They are lead by the Officers but especially compared to younger Officers, Enlisted crewmembers have more experience in the 'field' and

Starfleet Officer Ranks

Flag Officers

Fleet Admiral
Admiral
Vice Admiral
Fleet Captain
Commodore

Line Officers

Captain
Commander
Lt. Commander
Lieutenant
Lieutenant (j.g.)
Ensign



thus an Officer should always listen to advice given by subordinates.

Onboard Starfleet facilities, there are several Senior Officers (Commanding Officer, First Officer, Chief of Security, Tactical Officer, Chief Medical, Chief of Science, Chief of Communications, Chief of Flight Control) who share the same responsibilities for their departments. The First Officer usually has a second occupation and acts as CO in case the Captain is not present.

At any time the centre of operations



has to be manned by an officer (or if needed enlisted personnel) who is in command.

Additionally to ranks, Starfleet is divided into three branches: Command, Science and Operations.

The first one is occupied by the 'leading' personnel and Navigation.

Science includes Medical personnel, Communications and all crewmembers with scientific duties.

The operations personnel is responsible for the daily ship operations. Engineers, security details and e.g. computer specialists.

Flag Officers belong always to the Command Branch.

2.3 Appearance

Starfleet has a range of uniforms for different purposes. The standard duty uniform is a dark blue overall. Depending on the branch, there are coloured stripes at the shoulders. Command has yellow colour, Operations red and Science uses blue.

The rank insignia are at the right shoulder, while at the right upper arm there is a badge with the according facility's insignias.

Additionally to the basic uniform, there are caps, with the ship's logo and heavy field jacket, which are more protective regarding the weather.

But there are more specialized uniforms,

either. For use in desert environments,

Starfleet has introduced

'Tropical'

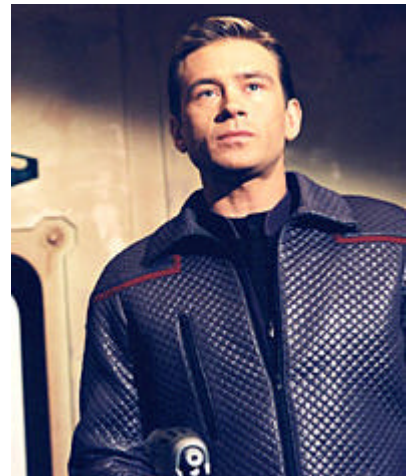
uniforms. They are sand

coloured and have some

basic survival

equipment in large pockets. Along with them, the crewmembers use sunglasses, which are closed at the side to protect the eyes from sand and dust.

Flag Officers have different uniforms either. Instead of departmental



colours, they have a dark red and white stripe at the shoulders and feature rank insignia on both shoulders. Under the black uniform jacket, an Admiral wears a white shirt and a tie.

The rank insignia is quite basic – simple silver and black squares. The Ensign has one square, a Lieutenant j.g. has a silver and a black one, while the Lieutenant has two silver squares. This system is followed up to Commander, while the Captain has four silver squares.

Admirals have their rank insignias in pairs at each shoulder. It starts with the Commodore with one square at each shoulder and ends with the Fleet Admiral having five squares.

2.4 Recent Missions

While the *Enterprise* project is certainly the most important missions, it is certainly not the only one.

Most important in the past was the 'Warp 5 complex' under the leadership of Henry Archer. It was supported by UESPA and performed research on a new kind of engine, which should make it possible to launch a deep space mission with reasonable effort. It took several decades until this goal was reached but finally *Enterprise* was commissioned in 2151 – the first Human vessel capable of travelling at warp 5.

During the development of the new engine, Starfleet set up several outposts in the Sol-System, which are used as 'secure harbours' by Starfleet

Vessels. There are four small starbases in the system.

Jupiter Station is set at half way into the system and is used to pick up cargo by freighters and as transition point for outbound and incoming vessels. Pluto has another facility in orbit, basically a monitoring base which guards the system and scans for incoming ships. Additionally emergency repairs can be made at this base.

The third outpost is at Mars. There you can find a real military outpost, a large weapons mount station which is the first defence perimeter for Earth.

Last but not least comes Earth Station McKinley, which is used to coordinate traffic to and from Earth and serves as shipyard to construct new vessels.

Starfleet's general tasks include patrolling the Sol-System and defending it. But also support of colonization efforts is part of its job and of course exploration.



Characters

While you have a large variety of character types in other Star Trek campaigns, the prequel era is more restricting. Most characters will probably be Human or maybe Vulcan.

3.1 Templates

There are only three templates in the *Enterprise* Era. As humanity knows only few alien species and there is no Federation with so many alien members.

Denobulans

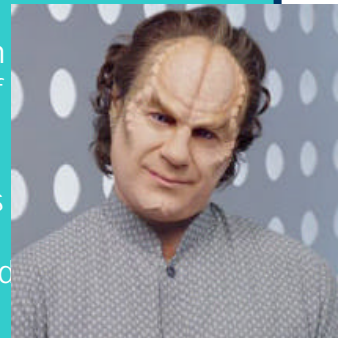
Denobulans are an advanced species of scientists, who have performed several deep space missions in the last decade. They are curious and intelligent.

Denobulan males are more rare than females and thus marriages include more females than males.

Attributes

Fitness 2 [5]

Coordination 2 [5]



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

Skills

Computer (c. Sp.) 1 (2)
Culture (Denobulan) 2 (3)
History (Denobulan) 1 (2)
Language Denobulan 2
Science, Any (c. Sp.) 2 (3)
World Knowledge (Denubula) 1 (2)

Typical Advantages/ Disadvantages:

Curious +1
1 extra Courage Point

Typical Advantages/ Disadvantages:

Code of Honor (Vulcan) -3
Curious +1
Hides Emotions -2

Humans



Humans are curious and eager people and since they accomplished to overcome their self-destructive nature with the help of the Vulcans they centred on space exploration.

Attributes

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

Skills

Athletics (c. Sp.) 2 (3)
Culture (Human) 1 (2)
History (Human) 1 (2)
Language English 2
Science, Any (c. Sp.) 1 (2)
World Knowledge (Vulcan) 1 (2)

Typical Advantages/ Disadvantages:

2 extra Courage Points

Vulcans

Since Vulcans made first contact with Earth they were mentors of humanity and helped them to reshape Earth after World War III. They are defined by logic, their tool to overcome their own brutal past.

Attributes

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



Skills

Culture (Vulcan) 1 (2)
History (Vulcan) 1 (2)
Language Vulcan 2
Persuasion (Debate) 1 (2)
Science, Any (c. Sp.) 2 (3)
U. Combat (Nerve Pinch) 2 (3)
World Knowledge (Vulcan) 1 (2)

3.2 Overlays

Humanity's Starfleet has several posts and different kinds of training, as its future counterpart. Each Overlay represents one kind of basic training a character had at the Academy.



The Overlay describes special skills, which are necessary as well as general skills all Starfleet Officers share.

The same Overlays can be used for Vulcan characters, simply change Human specific skills or specializations into Vulcan (e.g. Language).

Command

Command personnel is trained to lead subordinates, administrate Starfleet facilities and appease critical situations with the help of their training. They know starship tactics and also basic scientific or engineering skills. To become CO or XO of a facility a character needs the *Promotion* and *Department Head* advantage.

<i>Administration (Starship)</i> 2 (3)	Diplomacy (Frontier) 1 (2)
<i>Command (Starship)</i> 2 (3)	Dodge 1
<i>Law (Starfleet Regulations)</i> 2 (3)	Energy Weapons (Plasma Pistol) 1 (2)
<i>Planetary or Starship Tactics (c. Sp.)</i> 2 (3)	Any Engineering or Science (c. Sp.) 1 (2)
<i>Shipboard Systems (c. Sp.)</i> 1 (2)	Personal Equipment (c. Sp.) 1 (2)
Athletics (c. Sp.) 1 (2)	Planetside Survival (c. Sp.) 1 (2)
Computer (c. Sp.) 1 (2)	Vehicle Operations (Shuttlepod) 1 (2)

Communications

Communications Officers are responsible for transmissions and encryption of signals. As still no universal translators are available at that time, they are also trained to learn new languages quickly.

<i>Administration (c. Sp.)</i> 1 (2)	Energy Weapons (Plasma Pistol) 1 (2)
<i>Computer (c. Sp.)</i> 2 (3)	Language Any 2
<i>Science, Any (c. Sp.)</i> 2 (3)	Law (Starfleet Regulations) 1 (2)
<i>Shipboard Systems (Com)</i> 2 (3)	Personal Equipment (c. Sp.) 1 (2)
<i>Systems Engineering (Com)</i> 1 (2)	Planetside Survival (c. Sp.) 1 (2)
Athletics (c. Sp.) 1 (2)	Vehicle Operations (Shuttlepod) 1 (2)
Dodge 1	Language Ability and +1 Perception or Eidetic Memory

Engineering

Engineers maintain Starfleet systems and also develop new ones. Most engineers are specialists on one kind of engineering, while Chief Engineers are trained in several types of Engineering.

<i>Computer (Modelling)</i> 2 (3)	Energy Weapons (Plasma Pistol) 1 (2)
<i>Engineering, Any (c. 2 Sps.)</i> 2 (3) and (3)	Law (Starfleet Regulations) 1 (2)
<i>Engineering, Any other (c. Sp.)</i> 1 (2)	Personal Equipment (c. Sp.) 2 (3)
<i>Physical Science (c. Sp.)</i> 1 (2)	Planetside Survival (c. Sp.) 1 (2)
<i>Shipb. Systems (c. 2 Sps.)</i> 2 (3) and (3)	Theoretical Eng. (Warp Theory) 1 (2)
Athletics (c. Sp.) 1 (2)	V. Ops (Shuttle and c. Sp.) 1 (2) and (2)
Dodge 1	



Operations

Operations Officers are responsible for all executive work onboard a starship. They man the transporters or maybe the weapons station. They control Life Support and the like.

<i>Administration (Starship)</i> 1 (2)	Computer (c. Sp.) 2 (3)
<i>Shipboard Systems (c. 2 Sp.)</i> 2 (3) and (3)	Dodge 1
<i>Science, Any (c. Sp.)</i> 1 (2)	Energy Weapons (Plasma Pistol) 2 (3)
<i>Systems Engineering (c. Sp.)</i> 1 (2)	Law (Starfleet Regulations) 1 (2)
<i>Vehicle Operations (c. 2 Sp.)</i> 2 (3) and (3)	P. Equipment (c. 2 Sps.) 2 (3) and (3)
<i>Athletics (c. Sp.)</i> 1 (2)	Planetside Survival (c. Sp.) 1 (2)

Medical

Doctors care for the well-being of the crew and assist the ship's scientist with research on new aliens. As their subject is too wide-ranged they tend to specialize on one aspect.

<i>First Aid (c. Sp.)</i> 2 (3)	Computer (c. Sp.) 1 (2)
<i>Life Science (c. 2 Sps.)</i> 1 (2) and (2)	Dodge 1
<i>Medical Science (c. 2 Sps.)</i> 2 (4) and (3)	Energy Weapons (Plasma Pistol) 1 (2)
<i>Personal Equipment (Medical Equ.)</i> 2 (3)	Law (Starfleet Regulations) 1 (2)
<i>Shipboard Systems (Medical)</i> 2 (3)	Planetside Survival (c. Sp.) 1 (2)
<i>Athletics (c. Sp.)</i> 1 (2)	Vehicle Operations (Shuttlepod) 1 (2)
<i>Charm (Influence)</i> 1 (2)	

Science

Scientists do research during exploration, review data and they do it in various fields. The Chief Science Officer should have a general training, while his subordinates often concentrate on one subject.

<i>Computer (c. 2 Sps.)</i> 2 (3) and (3)	Dodge 1
<i>Engineering, Any (c. 2 Sps.)</i> 1 (2) and (2)	Energy Weapons (Plasma Pistol) 1 (2)
<i>Personal Equipment (Tricorder)</i> 2 (3)	Law (Starfleet Regulations) 1 (2)
<i>Science, Any (c. 2 Sps.)</i> 2 (4) and (3)	Planetside Survival (c. Sp.) 1 (2)
<i>Science, Another (c. 2 Sps.)</i> 1 (3) and (2)	Shipboard Systems (Sensors) 2 (3)
<i>Athletics (c. Sp.)</i> 1 (2)	Vehicle Operations (Shuttlepod) 1 (2)

Security

Security details are protect the facility from any threat. They are the infantry and patrol or guard sensitive areas and operate the facility's weapons.

<i>Energy Weapon (Plasma Pistol)</i> 2 (3)	Dodge 2
<i>Planetary Tactics (Shipboard)</i> 1 (2)	Law (Starfleet Regulations) 1 (2)
<i>Security (Security Systems)</i> 2 (3)	P. Equipment (c. Sp.) 2 (3)
<i>Shipboard Systems (Tactical)</i> 2 (3)	Planetside Survival (c. Sp.) 1 (2)
<i>Systems Engineering (Security)</i> 1 (2)	Unarmed Combat (Starfleet M.A.) 1 (2)
<i>Athletics (c. Sp.)</i> 1 (2)	Vehicle Operations (Shuttlepod) 1 (2)
<i>Computer (c. Sp.)</i> 1 (2)	



On the first view, Starfleet Officers of this early era seem to be better trained than their later counterparts of UFP Starfleet. But you have to consider that more modern officers need all the skills to interact within the UFP with alien members. Thus they have to know about history and a basic language as well.

This early officers do not need this training, as it already belongs to their basic school training. English is already a subject as is history.

This also represents the fact that Starfleet Officers are even rarer and pass through a harder training than in later times, they are simply more elite as Starfleet only needs the best to man its few ships and facilities like with the astronauts of the 20th century.

3.3 Character Development

The character creation process in the *Enterprise* era of Star Trek differs not from any other era. However there are restrictions, which are not valid later.

First of all there are not that many alien species available and even the few already present are rare indeed, including the Vulcans.

An option for the GM would be to make available the Centaurans, who may take a similar role as the Denobulans. In LUG Trek books its stated that Earth' neighbours have used their terraforming technology to help Earth recover from World War III.



Additionally to the species, not all background packages from any of the Core Rule Books do not match that early time of Star Trek. The GM should approve the packages taken by players, e.g. exclude *Hostile Frontier Defence Mission* and the like.

3.4 Traits

Due to the special nature of the *Enterprise* era, not all traits should function the same way, some should not be available at all.

Alien Upbringing: It is highly unlikely that Vulcans would adopt a Human child. The player should have a real good story how this should work.

Department Head: This advantage should be adopted to the era. Of

course it takes 4 points to become a Department Head on a vessel comparable to *Enterprise*. One point could be

either a sub-department, e.g. stellar cartography or on a very small vessel, comparable to a runabout. Two and three should be necessary for small outposts or vessels.

Medical Remedy: The possibilities for this advantage are restricted – the medicine is simply not that sophisticated at that time.

Mixed Species Heritage: Highly unlikely but possible. There could be



Vulcans who choose a Human partner.

Promotion: see below.

Species Friends: This advantage should be rare indeed, as aliens are rare either.

Intolerant/ Species Enemy/ Vengeful: These disadvantages should be rare either and the GM should check if the costs of them match the campaign setting.

Physically Impaired: The GM might decide that the value of certain disabilities should be increased.

3.5 Promotion

Due to the smaller size of Starfleet and its smaller number, there are higher standards for officers, increasing the skills needed to be promoted to a higher rank. This is reflected by adopted costs and new requirements:

Lieutenant (j.g.): 2 Skill Renown; 2 (4) in primary department skill

Lieutenant: 5 Skill Renown; 3 Skill levels in primary departmental skill, 2 skill levels in another

Lt. Commander: Renown, 20 of it in Starfleet Aspects; 3 (4) in the primary department skill, 2 Skill levels in two other, 1 Skill level in the primary departmental skill of another department

Commander: 60 Renown, 45 of it in Starfleet Aspects; 4 Skill levels in primary departmental skill, 3 Skill levels in

another, 2 Skill levels in 2 other, 1 Skill level in the primary departmental skills of two other departments

Captain: 80 Renown, 65 of it in Starfleet Aspects; like Corebook, 3 Skill levels in primary departmental Skill of another department, 2 Skill levels in another one

Commodore: 100 Renown, 80 of it in Starfleet Aspects; like Corebook, 3 Skill levels in departmental Skills of two other departments

Fleet Captain: 120 Renown, 95 of it in Starfleet Aspects

Vice Admiral: 135 Renown, 115 of it in Starfleet Aspects

Admiral: 150 Renown, 125 of it in Starfleet Aspects

Fleet Admiral: 180 Renown

Starfleet Aspects remain the same as in later eras. These increases of requirements simply represents the fact that there are significantly fewer posts for e.g. Captains than in modern Starfleet.

The rank of Fleet Admiral is of course restricted to the Chief-in-Command of Starfleet.



Starships

Starships are the chariots, which take humanity or any other species into space. They are the technology that make exploration of space possible. There are different kinds of starships, depending on their function, but there are aspects all of them share.

4.1 Starship Systems

There are different systems on each vessel some are restricted to one species and other are more general.

Most starships use some kind of artificial gravity. Without such a device, space travel would be restricted to a few months, as otherwise the body of any creature is too badly damaged. In a zero-g environment, muscles and bones begin to degenerate because they are no longer needed like on a planet.

Additionally gravity makes life much easier because everything stays in place in is not flying through the air, right when you need it. It makes space travel simply more comfortable.

Vital to any ship is some kind of life support, which creates the necessary atmosphere for the inhabitants of a facility.

No facility can survive without armor and deflectors because these systems protect it from space debris, dust and radiation that can be found in space and more intense within a solar



system. Without such protection, micro fractures would soon destroy the hull and the radiation would make the inhabitants sick.

Most ships have some kind of centre of operations, called bridge on Starfleet vessels, where all actions are coordinated. All departments have stations here and its possible to access any system.

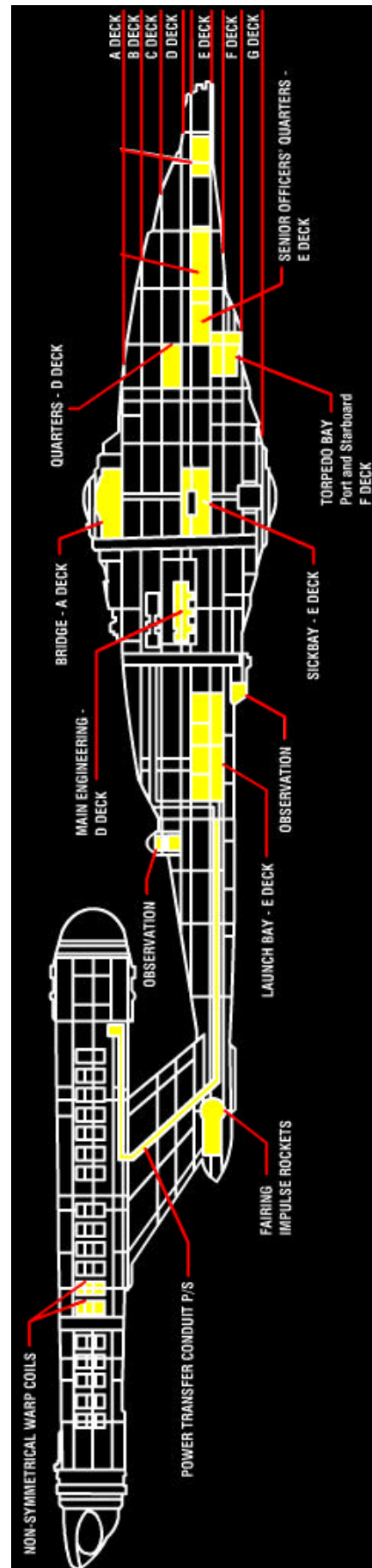
Engineering is another important location, the ships heart, from where it energy flows and all systems can be maintained. Linked to it are the engines that drive the ship forward.

Any ships needs sensors of some kind to read its surrounding and to collect data of scientific kind or e.g. combat data.

Computer systems are a must on a starship. Without computers one cannot calculate the complicated operations needed to control a starship and to survive in space.

Some ships are also equipped with weapons for defence or attack depending on the according species' policy and the ship's purpose. The kind of weapon can range from projectiles or beam weapons.

Of course some kind of quarter is needed for the crew as well as some kind of recreation because at that time space travel is long and the crew needs to have something to do in its free time. So many ships have some kind of gym, mess hall and the like. Additionally a location to treat sick is needed, most of the time called sickbay.



4.2 Starship Stats

NX-01 Class



Class and Type: NX-01 Class
Explorer (Enterprise Class)

Commissioning Date: 2151

Hull Characteristics

Size: 4 (220m, 7 decks)

Resistance: 3 +10 (Polarized
Hull Plating)

Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 80/10/150
[5 pwr/rd]

Computers: 2
[1 pwr/rd]

Transporters: 1
[1 pwr/rd]

Tractor Beams: none (grapplers)

Propulsion and Power Characteristics

Warp System: 2.0/4.5/5.0 (12h)
[2/warp factor]

Impulse System: .36c/ .56c
[5/ 6 pwr/rd]

Power: 75

Sensor Systems:

Long-Range Sensors: +0/8 ly
[6pwr/rd]

Lateral Sensors: +1/ 0.5 ly
[4pwr/rd]

Navigational Sensors: +0
[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Plasma Pulse Cannon:

Range: 10/3000/10000/30000

Arc: f (120 degrees)

Accuracy: 6/7/9/12

Damage: 6

Power: [6]

Phased Cannon (3 prototypes):

Range: 10/3000/10000/30000

Arc: fv, fd (360 degrees)

Accuracy: 5/7/8/11

Damage: 10

Power: [10]

Spatial Torpedoes:

Number: 45

Launchers: 1 ad, 2 fv

Spread: 2

Arc: F or a, but self-guided

Range: 10/100k/500k/1500k

Accuracy: 6/7/9/12

Damage: 8

Power: [5]

Weapons Skill: 4

Defensive Systems:

none

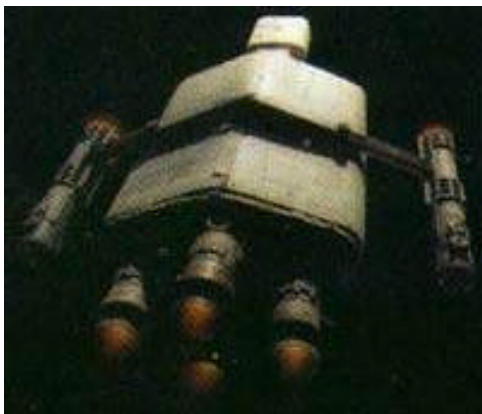
Description: The NX-01 Class is the first Human vessel, which is able to reach a speed of warp 5. While the first ship, the *Enterprise* was a testbed for new technology, e.g. phased cannons, force fields and especially the new warp drive and transporter system, later ships were more routine. This ship was the first real explorer class, able to travel space independently for a long time.

Noteworthy Vessels/ Service Records/ Encounters: *Enterprise NX-01*, prototype, various famous encounters and first contacts, e.g. the Andorians, the Romulans and the Klingons; *Independence NX-02*, captained by Kyle van Eyck; *Ranger NX-03*; *Yuri Gagarin NX-04*, *Eagle NX-05*.



Note: The NX-01 Class is equipped with a polarized hull instead of shields. This hull deflects attacks in a more primitive form and can easily be overloaded by modern standards. In Gameterms it works like ablative armor, only that 5 power points are needed to activate it. This polarization is negated when using shields. Additionally the NX-01 Class uses grapplers instead of tractor beams. They work like tractor beams only that they can only be used at a maximum of 'rating 4' and have a range of 1000m.

Valiant-Class



Class and Type: Valiant-Class

Commissioning Date: 2062

Hull Characteristics

Size: 3 (80m, 2 decks)

Resistance: 2

Structural Points: 60

Operations Characteristics

Crew/Passengers/Evac: 12/6/40

[4 pwr/rd]

Computers: 2

[1 pwr/rd]

Transporters: 1

[1 pwr/rd]

Tractor Beams: none (1 grappler)

Propulsion and Power Characteristics

Warp System: 1.0/1.5/2.0 (12h)

[2/warp factor]

Impulse System: .16c/ .36c

[2/ 4 pwr/rd]

Power: 45

Sensor Systems:

Long-Range Sensors: +0/4 ly

[6pwr/rd]

Lateral Sensors: +0/ 0.2 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Laser Cannon:

Range: 8/2000/10000/100000

Arc: f (120 degrees)

Accuracy: 6/7/9/12

Damage: 6

Power: [6]

Weapons Skill: 3

Defensive Systems:

none

Description: The Valiant-Class vessels are the result of further development of the *Phoenix*. The *S.S. Valiant* was the first human deep space vessel. The design was updated at several occasions although now it is somewhat obsolete and outdated. In mid 22nd century Valiant-Class ships are used as planetary surveyors and transport ships.

Noteworthy Vessels/ Service Records/ Encounters: *S.S. Valiant*, prototype; *S.S. Sputnik*; *S.S. Fearless*.

Shuttlepod



Class and Type: Shuttlepod
Commissioning Date: 2150
Hull Characteristics

Size: 1 (8m)
Resistance: 2
Structural Points: 20

Operations Characteristics

Crew/Passengers/Evac: 1/6/7
[2 pwr/rd]
Computers: 1
[1 pwr/rd]
Transporters: none
Tractor Beams: none

Propulsion and Power Characteristics

Warp System: none
Impulse System: .26c/ .46c
[3/ 5 pwr/rd]
Power: 35

Sensor Systems:

Long-Range Sensors: +0/2 ly
[6pwr/rd]
Lateral Sensors: +0/ 0.2 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 3

Weapons Systems

Phased Cannon (later installed):
Range: 10/3000/10000/30000
Arc: fd (120 degrees)
Accuracy: 5/7/8/11
Damage: 6
Power: [6]
Weapons Skill: 3

Defensive Systems:

none

Description: This shuttlepod is standard on Starfleet vessels. The *NX-01*-Class is equipped with two of it. Malcolm Reed uprated the shuttles of the *Enterprise* and equipped them

with phaser cannons, while the original design is unarmed.

T'Vana-Class Cruiser



Class and Type: T'Vana-Class Cruiser
Commissioning Date: 2140

Hull Characteristics

Size: 5 (295m, 12 decks)
Resistance: 3
Structural Points: 100

Operations Characteristics

Crew/Passengers/Evac: 50/25/120
[4 pwr/rd]
Computers: 3
[3 pwr/rd]
Transporters: none
Tractor Beams: 1 fd
[2 pwr/rd/ rating]

Propulsion and Power Characteristics

Warp System: 2.0/5.2/5.8 (12h)
[2/warp factor]
Impulse System: .45c/ .65c
[4/ 5 pwr/rd]
Power: 95

Sensor Systems:

Long-Range Sensors: +0/10 ly
[6pwr/rd]
Lateral Sensors: +0/ 0.8 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 5

Weapons Systems

Plasma Cannon:
Range: 10/3000/10000/30000
Arc: fd, fv, ad (520 degrees)
Accuracy: 5/6/8/11
Damage: 11



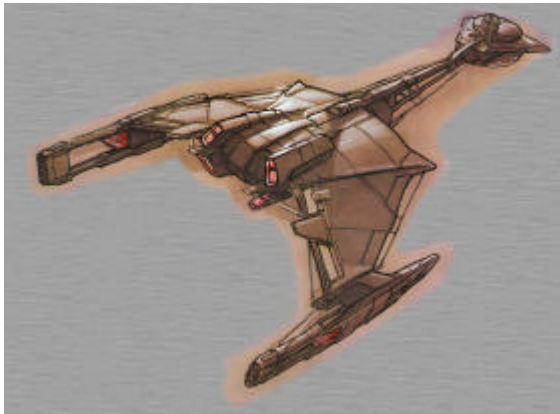
Power: [11]
Weapons Skill: 4

Defensive Systems:

Shield System
Protection: 12/ 16
Power: [12]

Description: T'Vana-Class Cruisers are the backbone of Vulcan Navy. They are well-equipped with very sophisticated scientific equipment. They are far more advanced than human vessels and are a match against most ships of that time. It has a very unusual warp engine – it is a circle around the ship's hull.

D2-Class Cruiser



Class and Type: D2-Class Cruiser

Commissioning Date: 2135

Hull Characteristics

Size: 6 (325m, 10 decks)
Resistance: 4
Structural Points: 120

Operations Characteristics

Crew/Pass./Evac: 250/75/850
[6 pwr/rd]
Computers: 2
[1 pwr/rd]
Transporters: none
Tractor Beams: 1 fd, 1 ad
[2 pwr/rd/ rating]

Propulsion and Power Characteristics

Warp System: 4.0/5.1/5.6 (10h)
[2/warp factor]
Impulse System: .5c/ .65c
[5/ 6 pwr/rd]
Power: 115

Sensor Systems:

Long-Range Sensors: +0/8 ly
[6pwr/rd]
Lateral Sensors: +0/ 0.6 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/20000/80000/200000
Arc: fd, fv, ad (520 degrees)
Accuracy: 5/6/8/11
Damage: 14
Power: [14]
Photon Torpedoes:
Number: 80
Launchers: 2 ad, 1 fd
Spread: 3
Arc: f or a, but self-guided
Range: 10/120k/800k/2000k
Accuracy: 5/6/8/11
Damage: 15
Power: [15]
Weapons Skill: 5

Defensive Systems:

Shield System
Protection: 18/ 28
Power: [18]

Description: The D2-Class cruiser is the most dangerous battleship humanity has encountered so far. It's a heavy ship with powerful weapons and only few scientific equipment. The interior is uncomfortable related to human standards.



Suliban Ship

Class and Type: Suliban Ship

Commissioning Date: 2145

Hull Characteristics

Size: 2 (15m)

Resistance: 2

Structural Points: 40

Operations Characteristics

Crew/Pass./Evac: 2/1/3

[2 pwr/rd]

Computers: 1

[1 pwr/rd]

Transporters: none

Tractor Beams: none

Propulsion and Power Characteristics

Warp System: 2.0/4.0/4.5 (8h)

[2/warp factor]

Impulse System: .35c/ .6c

[3/ 6 pwr/rd]

Power: 45

Sensor Systems:

Long-Range Sensors: +0/5 ly

[6pwr/rd]

Lateral Sensors: +0/ 0.4 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Cloak: 2 [8 pwr/ rd]

Sensors Skill: 3

Weapons Systems

Plasma Cannon:

Range: 10/1000/60000/120000

Arc: all (720 degrees)

Accuracy: 5/6/8/11

Damage: 7

Power: [7]

Weapons Skill: 4

Defensive Systems:

none

Description: Suliban ships are sphere like small vessels, which are able to dock onto each other in all possible ways so that they can create a

network of ships. They are quite capable for their size, but what really makes them remarkable are their cloaking devices.

Suliban Cruiser

Class and Type: Suliban Cruiser

Commissioning Date: 2145

Hull Characteristics

Size: 6 (315m)

Resistance: 3

Structural Points: 120

Operations Characteristics

Crew/Pass./Evac: 150/45/400

[5 pwr/rd]

Computers: 4

[2 pwr/rd]

Transporters: none

Tractor Beams: none

Propulsion and Power Characteristics

Warp System: 2.0/4.2/4.6 (8h)

[2/warp factor]

Impulse System: .45c/ .66c

[4/ 7 pwr/rd]

Power: 105

Sensor Systems:

Long-Range Sensors: +0/6 ly

[6pwr/rd]

Lateral Sensors: +0/ 0.5 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Cloak: 4 [16 pwr/ rd]

Sensors Skill: 3

Weapons Systems

Plasma Cannon:

Range: 10/1000/60000/120000

Arc: all (720 degrees)

Accuracy: 5/6/8/11

Damage: 10

Power: [10]

Weapons Skill: 4

Defensive Systems:

none



Description: Suliban Cruisers are powerful ships but rare. They are equipped with an advanced cloaking device and formidable weapons.

Cargo Freighter



Class and Type: Typical Freighter

Commissioning Date: varies

Hull Characteristics

Size: 7 (405m)

Resistance: 2

Structural Points: 140

Operations Characteristics

Crew/Pass./Evac: 12/500/12000

[8 pwr/rd]

Computers: 2

[1 pwr/rd]

Transporters: none

Tractor Beams: none

Propulsion and Power Characteristics

Warp System: 1.0/1.5/1.8 (12h)

[2/warp factor]

Impulse System: .25c/ .46c

[2/ 5 pwr/rd]

Power: 65

Sensor Systems:

Long-Range Sensors: +0/5 ly

[6pwr/rd]

Lateral Sensors: +0/ 0.2 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 3

Weapons Systems

none

Weapons Skill: n/a

Defensive Systems:

none

Description: Almost every species uses cargo freighters to transport valuable or necessary goods to its colonies or to trade with other species. Some even have arms to defend themselves from pirate attacks or other threats.

4.3 Warp Speed

Warp Speed describes the velocity achieved with so called Warp Drives. The Warp technology uses a field created by the nacelles of the ship. This field enables the vessel to travel at speeds faster than light, something that would normally be prevented by the natural laws of physics.



Speed	km/h	Multiple of c	Earth to Moon	Across Sol System	To nearby star	Across Sector	Notes
Full Impulse	270 mil	0.25	5.38 sec	44 hrs	20 yrs	80k yrs	
Warp 1	1 billion	1	1.34 sec	11 hrs	5 yrs	20 yrs	
Warp 2	8 billion	8	0.16 sec	1.37 hrs	7.5 month	2.5 years	
Warp 3	27 billion	27	49.6 ms	24 min	2.2 month	8.8 month	
Warp 4	64 billion	64	21 ms	10 min	28.5 days	4 month	
Warp 5	125 billion	125	11 ms	5 min	2 weeks	2 month	Maximum warp for human vessels
Warp 6	216 billion	216	6 ms	2.9 min	8.4 days	34 days	
Warp 7	343 billion	343	3 ms	109 sec	5.3 days	21 days	
Warp 8	512 billion	512	1.25 ms	73 sec	3.5 days	14 days	
Warp 10	1 trillion	1000	0.64 ms	37 sec	1.8 days	7 days	
Warp 14	2.74 trillion	2744	0.23 ms	12 sec	16 hrs	2.5 days	
Warp 19	6.86 trillion	6859	0.09ms	5 sec	6.4 hrs	1 day	



Technology

There is a wide range of technology available to Starfleet Officers. While the technology of the mid 22nd century is not as advanced as in later centuries it is still sophisticated enough to accomplish most problems the crew is meant to encounter.

5.1 Personal Equipment

Personal Equipment is used to do the daily work onboard a starship and includes more specialized equipment for away missions.

Communicator

The communicator is used for transmissions between ship and away team or among the team itself.

The communicator also sends a faint signal, which makes it possible to track the away team with the ship's sensors.

When combined with a tricorder it can access the ship's computer and e.g. transmit data to it.

Between team members the range of the communicator is 200km a tenth of the range during ship communication.



Other than their more modern counterparts, these early communicators do not translate known languages.

Size: 12 cm x 5 cm x 3.5 cm

Mass: 0.25 kg

Duration: 500 hours

Environmental Suit

These space suits are used whenever a Starfleet Officer needs to enter any kind of dangerous environment, be it space or e.g. a toxic atmosphere.

As the suits are heavy and uncomfortable anybody who has not at least 3 levels in the Environmental Suit specialization suffers a 1 die penalty to coordination while wearing the suit.

The suit is not armored but enables the wearer to walk through vacuum or heavy atmospheres.

A heavy vest at the torso contains the life support system and any controls to operate the suits systems and gravity boots.

Armor: 1 (damage above 1 punctures the suit)

Size: 16 l folded with boots and helmet

Mass: 12 kg

Duration: 10 hours

Tricorder

Tricorders are high developed sensor devices that are used to investigate the surroundings of the operator.

There are also some basic databanks for data evaluation. Taken data can be compared to those in the databank, which may take several hours. No more than two comparisons of that kind may be done at one time, this would exceed the tricorder's computer power. Long range scans are less accurate than short range scans, but aim all directions. Short range scans only perceive data a few metres in front of the user.

Tricorders can be linked to any other device for data exchange.

Range: 1000 m for long range scans; 15 m for short range.

Size: 12 cm x 6 cm x 4.5 cm

Duration: 100 hours



5.2 Personal Weapons

Personal weapons vary a lot from function and efficiency.

Plasma Weapons

Plasma weapons use heated plasma to fire bolts of it out of a heating chamber. These bolts are highly destructive and are based upon a technology one could describe as

controlled explosion.

Starfleet uses two types of these weapons as pistol, the EM-33, and a rifle, the EM-36.

Pistol:

Range: 4/ 15/ 40/ 65

Size: 25 cm x 5 cm x 14 cm

Mass: 0.8 kg

Duration: 50 charges



Damage: 8 + 3d6

Rifle:

Range: 8/ 40/ 120/ 210

Size: 75 cm long, 2.5 l volume

Mass: 1.8 kg

Duration: 150 charges

Damage: 12 + 4d6 (takes 2 charges)

Phased Pistol

Phased pistols are a new technology based on highly energetic particles called nadions.

Phased pistols fire continuous beams, which may be set to stun damage or kill, which depends on the energy rate used. The weapons use energy cells that can be easily replaced.



Range: 5/ 18/ 45/ 75

Size: 20 cm x 4 cm x 18 cm

Mass: 0.75 kg

Duration: 120 charges

Damage: *Stun:* 6 + 3d6

Kill: 10 + 4d6 (takes 5 charges)

5.3 Starship Technology

Computer Systems

Computer Systems are vital for starships. They calculate all operations needed to run even the basic systems, e.g. life support or only databanks. Almost everywhere

on a starship you can find computer consoles to operate different systems and access the databanks.

Routine procedures enable the computer to also access data sent by tricorders or communicators.

The computer reacts automatically to certain threats, e.g. damage of the ship's hull or breach of security breaches, trigger alarms.

Computer systems have one main computer core and several sub-cores, which may act as backup system for the main computer.

Force Fields

While other species may have mastered this technology Starfleet has not yet done so, at least not completely. Lt. Reed, Weapons Officer of the *Enterprise* has designed a prototype, which he used to hold back an alien creature.

Once raised such a field works like a solid wall, and prevent anything from passing through. The difficulty of that technology does not yet allow any settings so that e.g. air can move through it.

Force fields can absorb up to 45 points of damage before failure. However an attack with more damage is still reduce by that amount. Any attack with lesser damage, is hold back and the field continues to operate.

Food Synthesizers

Whenever you go into space, you need food to survive, unless you only use unmanned probes. While most starships have at least basic nutrition stored in its cargo holds, more advanced cultures use at least additionally synthesized food. This



synthesizers use basic proteins and molecule structures common in all food, to arrange them in the appropriate order for most meals one can demand. It has databanks with common food and with new input it can create most kinds of food by adding flavour and colour to the meal.

Sensors

All starships use different kinds of sensors e.g. for navigating and to collect data about the surrounding. Main sensors of Starfleet and comparable vessels work not unlike the tricorders and are directly linked to the science station and the library computer. These sensors can perform more general long-range scans and more detailed short range scans. The range depends on the accuracy of the sensors and varies from ship to ship.

Additionally to the main sensors there are also navigational sensors, which are exclusively used to lead a ship through space safely and detect any hazard that may occur under way.

If short-range scans are too dangerous, most ships use probes to investigate further.

Transporters

Only few cultures have yet mastered the transporter technology. Starfleet currently uses it only for cargo transport, although living creatures are permitted to 'beam' how this process is called. Only two people

can be transported at one time and at a range of 20000 km.

Transporters dematerialise the subject's matter into energy, send the data wherever it is needed and assemble the subject again at its destination.

A transporter consists of the following components:

Control Systems – which enable the operator to handle the transporters,
Scanning Device – which collects the necessary data needed for beaming,

Energizing and Transition Coils – which are responsible for the materialisation process,

Pattern Buffer – which store the molecule data, at that time for a maximum of 2 minutes, and

Emitter and Receiver Arrays – which send the matter streams to the target or receive it.



Warp System

A warp drive is powered by matter/antimatter annihilation, which is actually highly destructive. A focused damping field is

needed to channel the energy and therefore dilithium crystals are needed any other material, including ordinary lithium is too unstable.

The reaction is centred in the so called warp core, which then creates a very hot plasma, channelled to the warp coils which then can create the warp field necessary to accelerate to speeds faster than light.



Weapon Systems

Most space faring species equip their vessels with some kind of weapon even if only used for defence. Only few species have yet discovered deflector shields, high energy force fields that may be used to block starship sized weapons.

Starfleet weapons include plasma cannons, phased cannons, spatial torpedoes and grapplers.

Plasma Cannons simply use the heated engine plasma from the Warp Core, channel it and thus creating short blasts that are afterwards accelerated using ionisation. The result is a highly explosive bolt, which can cause heavy damage.

Phased Cannons are simply larger versions of the *Phased Pistol*, *Enterprise* is currently equipped with three prototypes.

Spatial Torpedoes are missile weapons, which may be used even during warp travel. They are quite primitive weapons – a simple detonation head is used to cause damage at the target. The Klingon *Photon Torpedoes* use antimatter to cause an explosion.

While *Grapplers* are no real weapon, they are still operated from the weapons station of a ship. *Grapplers* are 'claw'-like machines connected to the ship via a cable. They can be used to attach to any object desired, including other starships. They are e.g. useful during rescue operations and to salvage starship wrecks. *Grapplers* work like tractor beams, but have the fixed rating of four – they cannot exceed a range of 1000m.

Instead of Deflector Shields human vessels use the *Polarized Hull*, which may deflect attacks. To activate this system power points equal to half the

protection is needed, which works like ablative armor, i.e. first subtract any damage of these *hull points* and when they are gone simply use the standard rules for structural damage. Resistance is not used for the *polarized hull*.

Detoxify Systems

While this function is normally related to transporter systems, which have a bio-filter, that render all bacteria or any virus undangerous, this has to be done manually if not using systems like that.

Enterprise uses a special chamber for that, which is equipped with UV-Light beamers, killing bacteria and the like. Additionally a jelly-cream is used to for the same purpose and to

protect the skin from the radiation. Without this chamber, there would be the peril that new



unknown diseases could spread throughout the ship.



Beyond Our Solar System

There are countless possibilities for a game set in the *Enterprise*-Era of Star Trek. But first a Narrator should create a basic idea of the campaign, before presenting it to the players.

6.1 The Setting

When creating a prequel campaign for the Star Trek RPG, the setting seems to be obvious. It's simply a younger Star Trek universe, with more primitive technology but still there are the same villains and dangers.

While this may be true, this still keeps up many possibilities.

Enterprise shows us how the Trek universe was like a century before we visited it for the first time. Now we can see how the different species and political conditions developed. We learn more about humanity's past as well as the history of Vulcan and Andoria.

To catch this mood, the Narrator can introduce self-created species from campaigns set in the future. If you had a species being the major threat in your DS9-Campaign, why not foreshadow it in a prequel adventure? If done well, the players will remind this event a long time and you have the possibility to further develop your favourite species.



Of course your prequel can have a totally different mood. Another option could be to centre on e.g. the Romulan-Earth War, an event probably not too different from the Dominion War.

Whatever you do, a prequel gives you the chance to let your players participate in historic events, which are important for the Star Trek setting in general and maybe for your players future characters.

When planning your campaign, you should decide what kind of crew you use. If you use Starfleet Officers, they can be stationed on a Starbase a ship, the Academy or whatever. You should remember that its difficult to transfer them, as Starfleet's resources are re very limited compared to its future counterparts.

Alternately you could want to have you players use Vulcan characters. This would give them access to more



advanced technology. More tension in the crew could be created if one of the characters is a Human exchange officer, or a rogue Vulcan who does not

deny emotions, even if only in secret.

Another angle could be to use a completely different species, e.g. Tellarites, Centaurans or maybe even Bajorans, using one of their Solar-Sailing ships.

But of course you characters need not to play explorers. Another option for play would be to let the players man a mercenary or merchant ship,

which has to get through space with even less developed technology and resources.

6.2 The Story

Of course the story is directly linked with the setting, but still you might want to consider about one major plot-line in your campaign, like the *Temporal Cold War* in *Enterprise*.

Depending on your setting, this plot may vary.

If your characters are merchants, the main plot could be to gain control of one major trade route, or get the monopoly of one certain good. The adversaries could be another freighter's crew, or e.g. the Ferengis, who would not only use 'fair' methods of trade.

The characters could be involved in the Romulan-Earth War or any other conflict, e.g. between the Vulcans and Andorians.

Another option would be that the characters find hints to a very potent species during their travelling – the climax could be that they actually meet this species, whether it is friend or foe.

6.3 Enterprise

You might want your characters be involved with the events of *Enterprise* in any one way. If you do so, you should first of all decide whether you stick to canon or not. If you want to stick to the events of the series, it is difficult to involve the characters and works best if they are low ranking crewmembers, you do not appear on



the screen and so could do some work behind the scenes, e.g. do some research and the like.

This gives the characters the opportunity to interact with the crew of the show, however it is also restricting.

If you decide to do something on your own, only loosely based on *Enterprise*, you can easily exchange parts of the crew with your characters, if not the whole or you can have the characters take part in prominent events. But this would make it difficult for your campaign to follow the series, because some events are strictly connected to certain characters or events, which may not be present in your campaign.

Connecting the story of your campaign to one set in the future of the Star Trek universe, is especially rewarding. Your characters might be ancestors of future ones or could make certain events of the future possible, e.g. by inventing new technology or discovering certain phenomena. This would give the players the feeling to be an essential part of something very large.

6.4 Alien Species

There are several alien species *Enterprise* makes contact with during its voyage.

Andorians

Homeworld

Starfleet knows almost nothing about Andor, which is around 20 lightyears

from Earth. It is a cold and frozen planet.

Home Region or Sovereign Territory

The Andorians have several colonies and a small interstellar territory, which they guard furiously with their navy.

Suggested Attribute and Edge Range

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

Typical Advantages/ Disadvantages

Excellent Hearing +2 (due to antennae)
High Pain Threshold +2

Special or Unique Skills

Andorians have a combat tradition and thus are excellent warriors using their ancient melee-weapons and firearms as well. They are also good tacticians and are have capable ships.

Size

Andorians are human-sized and have similar statures as humans.

Traits Common to the Species

Andorians are quite strong although not through genetics but due to intense combat training from childhood on. They have blue skin and exclusively white hair. Additionally they have two antennae – their audio sense.



Description

The Andorians are an honour-bound species, with a strict code of conduct concerning conflict. As their species has suffered many wars in the past, Andorians have set up rituals of hand-to-hand combat that prevent large battles and thus many casualties. They are easily insulted but often wait before taking revenge.

Andorians are suspicious of any non-Andorians or even non-clan members, as their clans fought fierce battles in Andor's past.

Andorians are direct and quick-minded they do not discuss long, but act.

All Andorians stick to the laws of their planet,

due to their sense of order.

Physical action, sports and combat are areas where Andorians excel.

There seem to be different sub-species of Andorians, which differ in the position of their antennae.



Suliban

Homeworld

The Suliban homeworld was destroyed 300 years ago.

Home Region or Sovereign Territory

The Suliban do not have a considerable territory. However they settled on different worlds and became citizen of this planets.

Suggested Attribute and Edge Range

Fitness 2 [5]

Coordination 3 [5]

Intellect 3 [5]

Presence 2 [5]

Psi 0 [5]

Typical Advantages/ Disadvantages

Shapeshifting +10

Species Enemy: Tandarans -2

Special or Unique Skills

While ordinary Suliban do not differ much from the standard humanoid.

However the genetic

enhanced specimen are capable shapeshifters. They can change their appearance, including colour of skin. They can also move under doors and the like.



Size

Suliban are human-sized and have similar statures as humans.

Traits Common to the Species

The Suliban have green skin and bald heads. They are slim built but are nevertheless very strong and agile.

Description

The Suliban are an relatively unknown and unimportant species, at least until now. Few is known about their culture. They are normally a peaceful and intelligent people. Since quite some time, there is a person, contacting the Suliban from the future, through a special time-distorting chamber. This person of unknown origin and provided the Suliban with new technology and made them alter their DNA to give



them their shapeshifting ability. Additionally they received the cloaking device technology. As a matter of fact they are now a tool of this person who tries to stop humanity's progress.

Klingons

Homeworld

The Klingon homeworld is called Qo'noS. It is a hot planet with round silver towers.

Home Region or Sovereign Territory

The Klingons have set up quite a territory in their past called the Klingon Empire. The full extend of it is unknown but it is likely to include several dozen star-systems.

Suggested Attribute and Edge Range

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

Typical Advantages/ Disadvantages

High Pain Threshold +2
Organ Redundancy (brak'lul) +2
Code of Honor (Klingon) -4

Special or Unique Skills

Not unlike the Andorians the Klingons are capable melee-warriors. They have a long military tradition and they fight longer than most other humanoids.



Size

Klingons are larger, stronger and generally heavier built than humans.

Traits Common to the Species

Klingons are large humanoids, which have strong bones and a bone ridge at their forehead. They have long hair and all of them have two sets of their vital organs.

Description

The Klingons are a warrior species. They have a long brutal past of wars among their own specimen. They are excellent melee-warriors and have a complicated code of honor. Loosing this honor means revenge or suicide. Loyalty and courage are the most important Klingon virtues.

Klingons society is divided into houses, which are mostly wide-spread families. Their wealth and power depend on their military success and not few houses have their own fleet of war ships.

The Klingons are governed by a so called High Council, lead by a Chancellor.



Faith of the Heart - The *Enterprise* -

The *Enterprise* is humanity's first vessel capable of Warp 5 speed. It was launched almost exactly 88 years after Zefram Cochrane's launch with the *Phoenix*.



Enterprise is more than 200 metres long and carries a crew of 82 persons, two of them aliens.

7.1 History

Enterprise was launched in April 2151 under the command of Captain Jonathan Archer, son of the famous Henry Archer, the developer of the Warp 5 engine.

The launch of the ship was an emergency mission. Due to unknown reasons, a Klingon warrior crash-landed on Earth at Broken Bow, a small village on the North



American continent. This badly wounded Klingon had to be transported back to his homeworld – *Enterprise*' first mission.

However when *Enterprise* was under way, it was attacked by unknown aliens, later to be exposed to be genetically enhanced Suliban. The Suliban took Klaang, the Klingon, captive and left the ship.

Clues that pointed to Rigel X, led Captain Archer investigate and finally *Enterprise*' crew meets a Suliban woman, called Sarin, who once was a member and had met with Klaang in the past, to discuss proof that the Suliban were responsible for incidents which endangered the Klingon Empire to fall into a civil war.

Before Sarin could help to track down Klaang's kidnappers, she was killed. However *Enterprise* was able to follow the assassinator's ship to a Suliban base in the upper atmosphere of a gas giant.

The Starfleet crew was able to rescue Klaang and Captain Archer met

one of the Sulibans' leader, named Silik, who took part in manipulating

the past, before Archer was beamed aboard his ship.

When *Enterprise* arrived at the Klingon homeworld they were treated unfriendly in spite of the proof they brought with them. However Starfleet Command orders



Archer to continue his mission, although launched early.

After several contacts with alien species, which e.g. had left Commander Tucker pregnant, *Enterprise* was ordered to investigate the fate of the old Terran colony called Terra Nova. Which seemed to be destroyed on the first view, was revealed to have survivors, adopted to the new environment, changed by radiation, caused by an asteroid impact.

Only weeks later, Captain Archer was interested in visiting monastery called P'Jem. During the stay, the monastery is charged by a group of soldiers of unknown aliens. Sub-Commander T'Pol reveals them to be Andorians.

These Andorians claim the monastery to be a secret intelligence base and therefore attacked it.

During a chaotic rescue mission led by Lt. Reed, Captain Archer actually uncovers the monitor base, the Vulcans had promised not to be existent. Archer gave the Andorians the proof they need and as a consequence was allowed to leave the planet with his ship and crew.

Some weeks later when *Enterprise* was scanning a mysterious nebula, with some visitors aboard, a almost fatal incident suddenly is interrupted.

The stopped antimatter cascade is revealed to be stopped by Silik, the very Suliban from the ship's maiden voyage. Crewman Daniels who claims to be a traveller of the future, says Silik wanted *enterprise* not to be destroyed due to the effect this would have on the Temporal Cold War.

Silik's mission was it to kill Daniels and retrieve the data of the future he has stored in his quarters. During a



fight with Captain Archer, this technology is destroyed, but Silik manages to escape his fate.

When *Enterprise* learns that several communication arrays it deployed during its voyage are destroyed, it begins to investigate and is nearly destroyed by an alien vessel. Only Lt. Reed's new phased cannons save the ship.

During an away mission, Doctor Phlox discovers that the dominant species of the planet, the Valakians are meant to die, because of a genetic defect. He learns, that the other species on the planet, the Menk, will probably will outnumber the Valakians shortly, although they are currently slaves of the Valakians.



After a long discussion, Captain Archer agrees to give them only medicine to cure the symptoms and no further technology to find a cure.

In the sixth month of the mission, Sub-Commander T'Pol is ordered to leave *Enterprise* by the Vulcan High Command. She accompanies Captain Archer on a last mission to Coridan. While on the planet, they are both captured by rebels, who want the Vulcan-supported government to be overthrown. As exchange for the hostages the rebels demand weapons.

The Vulcan ship, which was meant to take Sub-Commander T'Pol to Vulcan, arrives and when its CO

learns of the kidnapping, he orders *Enterprise* to keep out of a rescue mission, while he will go after Archer and T'Pol.

Lt. Reed and Commander Tucker nevertheless decide to set up a rescue mission. But they are captured by Andorians, lead by Shran, the same Andorian they meet before at the Vulcan monastery. While the Andorians secretly support the rebels, Shran agrees to rescue Captain Archer, because he feels to be in debt with Archer.

When they infiltrate the rebel base, it is suddenly charged by a Vulcan team, which open fire on the rebels. During the fire-fight, T'Pol manages to rescue the Vulcan Captain selflessly and thus may stay on *Enterprise*.

In the eighth month of the mission, Captain Archer and Ensign Mayweather are captured by the Tandarans and are imprisoned in a prisoner camp on the planet. All other prisoners are surprisingly Suliban. Archer gets to know, that these Suliban are no members of the 'cabal' but were citizen of the Tandarans society. When the threat of the cabal arose, the Tandarans ordered all Suliban to be moved into



separated areas, for 'protection'.

Captain Archer manages to set up a rescue plan for the prisoners who escape gratefully with ships stolen from the Tandarans.



During an infestation by an alien creature, Lt. Reed develops force field and therefore is able to rescue the ship while Ensign Sato communicates with the alien via a universal translator.

In the tenth month of the mission, *Enterprise* causes a disastrous shockwave, which destroys a whole planet. Starfleet immediately cancels the mission. Captain Archer suddenly is transferred back in time and meets Crewman Daniels again, who helped him to defeat Silik in the past. He tells them that *Enterprise* is the victim of a conspiracy and supports him with data to reveal this.

Back in the future Archer gives orders to his crew that enables it to locate a cloaked Suliban cruiser. Archer infiltrates the cruiser with a small team. This team is able to retrieve proof that the shockwave was caused by sabotage.

But when *Enterprise* want to get this proof into safety it is intercepted by an overwhelming force of Suliban ships, who want the data and Captain Archer enter one of their ships. When Captain Archer want to enter the alien vessel, he somehow vanishes into a disrupted future, where he meets a disturbed Daniels, who tells him that the future has been changed and the time-travel technology was destroyed. *Enterprise'* future fate remains to be seen.

7.2 Locations

There are several important locations onboard *Enterprise*.

Bridge

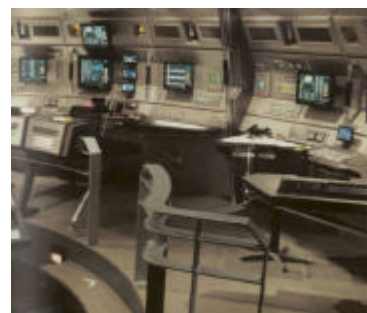
The bridge is the ship's heart from where any system can be controlled and operated.

The bridge's main part is round and all important stations are located around the Command

Chair. There's Communications, Tactical, Science, Engineering and in front of the Main Screen there is Helm. The back-part of the bridge there is a meeting area, with a large

table able to display any part of the ship or other important data for review.

There are almost a hundred view screens on bridge for data analysis and system control.



Sickbay

Sickbay is the medical heart of the ship. Dr. Phlox stores here his more exotic medical treatments, including alien worms and snails. Sickbay



holds several medical bunks for inspection and other equipment for medical use and analysis. The most

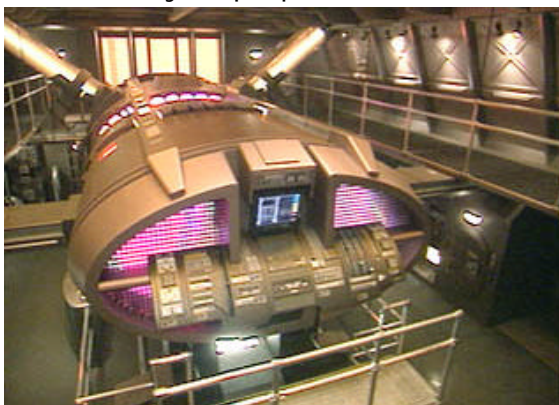


advanced technology is a sensor tube, which reminds of older topographic units. Its a tube which is entered with a moving bunk. It is equipped with very modern sensors and diagnostic instruments and can work as intensive care units.

Sickbay is also used as biological lab and assists the science department with research on new life-forms.

Main Engineering

Main Engineering is located on the fifth deck and produces the energy used for any ship operation.



It has two decks and centres on the Warp Core. There are several consoles, which control different systems and give access to them for repairs. There are almost as much screens as on the bridge to monitor the systems' functions.

7.3 The Crew

The crew of the *Enterprise* consists of 82 members. Two of them are non-human, while the rest of the crew belongs to the best that Starfleet has to offer. There are 24 officers and the rest are enlisted crewmembers.

Captain Jonathan Archer

Jonathan Archer, son of the famous Henry Archer, is the Commanding Officer of *Enterprise*.



He was born in the first decade of the 22nd century on Earth. Since

childhood he wants to explore space and now he is able to fulfil his fathers dream and life his idea using the warp 5 engine.

He is bold, charming and cares for his crew and others in need of help. His command skills are probably the best in whole Starfleet and paired with his scientific and engineering skills its makes him destined for his post.

He is aware of his duty and his historic mission. He claims the Vulcans to be responsible for humanity's slow progress.

Attributes

Fitness 3
Coordination 3
Intellect 4
Presence 5
Willpower +1
Psi 0

Skills

Administration (Starship) 3 (5)



Athletics (Baseball) 3 (4)
 Command (Starship) 4 (6)
 Computer (Research) 1 (2)
 Culture (Human) 2 (3)
 Diplomacy (Frontier) 1 (2)
 Dodge 1
 E. Weapons (Phased Pistol) 1 (2)
 (Plasma Pistol) (2)
 Fast Talk 1
 History (Human) 1 (3)
 Language English 3
 Law (Starfleet Reg.) 4 (5)
 Material Eng. (Starship Design) 1 (3)
 Personal Equipment (Com) 1 (2)
 Persuasion (Debate) 2 (3)
 Physical Science (Math) 2 (3)
 Planetside Survival (Desert) 1 (3)
 Propulsion Eng. (Warp Drive) 1 (2)
 Shipb. Systems (Command) 2 (4)
 (Conn) (4)
 Space Science (St. Cartography) 2 (3)
 Starship Tactics (Starfleet) 3 (4)
 Vehicle OPS (Shuttle) 1 (2)
 World Knowledge (Earth) 1 (2)

Advantages:

Promotion +10
 Dep. Head +4
 Bold +1
 Ally: Chris Tucker +2
 Contact: Admiral Forest +3

Disadvantages:

Code of Honor -3: Defender
 Intolerant: Vulcans -4

C.P.: 6

Renown: 15 in each Starfleet Aspect, Aggression +6, Initiative +10, Skill +30

Sub-Commander T'Pol

Sub-Commander T'Pol is the *Enterprise'* Science Officer. She is a Vulcan, and trusts completely into logic when judging situations or making decisions. But still she has a

strong sense of duty and would follow orders of superior Vulcans even if she does not believe this decisions to be right.

While she did not volunteer for this mission, but was part of a condition set by the Vulcans to provide star charts, for *Enterprise'* mission. However the longer this mission goes, the more she is interested in humans. Although T'Pol often



disagrees with Captain Archer, she still respects him and his decisions and become more and more an advisor for him. Her experience in space travel made her

distinctive for the post of First Officer, either.

Attributes

Fitness 3
 Strength +1
 Coordination 3
 Intellect 4
 Logic +1
 Presence 2
 Willpower +1
 Empathy -1
 Psi 1
 Range -1

Skills

Administration (Starship) 1 (3)
 Athletics (Running) 2 (3)
 Command (Starship) 2 (3)
 Computer (Research) 2 (3)
 Culture (Vulcan) 2 (4)
 (Human) (3)
 Dodge 1
 E. Weapons (Phased Pistol) 1 (2)
 History (Vulcan) 1 (2)



Language Vulcan 3
 English 2
 Law (Vulcan Law) 2 (4)
 (Starfleet Reg.) (3)
 Life Science (Biology) 1 (2)
 Personal Equ. (Tricorder) 1 (3)
 Persuasion (Debate) 3 (4)
 Physical Science (Math) 3 (5)
 Planetside Survival (Desert) 1 (2)
 Planetary Science (Geology) 1 (2)
 Propulsion Eng. (Warp Drive) 1 (3)
 Shipb. Systems (Sensors) 2 (5)
 Space Science (St. Cartography) 3 (4)
 (Astrophysics) (4)
 Starship Tactics (Vulcan) 2 (3)
 U. Combat (Nerve Pinch) 2 (3)
 Vehicle OPS (Shuttle) 1 (2)
 World Knowledge (Vulcan) 1 (2)

Advantages:

Promotion +6
 Dep. Head +4
 Curious +1
 Sexy +2

Disadvantages:

Arrogant -1
 Code of Honor -3: Vulcan
 Hides Emotions -2

C.P.: 5

Renown: Aggression -4, Discipline +12, Initiative -2, Openness +2, Skill +15

Commander Chris Tucker III

Commander Tucker, called 'Trip' by his friends, is a very potent engineer and an old friend of Captain Archer. He helped design *Enterprise* and built several systems for the ship.

Trip is an adventurer and always seeks thrill and action. He does not fear relationships even to alien females and begins to form a friendship with Lt. Reed, whom he

impresses with his ease around women. While he is comfortable in most dangerous situations and also



cares for others, Trip is somewhat helpless with exploration. He becomes uneasy in alien environments because they are unknown to them.

Tucker is his late 30's and was born in the south of the North American continent.

Attributes

Fitness 3
 Coordination 3
 Intellect 4
 Presence 4
 Willpower +1
 Psi 0

Skills

Athletics (Jumping) 3 (4)
 Computer (Modelling) 3 (4)
 Charm (Influence) 1 (3)
 Culture (Human) 2 (3)
 Dodge 1
 E. Weapons (Plasma Pistol) 1 (2)
 (Phased Pistol) (2)
 History (Human) 1 (2)
 Language English 3
 Law (Starfleet Reg.) 1 (2)
 Material Eng. (Spacframe) 1 (4)
 Personal Equ. (Tricorder) 2 (3)
 Ph. Science (Computers) 2 (4)
 Planetside Survival (Urban) 1 (2)
 Propulsion Eng. (Warp Drive) 3 (4)
 Shipb. Systems (Transporter) 2 (3)
 Sys. Engineering (Computers) 2 (4)
 (Weapons) (4)
 Theoretical Eng. (Warp Theory) 2 (4)
 Vehicle OPS (Shuttle) 1 (2)



(Work Bee) (2)
World Knowledge (Earth) 1 (2)

Advantages:

Promotion +8
Dep. Head +4
Engineering Aptitude +3
Innovative +1
Bold +1
Ally: Jonathan Archer +3

Disadvantages:

Impulsive -1
Code of Honor -3: Defender

C.P.: 5

Renown: Aggression +2, Discipline +4, Initiative 14, Openness +12, Skill +24

Dr. Phlox

Dr. Phlox is a Denobulan medical. He has a strict morale and wants to help others. Phlox is curious and a



very good scientist and physician. Phlox is friendly and humorous as well as intelligent. He has three wives at home and several friends among human doctors, to whom he sends letters.

Phlox sometimes uses unorthodox alternate healing methods, but they all work very well.

Attributes

Fitness 2
Coordination 2
Intellect 5
Presence 4
Empathy +1

Psi 0

Skills

Computer (Research) 2 (3)
Charm (Influence) 1 (2)
Culture (Denobulan) 2 (3)
History (Denobulan) 1 (2)
Language English 2
Denobulan 3
Life Science (Biology) 3 (5)
Med. Science (General Med.) 4 (5)
(Alternate Med.) (5)
Personal Equ. (Tricorder) 2 (4)
Persuasion (Debate) 1 (3)
Physical Science (Physics) 1 (2)
Shipb. Systems (Medical) 2 (5)
Social Science (Anthropology) 1 (2)
Sys. Engineering (Medical) 1 (3)
World Knowledge (Denobula) 1 (2)

Advantages:

Dep. Head +4
Curious +1

Disadvantages:

Code of Honor -5: Hippocratic Oath

C.P.: 4

Renown: Aggression -2, Discipline +1, Initiative 8, Openness +10, Skill +11

Lt. Malcolm Reed

Malcolm Reed is a warrior and a by-the-book officer. He is strict and disciplined and a well trained fighter. He is fascinated with weapons and often experiments with newer designs. While he is sharp-minded becomes uneasy around women. He is the ship's weapons officer.



Attributes

Fitness 3
Coordination 3
 Reaction +1
Intellect 3
Presence 2
 Willpower +1
Psi 0

Skills

Athletics (Running) 3 (4)
Computer (Research) 1 (2)
Culture (Human) 2 (3)
Demolitions (Shipboard) 1 (2)
Disguise (Suliban) 1 (2)
Dodge 2
E. Weapons (Plasma Pistol) 3 (4)
 (Phased Pistol) (4)
First Aid (Wounds) 1 (2)
History (Human) 1 (2)
Language English 3
Law (Starfleet Reg.) 2 (3)
Material Eng. (Personal Equ.) 1 (4)
Personal Equ. (Tricorder) 2 (3)
Ph. Science (Mathematics) 1 (2)
Planetside Survival (Forest) 2 (3)
Planetary Tactics (Shipboard) 2 (4)
Security (Security Systems) 3 (5)
Shipb. Systems (Tactical) 2 (5)
Stealth (Stealthy Movement) 1 (3)
Sys. Engineering (Security) 2 (4)
Unarmed Combat (SMA) 1 (3)
Vehicle OPS (Shuttle) 2 (3)
World Knowledge (Earth) 1 (2)

Advantages:

Promotion +4
Dep. Head +4
Innovative +1

Disadvantages:

Code of Honor -2: Military
Phobia: Women -3

C.P.: 5

Renown: Aggression +4, Discipline +8, Initiative -1, Openness +1, Skill +4

Ensign Hoshi Sato

Hoshi Sato is an intelligent young woman and the ship's communications



officer. She has an extraordinary talent for languages and has a vital role during first contact missions. Once teaching languages, she was convinced by Captain Archer to join Starfleet. She developed a friendship with Sub-Commander T'Pol.

Attributes

Fitness 2
Coordination 2
Intellect 4
 Perception +1
Presence 3
 Willpower +1
Psi 0

Skills

Administration (Logistics) 2 (3)
Athletics (Riding) 3 (4)
Computer (Research) 2 (4)
Culture (Human) 2 (3)
Diplomacy (Frontier) 1 (2)
Dodge 1
E. Weapons (Plasma Pistol) 1 (2)
 (Phased Pistol) (2)
History (Human) 1 (2)
Language English 3
 Vulcan 2
 Several at rank 1
Law (Starfleet Reg.) 1 (2)
Personal Equ. (Communicator) 2 (4)
Ph. Science (Mathematics) 1 (4)
Planetside Survival (Jungle) 1 (2)
Shipb. Systems (Com) 2 (4)
Social Science (Anthropology) 1 (3)
Sys. Engineering (Com) 1 (4)



Vehicle OPS (Shuttle) 1 (2)
World Knowledge (Earth) 1 (2)

Advantages:

Dep. Head +4
Eidetic Memory +3
Language Ability +2

Disadvantages:

Pacifism -1

C.P.: 5

Renown: Aggression 0, Discipline 0, Initiative 0, Openness +2, Skill +4

Ensign Travis Mayweather

Travis is actually the crewmember with the most experience in space. His parents owned a cargo freighter, which transported dilithium most of its travels. The *Enterprise'* helmsman was born on this freighter and spent his childhood there.



In spite of his long experience with space, the young man is still enthusiastic about space exploration.

His decision to leave the freighter made him unpopular among other crews and caused debates within his family. However Travis does not regret his decision and is proud to be a member of Starfleet.

Attributes

Fitness 3
Coordination 2
Intellect 3
Presence 2
Willpower +1
Psi 0

Skills

Administration (Starship) 2 (3)
Athletics (Weight-lifting) 3 (4)
Command (Starship) 2 (3)
Computer (Programming) 1 (2)
Culture (Human) 2 (3)
Diplomacy (Frontier) 1 (2)
Dodge 1
E. Weapons (Plasma Pistol) 1 (2)
(Phased Pistol) (2)
History (Human) 1 (2)
Language English 3
Law (Starfleet Reg.) 2 (3)
Personal Equ. (Env. Suit) 1 (2)
Ph. Science (Mathematics) 1 (2)
Planetside Survival (Arctic) 1 (2)
Shipb. Systems (Conn) 2 (5)
Space Science (Astrogration) 1 (4)
Starship Tactics (Starfleet) 2 (3)
Sys. Engineering (Con) 1 (2)
Vehicle OPS (Shuttle) 1 (4)
World Knowledge (Earth) 1 (2)

Advantages:

Dep. Head +4
Bold +1
Zero-G-Training +2

Disadvantages:

Obligation -1: Family
Sworn Enemy -2: Freighter crews

C.P.: 5

Renown: Aggression 0, Discipline 0, Initiative +2, Openness +1, Skill +3

Crewman Elizabeth Cutler

Elizabeth Cutler is an Entomologist. She is a young woman, which joined Starfleet because of its great scientific possibilities. Through close work with Dr. Phlox, she became a good friend of him.



Attributes

Fitness 2
Coordination 2
Intellect 3
Presence 3
Willpower +1
Psi 0

Skills

Athletics (Running) 3 (4)
Computer (Modelling) 2 (3)
Culture (Human) 2 (3)
Dodge 1
E. Weapons (Plasma Pistol) 1 (2)
History (Human) 1 (2)
Language English 2
Law (Starfleet Reg.) 1 (2)
Personal Equ. (Tricorder) 2 (3)
Life Science (Biology) 2 (4)
Planetside Survival (Jungle) 1 (2)
Shipb. Systems (Sensors) 2 (4)
Sys. Engineering (Sensors) 1 (2)
Vehicle OPS (Shuttle) 1 (2)
World Knowledge (Earth) 1 (2)

Advantages:

Curious +1

Disadvantages:

Impulsive -1

C.P.: 5

Renown: Aggression 0, Discipline 0, Initiative 0, Openness +1, Skill +1

7.4 Non-Crewmembers

There are several important persons, which influence *Enterprise* mission on several occasions without being crewmembers.

Crewman Daniels

It is unknown, who crewman Daniels actually is and where he came from. He has an intact Starfleet record but during an infiltration mission of the Suliban Silik, it became clear that he

was actually an agent of the future, with unknown motives and technology.



Attributes

Fitness 3
Coordination 3
Intellect 4
Logic +1
Presence 2
Willpower +1
Psi 0



Skills

Administration (Logistics) 3 (4)
Athletics (Riding) 1 (2)
Computer (Modelling) 1 (5)
Culture (Human) 2 (3)
Dodge 1
E. Weapons (Future Pistol) 1 (4)
History (Human) 1 (2)
Knowledge Temporal Warfare 3
Language English 3
Law (Future Reg.) 1 (2)
Personal E. (Time Technology) 2 (4)
Ph. Science (Mathematics) 3 (4)
Planetside Survival (Urban) 1 (2)
Shipb. Systems (Sensors) 1 (2)
Theoretical Eng. (Time Travel) 2 (4)
Vehicle OPS (Shuttle) 1 (2)
World Knowledge (Earth) 1 (2)

Advantages:

Eidetic Memory +3
Mathematical Ability +3
Multitasking +2

Disadvantages:

Obligation -3
Species Enemy: Suliban -2

C.P.: 5

Renown: Aggression +2, Discipline 0, Initiative 0, Openness 0, Skill +2



Silik

Silik is a member of the Suliban cabal and actually an arch-enemy of the *Enterprise*. Although Captain Archer met the Suliban on several occasions, his motives are still unknown. What is known is that he



is ordered by somebody in the future and that he used the advanced

technology provided by this person to genetically enhance himself like many other of his people.

Attributes

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

Skills

Administration (Logistics) 2 (3)
Athletics (Running) 2 (3)
Command (Combat Leadership) 2 (3)
Computer (Hacking) 2 (4)
Culture (Suliban) 2 (3)
Dodge 2
E. Weapons (Plasma Pistol) 2 (3)
History (Human) 1 (2)
Language Suliban 2
English 1
Personal Equ. (Communicator) 1 (3)
Ph. Science (Mathematics) 1 (2)
Planetside Survival (Urban) 1 (2)
Planetary Tactics (Shipboard) 2 (3)
Shipb. Systems (Tactical) 1 (2)
(Cloak) (2)
Sys. Engineering (Tactical) 1 (2)
Vehicle OPS (Shuttle) 1 (2)

Advantages:

Shapeshifting +10
Multitasking +2

Disadvantages:

Obligation -3
Species Enemy: Tandarans -2

C.P.: 5

Renown: Aggression +12, Discipline +2, Initiative +4, Openness 0, Skill +8

Admiral Forest

Admiral Forest is one of the highest members of Starfleet Command. He was one of the early supporters of the 'Warp 5' project and a friend of Henry Archer. He began his Starfleet career as engineer and later became head of the starship development projects of Starfleet, before becoming CO of Earth' shipyard.



Attributes

Fitness 3
Coordination 2
Intellect 4
Presence 3
Willpower +1
Psi 0

Skills

Administration (Starfleet) 3 (5)
Athletics (Running) 2 (3)
Command (Starbase) 5 (6)
Computer (Modelling) 2 (4)
Culture (Human) 2 (3)
Diplomacy (Frontier) 1 (2)
Dodge 1
E. Weapons (Plasma Pistol) (2)
Fast Talk 2
History (Human) 1 (2)



Language (English) 3
Law (Starfleet Reg.) 5 (6)
Material Eng. (Starship Design) 3 (4)
Personal Equipment (Com) 1 (2)
Persuasion (Oratory) 2 (4)
Physical Science (Math) 2 (5)
Planetside Survival (Urban) 1 (2)
Propulsion Eng. (Warp Drive) 2 (3)
Shipb. Systems (Sensors) (4)
Space Science (Astrophysics) 1 (2)
Starship Tactics (Starfleet) 3 (4)
Theoretical Eng. (Warp Theory) 1 (3)
Vehicle OPS (Shuttle) 1 (2)
World Knowledge (Earth) 1 (2)

Advantages:

Promotion +16
Contact: Jonathan Archer +2
Contact: Vulcan Ambassador +3
Engineering Aptitude +3

Disadvantages:

Intolerant: Vulcans -4
Obligation: Starfleet -3

C.P.: 5

Renown: Aggression +6, Discipline +24, Initiative +18, Openness +22, Skill +40



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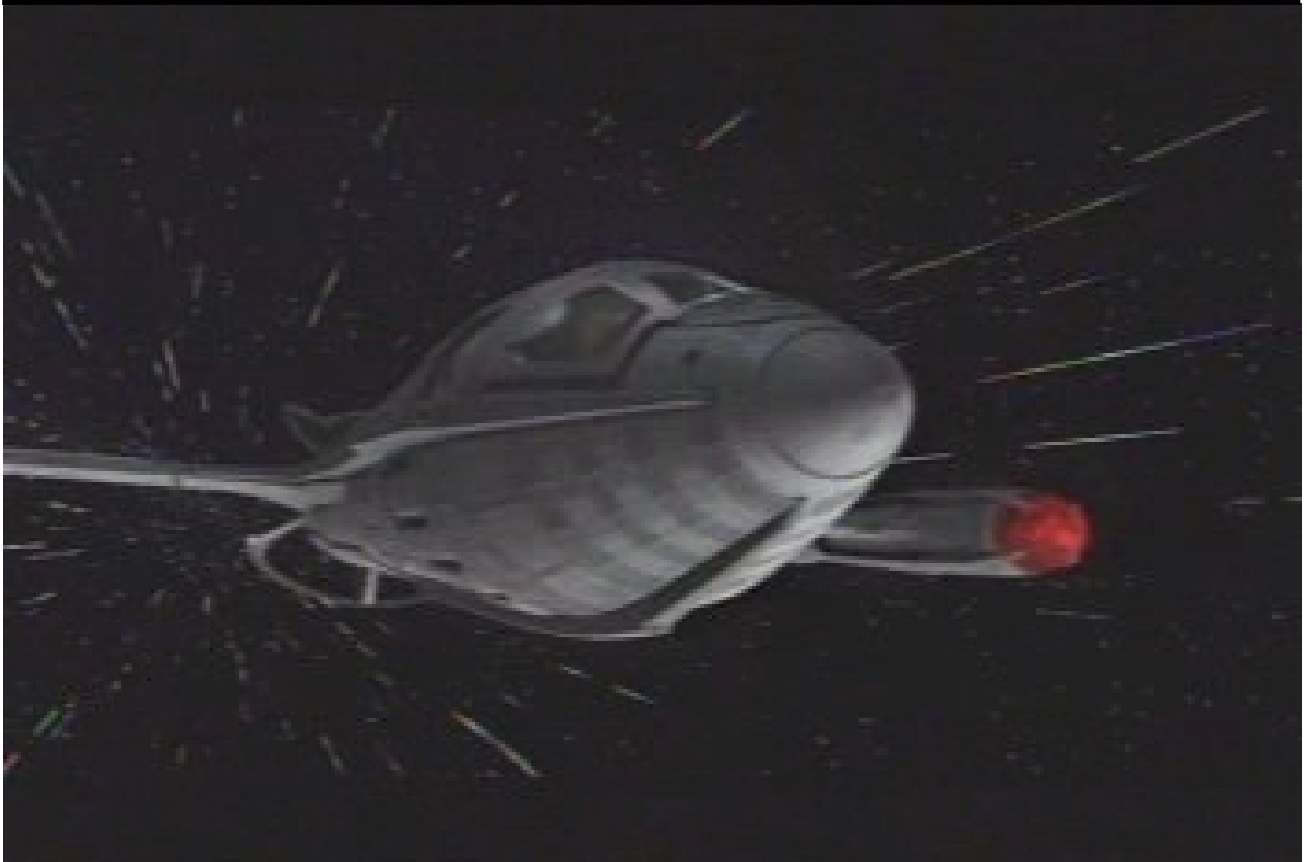
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Created by Volker Maiwald

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- No Fear From the Wind -



- The *Enterprise* Season II-III Sourcebook -



The second year of *Enterprise*' mission was not less exiting than its first year. The ship's enemies were joined by the Klingon Duras and later the year by a mysterious species called the Xindi and due to that *Enterprise*' mission changed dramatically.

After a one-year mission *Enterprise* ends in the hands of the Suliban and Captain Archer in a disrupted future, together with the mysterious Crewman Daniels.

However both are able to contact T'Pol with the help of Archer's equipment. Meanwhile onboard *Enterprise*, Chief Engineer Tucker is able to create a com-connection, even if it is a lousy one, and the officers can form a plan to bring their Captain back from the future, by fooling Silik. With the help of his temporal technology, the Captain is able to return to his own time. Taking the Suliban leader as hostage he is able to get back to his ship and make the Suliban retreat from it.

Enterprise rendezvous with the Vulcan ship and is able to convince Starfleet Command to continue the ship's mission.

During the next weeks the ship meets several new species as well as already known ones.

In the course of a planned investigation of a Class-M planet,

Enterprise gets stuck in a mine field, which is later revealed to belong to the

so called Romulan Star Empire. One of the mines attaches itself to the ship's hull and thus Lt. Reed tries to remove it from outside, but is trapped there himself. Pressure from the Romulan ships nearby forces *Enterprise* into a tight schedule, while Captain Archer himself exits the ship to help his Armoury Officer. He manages to free him just in time and *Enterprise* can escape into warp narrowly before being fired upon by the Romulans.

Enterprise is able to repair the damage of the minefield at an automated repair-station, but almost pays this with its helmsman, Ensign Mayweather. Thanks to the efforts of Captain Archer and Sub-Commander



T'Pol, he is rescued however and the ship leaves the base behind.

The missing Deuterium is filled up a short time later at a mining colony.



However it is threatened by a group of renegade Klingons, under the lead of Korok. The crew soon decides to

help that people, although at the beginning the colonists are not too enthusiastic.

Archer's crew then shows the miners how to defend themselves against future attacks and together they drive away the bullies. As a gift the crew receives a large amount of deuterium and leaves the planet.

The next weeks see the hunt for a missing prisoner, a lost communicator on a primitive planet and a

kidnapped Chief Engineer.

The worst news however are that Sub-Commander

T'Pol is infected by the so-



called Pa'nar Syndrome, an incurable illness. It is looked upon badly by the Vulcan society as it can only be transmitted by a mind meld, which is regarded as immoral on her homeworld. T'Pol was infected when she was forced to take part in a mind meld with Tolaris, around a year ago. Due accident three Vulcan doctors learn of her infection on a medical conference and her commission is threatened therefore.

However T'Pol refuses to tell her superior of the violent act, which might excuse her situation, even when one of the doctors reveals he himself is also able to perform a

mind meld and offers her research on a treatment for the disease. But thanks to Captain Archer, a hearing is held and the doctor reveals his own status to his colleagues and explains T'Pol's situation, which allows her to remain on *Enterprise*.



In late 2152, *Enterprise* is called into negotiations over a Vulcan and Andorian border planet. Commander Shran asks Captain Archer to intervene, which he does.

Meanwhile the Andorian Commander has trouble with his own subordinates, who are not too lucky to cease fire for peace-talks. When Captain Archer tries to reach him with a shuttle pod along with T'Pol and Ambassador Soval the shuttlecraft is heavily damaged and crash-lands on the surface. However the small away team is able to provide evidence that Shran's subordinates are behind the attack, which the Commander is able to stop. The following talks bring a cease fire between Vulcans and Andorians thanks to Archer's intervention.

Some time later *Enterprise* discovers a mysterious spacecraft adrift in space. Once aboard the ship, investigations reveal several mysteries – one is a corpse, the other is the fact that the ship is larger inside than outside.

Shortly later the earth vessel is attacked by Suliban and infiltrated by a strike team, trying to get hands on the derelict ship.

Further investigation of the wreckage indicates a connection to the future – that is why Captain Archer decides to use the databank stored in former Crewman Daniels quarters and try to learn more.

Then suddenly a so-called Tholian ship approaches *Enterprise* and as well tries to get hands on the future vessel – again Archer can prevent this.

Only shortly later *Enterprise* is trapped in crossfire between Tholians and Suliban, both trying to secure the ship from the future. However Archer's crew is able to trigger a micro-transceiver in the future ship, which causes it to vanish.

Enterprise' routine mission changes drastically when Earth is attacked by an unknown alien force – seven million are killed in late April of 2153.



The famous human vessel has to return to Earth and is sent on a mission to unravel the mystery behind the attack. Its destination is the Delphic Expanse an uncharted region of space, filled with anomalies. Due to contact with the Suliban's aide from the future, Archer learns all this along with the fact that the attackers are called Xindi and are building an even larger weapon to destroy the planet once and for all – as they believe humanity will do the same with their place in the future.

Since the Vulcans disapprove of the mission, rendering it too dangerous due to the anomalies, T'Pol has to retire from Vulcan High Command in order to stay on *Enterprise*, which makes its way into the expanse – not after a significant refit of the vessel and an addition to their crew – a special tactical unit called MACO for Military Assault Command Operation. In early June of 2153, *Enterprise* learns that a Xindi is working on a trillium-D mine on a nearby planet. Once there, the mine's head agrees to provide the crew with the Xindi, for a price. However during the exchange it is revealed that it is

actually is a trap and the alien wishes to add the crew to the mine's staff of workers.

However the also trapped Xindi – which is in fact not reptilian like the body found in the assault vessel weeks earlier – agrees to help Archer get off planet if he takes him along. During the escape the Xindi is severely injured despite Lt. Reed's and MACO involvement. Once back on *Enterprise* he dies from the injuries – not without providing Archer with the coordinates of the Xindi homeworld, Archer now knows to be home to five species.

But when the Earth vessel reaches the specific location of the planet it only finds debris of it.

During more weeks in the expanse, which left *Enterprise* to the mercy of several anomalies but also let it gain more information about the Xindi, the human vessel gained the data that the anomalies of the expanse originate from several sources built like spheres with gigantic dimensions.

However Archer is able to get his hands on the head of the weapon's design project, a primate Xindi called Degra. Creating an artificial illusion, Archer is able to lure information out of the Xindi hoping to learn the location of the superweapon's construction site and in fact learns that it may very well be on Azati Prime, a Xindi colony.

During their way towards the presumed location of the weapon, *Enterprise* encounters an enormous spatial distortion – shortly after Christmas of the year 2153. Within the distortion the crew finds a near dead body of an unknown species – hardly able to survive in the expanse. Further investigations raises the assumption that the alien is a test subject and that it belongs to the same species that created the spheres causing the anomalies in the expanse.



When finally arriving on the superweapon's construction site at Azati Prime, the crew is able to sneak into the system with the help of a small Xindi shuttlecraft. With the received data, Archer plans a suicide mission on how to destroy the weapon.

But before he can make that endeavour, Archer is transported forward in time by the former crewman Daniels. He tells the Captain that the sphere builders are behind the scheme to destroy Earth since the Federation of Planets will defeat the aliens in the future and save the Xindi.

Archer can be convinced by Daniels to seek a peaceful solution of the conflict in order to be able to defeat the



sphere-builders in the future. When Archer is captured by the Xindi he still is able to speak with Degra and make him listen to his information. But the Reptilians still decide to attack *Enterprise* and damage it heavily before suddenly ceasing fire and returning Archer to his ship.

Since the ship is robbed of its war engine, *Enterprise* is searching for help in the near vicinity. When meeting another vessel Archer tries to negotiate an exchange of spare parts – but the alien captain refuses to give Archer the parts necessary to repair the warp drive. As a consequence Archer decides to take the parts with force – not without providing the aliens with his offered parts.

Archer makes his way towards a rendezvous point with Degra and is able to meet with some of the Xindi Council members onboard his ship. Archer gives him proof of the evidence of the sphere-builders and

reveals treachery of the Reptilians – working behind the others' backs to create a bio-weapon.

When a Reptilian ship discovers the meeting, Degra is forced to destroy it – sealing his alliance with Archer by that.



But Degra convinces Archer to address the Xindi Council and show him the proof he has got of the sphere-builders plot. He provides him with coordinates of a subspace corridor which can accelerate *Enterprise*' travel drastically. He himself leaves to stop the launch of the superweapon.

Despite major obstacles *Enterprise* is able to reach the waypoint with Degra and both prepare to encounter the Council. Archer learns that the sphere-builders became guardians of the Xindi after the destruction of their homeworld a century ago.

But the meeting is not proceeding as planned, the Reptilians claim Archer's proof is manufactured and the talks are recessed. When with Degra's help he is able to show them a picture of the body of one of the sphere-builders found earlier by *Enterprise*, the Council begins to listen more closely.

As a consequence the Reptilian Dolim kills Degra and together with the Insectoids and driven by the lures of the sphere-builders, steals the weapon and makes his way towards Earth. But Archer follows them with the help of the rest of the Xindi and in battle can defeat the Reptilians – but the intervention of the sphere-builders cuts them off from the weapon. Archer decides on infiltrating it, while T'Pol helps to disable the spheres.

Both plans succeed and Archer is able to detonate the superweapon's reactor shortly after it reached Earth, while T'Pol destroys the spheres. However Earth is different from what it should be afterwards...



Not only did *Enterprise* encounter many more new starship types during its ongoing mission, it also was significantly upgraded in the early 2153, two years after its first launch. Its spatial torpedoes are exchanged with so called photon torpedoes – developed not with influence of data provided by Lt. Reed when *Enterprise* encountered a damaged Klingon vessel in 2151. But along with the modification on weapons, *Enterprise* is now equipped with a command centre. Basically a room to gather and analyse tactical intelligence and data this room is connected with the ship's sensors and computer systems it is able to receive any information necessary from the vessels databanks to ensure best preparation and support of away missions and starship battles.

2.2 Starship Stats

Besides the update of the NX-Class vessels, there are several more

starships that are noteworthy. The Klingons revealed more of their military power and the mysterious Xindi do have quite an arsenal as well.

NX-Class (Earth)



Class and Type: NX-Class Explorer
Commissioning Date: 2151

Hull Characteristics

Size: 4 (220m, 7 decks)
 Resistance: 3 +10 (Pol. Hull Plating)
 Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 80/10/150
 [5 pwr/rd]
 Computers: 2
 [1 pwr/rd]
 Transporters: 1
 [1 pwr/rd]



Tractor Beams: none (grapplers)
Propulsion and Power Characteristics

Warp System: 2.0/4.5/5.0 (12h)
[2/warp factor]

Impulse System: .36c/ .58c
[5/ 6 pwr/rd]

Power: 80

Sensor Systems:

Long-Range Sensors: +0/8 ly
[6pwr/rd]

Lateral Sensors: +1/ 0.5 ly
[4pwr/rd]

Navigational Sensors: +0
[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Plasma Pulse Cannon:

Range: 10/3000/10000/30000

Arc: f (120 degrees)

Accuracy: 6/7/9/12

Damage: 6

Power: [6]

Phased Cannon:

Range: 10/3000/10000/30000

Arc: fv, fd (360 degrees)

Accuracy: 5/7/8/11

Damage: 10

Power: [10]

Photon Torpedoes:

Number: 40

Launchers: 1 ad, 2 fv

Spread: 2

Arc: F or a, but self-guided

Range: 10/100k/500k/1500k

Accuracy: 6/7/9/12

Damage: 14

Power: [6]

Weapons Skill: 4

Defensive Systems:

none

Description: The NX-01 Class is the first Human vessel, which is able to reach a speed of warp 5. While the first ship, the *Enterprise*, was a testbed for new technology, e.g. phased cannons, force fields and especially the new warp drive and transporter system, later ships were more routine. This ship was the first real explorer class, able to travel space independently for a long time.

After the Xindi attack on Earth the vessel was upgraded to counter any threats necessary. Its scientific mission parameters were now added by military ones as well.

Noteworthy Vessels/ Service Records/ Encounters: *Enterprise NX-01*, prototype, various famous encounters and first contacts, e.g. the Andorians, the Romulans and the Klingons; *Columbia NX-02*; *Ranger NX-03*, captained by Nicolai Ivanov; *Independence NX-04*, captained by Kyle van Eyk and renumbered after severe destruction before launch due to terrorist attack; *Yuri Gagarin NX-05*, *Eagle NX-06*.

Note: The NX-Class is equipped with a polarized hull instead of shields. This hull deflects attacks in a more primitive form and can easily be overloaded by modern standards. In game terms it works like ablative armour, only that 5 power points are needed to activate it. This polarization is negated when using shields. Additionally the NX-Class uses grapplers instead of tractor beams. They work like tractor beams only that they can only be used at a maximum of 'rating 4' and have a range of 1000m.

Intrepid-Class (Earth)



Class and Type: Intrepid-Class Cruiser
Commissioning Date: 2147

Hull Characteristics

Size: 4 (198m, 6 decks)

Resistance: 2 +8 (Pol. Hull Plating)

Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 75/4/100

[4 pwr/rd]

Computers: 2
[1 pwr/rd]
Tractor Beams: none (grapplers)

Propulsion and Power Characteristics

Warp System: 1.5/2.0/2.8 (12h)
[2/warp factor]
Impulse System: .34c/ .50c
[4/ 5 pwr/rd]
Power: 65

Sensor Systems:

Long-Range Sensors: +0/6 ly
[6pwr/rd]
Lateral Sensors: +1/ 0.5 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Plasma Pulse Cannon:
Range: 10/3000/10000/30000
Arc: f (120 degrees)
Accuracy: 6/7/9/12
Damage: 6
Power: [6]
Phased Cannon (only after 2152):
Range: 10/3000/10000/30000
Arc: fv, fd (360 degrees)
Accuracy: 5/7/8/11
Damage: 10
Power: [10]
Spatial Torpedoes (before 2153):
Number: 35
Launchers: 1 ad, 2 fv
Spread: 2
Arc: F or a, but self-guided
Range: 10/100k/500k/1500k
Accuracy: 6/7/9/12
Damage: 8
Power: [5]
Photon Torpedoes (only after 2153):
Number: 30
Launchers: 1 ad, 1 fv
Spread: 1
Arc: F or a, but self-guided
Range: 10/100k/500k/1500k
Accuracy: 6/7/9/12
Damage: 14
Power: [6]
Weapons Skill: 4

Defensive Systems:

none

Description: The Intrepid-Class vessels were figured the first real starship built by humanity. Quite large – larger than any vessel before it – the ship was built

more or less as a test for the major NX-project. Many structures and systems are the same in both ships and were first used in this type of vessel. While lacking the scientific capabilities for the NX-Class, these ships are the backbone of the military role of Starfleet. Guarding Earth's borders and colonies these ships have seen their share of combat with pirates and other criminals.

Noteworthy Vessels/ Service Records/ Encounters: *Intrepid*, prototype; *Cougar*, captained by Jasmine Forrester; *Phoenix*; *Picard*.

Note: The Intrepid-Class is equipped with a polarized hull instead of shields. This hull deflects attacks in a more primitive form and can easily be overloaded by modern standards. In game terms it works like ablative armour, only that 4 power points are needed to activate it. This polarization is negated when using shields. Additionally the Intrepid-Class uses grapplers instead of tractor beams. They work like tractor beams only that they can only be used at a maximum of 'rating 4' and have a range of 950m.

Neptune-Class (Earth)



Class and Type: Neptune-Class Scouts
Commissioning Date: 2139

Hull Characteristics

Size: 3 (86m, 3 decks)
Resistance: 2 +4 (Pol. Hull Plating)
Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 42/2/60
[4 pwr/rd]
Computers: 2
[1 pwr/rd]



Tractor Beams: none (grapplers)

Propulsion and Power Characteristics

Warp System: 1.2/1.8/1.95 (12h)

[2/warp factor]

Impulse System: .30c/ .50c

[3/5 pwr/rd]

Power: 50

Sensor Systems:

Long-Range Sensors: +0/4 ly

[6pwr/rd]

Lateral Sensors: +1/ 0.4 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Plasma Pulse Cannon:

Range: 10/3000/10000/30000

Arc: f (120 degrees)

Accuracy: 6/7/9/12

Damage: 5

Power: [5]

Phased Cannon (only after 2153):

Range: 10/3000/10000/30000

Arc: fv, fd (360 degrees)

Accuracy: 5/7/8/11

Damage: 8

Power: [8]

Spatial Torpedoes:

Number: 15

Launchers: 1 ad, 2 fv

Spread: 1

Arc: F or a, but self-guided

Range: 10/100k/500k/1500k

Accuracy: 6/7/9/12

Damage: 6

Power: [5]

Weapons Skill: 4

Defensive Systems:

none

Description: Currently the oldest design still in construction, the Neptune-Class ships are small scouts that investigate planets and search for habitable worlds to create colonies or find resources. After the crisis with the Xindi, Starfleet decided to equip these vessels with Phased Cannons as well, although the power output and general performance of these ships allow not the full capabilities of these weapons.

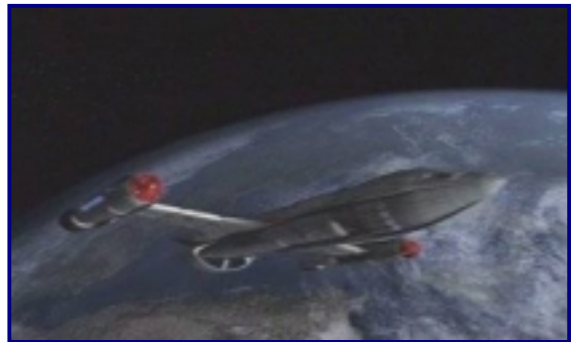
The vessel is small and therefore only senior officers have the luxury of single-bed rooms, although very small ones.

The ship carries basic laboratories for further studies on planets.

Noteworthy Vessels/ Service Records/ Encounters: *Neptune*, prototype; *Phoebe*; *Daimos*, destroyed by unknown ship, all hands lost.

Note: The Neptune-Class is equipped with a polarized hull instead of shields. This hull deflects attacks in a more primitive form and can easily be overloaded by modern standards. In game terms it works like ablative armour, only that 5 power points are needed to activate it. This polarization is negated when using shields. Additionally this scout uses grapplers instead of tractor beams. They work like tractor beams only that they can only be used at a maximum of 'rating 3' and have a range of 800m.

Alpha-Class (Earth)



Class and Type: Alpha-Class testship/ patrol fighter

Commissioning Date: 2145

Hull Characteristics

Size: 2 (25m, 1 deck)

Resistance: 2 (Fighter: +5 p. Hull)

Structural Points: 40

Operations Characteristics

Crew/Passengers/Evac: 2

[1 pwr/rd]

Computers: 1

[1 pwr/rd]

Tractor Beams: none

Propulsion and Power Characteristics

Warp System: 1.0/2.0/2.5 (12h)

[2/warp factor]

Impulse System: .30c/ .40c



[3/ 4 pwr/rd]

Power: 40

Sensor Systems:

Long-Range Sensors: +0/2 ly

[6pwr/rd]

Lateral Sensors: +1/ 0.2 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Prototype: unarmed

Fighter:

Plasma Pulse Cannon:

Range: 10/3000/10000/30000

Arc: f (120 degrees)

Accuracy: 6/7/9/12

Damage: 6

Power: [6]

Weapons Skill: 3

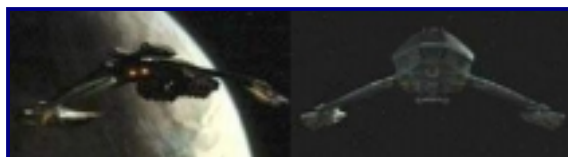
Defensive Systems:

none

Description: The *Alpha*-Class starship is the first warp three ship of mankind. Built by Starfleet in its early years, it was the testbed for technology, especially the engine, of the NX Class starships. While the first ship was destroyed during testing, the programme was continued under the lead of then Commodore Forrest. After the design proved to be successful Starfleet decided to put it to further use. Some modifications were made and now this class serves as light combat and courier vessel.

Note: The Alpha-Class is equipped with a polarized hull instead of shields. This hull deflects attacks in a more primitive form and can easily be overloaded by modern standards. In game terms it works like ablative armour, only that 5 power points are needed to activate it. This polarization is negated when using shields.

D-5 Class Cruiser (Klingon)



Class and Type: D-5-Class Cruiser

Commissioning Date: 2142

Hull Characteristics

Size: 4 (215m, 4 decks)

Resistance: 3

Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 30/ 20/ 100

[4 pwr/rd]

Computers: 2

[1 pwr/rd]

Tractor Beams: 1 ad, 1 fd

[2 pwr/ rd/ rating]

Propulsion and Power Characteristics

Warp System: 3.2/4.6/5.0 (12h)

[2/warp factor]

Impulse System: .45c/ .55c

[4/ 5 pwr/rd]

Power: 70

Sensor Systems:

Long-Range Sensors: +0/6 ly

[6pwr/rd]

Lateral Sensors: +0/ 0.5 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Disruptor Cannon:

Range: 10/20000/80000/200000

Arc: fd, fv, ad (520 degrees)

Accuracy: 6/7/9/12

Damage: 12

Power: [12]

Photon Torpedoes:

Number: 25

Launchers: 1 ad, 1 fv

Spread: 1

Arc: F or a, but self-guided

Range: 10/120k/800k/2000k

Accuracy: 6/7/9/12

Damage: 15

Power: [5]

Weapons Skill: 4

Defensive Systems:

Shield System

Protection: 12/ 20

Power: [12]

Description: The D-5 cruisers are smaller vessels than D-2 and are not so prestigious in post. They are used for raids along the border and securing the Klingon planets itself.

But since the design proved to be steady and reliable, the Klingons use it for more



profane works as well. Many were equipped as tankers – even more unpopular among the warriors of the Empire.

Note: The tanker version has reduced space for crewmembers, therefore each aspect of the according stats has to be reduced by half. Additionally the transporter is not equipped with a torpedo launcher - those tend to become unstable near large amounts of deuterium.

Disruptor Cannon:

Range: 10/20000/80000/200000
 Arc: fd, fv, ad (520 degrees)
 Accuracy: 6/7/9/12
 Damage: 12
 Power: [12]

Photon Torpedoes:

Number: 20
 Launchers: 1 ad, 1 fv
 Spread: 1
 Arc: F or a, but self-guided
 Range: 10/120k/800k/2000k
 Accuracy: 6/7/9/12
 Damage: 12
 Power: [5]

Weapons Skill: 4

C-8 Assault Transport (Klingon)



Class and Type: C-8 Assault Transport

Commissioning Date: 2138

Hull Characteristics

Size: 4 (275m, 3 decks)
 Resistance: 3
 Structural Points: 80

Operations Characteristics

Crew/Passengers/Evac: 20/ 50/ 400
 [5 pwr/rd]
 Computers: 2
 [1 pwr/rd]
 Tractor Beams: 1 ad, 1 fd
 [2 pwr/ rd/ rating]

Propulsion and Power Characteristics

Warp System: 3.0/4.5/5.0 (8h)
 [2/warp factor]
 Impulse System: .4c/ .5c
 [4/ 5 pwr/rd]
 Power: 75

Sensor Systems:

Long-Range Sensors: +0/5 ly
 [6pwr/rd]
 Lateral Sensors: +0/ 0.5 ly
 [4pwr/rd]
 Navigational Sensors: +0
 [5pwr/rd]
 Sensors Skill: 4

Weapons Systems

Defensive Systems:

Shield System

Protection: 10/ 16
 Power: [10]

Description: The C-8 Class cruiser is a relatively heavily armed transport vessel designed for raids on planets and to occupy enemy cities. In more remote areas they can also be found patrolling.

D1-Class Bird of Prey (Klingon)



Class and Type: D-1 Bird of Prey

Commissioning Date: 2140

Hull Characteristics

Size: 3 (86m, 2 decks)
 Resistance: 3
 Structural Points: 60

Operations Characteristics

Crew/Passengers/Evac: 10/ 5/ 20
 [3 pwr/rd]
 Computers: 2
 [1 pwr/rd]
 Tractor Beams: 1 ad, 1 fd
 [2 pwr/ rd/ rating]



Propulsion and Power Characteristics

Warp System: 2.0/4.0/4.8 (10h)
[2/warp factor]
Impulse System: .45c/ .52c
[4/ 5 pwr/rd]
Power: 60

Sensor Systems:

Long-Range Sensors: +0/6 ly
[6pwr/rd]
Lateral Sensors: +0/ 0.5 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/20000/80000/200000
Arc: fd, fv (180 degrees)
Accuracy: 6/7/9/12
Damage: 10
Power: [10]

Photon Torpedoes:

Number: 10
Launchers: 1 fv
Spread: 1
Arc: F or a, but self-guided
Range: 10/120k/800k/2000k
Accuracy: 6/7/9/12
Damage: 12
Power: [5]
Weapons Skill: 4

Defensive Systems:

Shield System
Protection: 8/ 14
Power: [8]

Description: The Klingon Bird of Prey is a small fighter design, used by the Empire for escort missions and raids on starships, outposts and planets.

Chaka-Class Cruiser (Andor)



Class and Type: Chaka-Class Cruiser

Commissioning Date: 2148

Hull Characteristics

Size: 5 (285m long, 6 decks)
Resistance: 3
Structural Points: 100

Operations Characteristics

Crew/Pass. /Evac: 150/ 60/ 350
[4 pwr/rd]
Computers: 3
[2 pwr/rd]
Transporters: none
Tractor Beams: 1 ad, 1fd
[2/rating used]

Propulsion and Power Characteristics

Characteristics

Warp System: 2.0/4.0/4.8 (12h)
[2/warp factor]
Impulse System: 0.4c/ 0.62c
[4/6pwr/rd]
Power: 80

Sensor Systems:

Long-Range Sensors: +0 / 6 ly
[6pwr/rd]
Lateral Sensors: +0/ 0.5 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 3

Weapons Systems

Plasma Injector Cannon:
Range: 10/4000/8000/28000
Arc: f and a (2 x 180 degrees)
Accuracy: 5/6/8/11
Damage: 12
Power: [12]

Nuclear Warhead Torpedoes:

Number: 10
Launchers: 1 fv
Spread: 1
Arc: Forward
Range: 12/12000/40000/150000
Accuracy: 6/7/9/12
Damage: 10
Power: [6]

Defensive Systems:

Deflector Shield
Protection: 6/ 10
Power: [6]

Description: Named after a ceremonial dagger, the *Chaka*-Class Cruiser is the mainstay of the Andorian Imperial Fleet. It has powerful weapons, which lack only in range. The Andorian technology is not as sophisticated as the Vulcan one,



especially Andorian Warp Drives produce much waste. However this new vessel uses the waste plasma, to inject it into weapon's systems, which makes powerful guns. But the ship is much slower than the Vulcan ships and has less advanced shields.

Ket-Cheleb-Class (Romulus)



Class and Type: Ket-Cheleb-Class Warbird

Commissioning Date: 2140

Hull Characteristics

Size: 5 (265m long, 4 decks)

Resistance: 3

Structural Points: 100

Operations Characteristics

Crew/Pass./Evac: 100/ 20/ 200

[5 pwr/rd]

Computers: 3

[2 pwr/rd]

Transporters: none

Tractor Beams: 1 ad, 1fd

[2/rating used]

Propulsion and Power

Characteristics

Warp System: 2.0/3.5/4.5 (10h)

[2/warp factor]

Impulse System: 0.3c/ 0.55c

[3/5pwr/rd]

Power: 80

Sensor Systems:

Long-Range Sensors: +0 / 5 ly

[6pwr/rd]

Lateral Sensors: +0/ 1 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Cloak: 4

[16pwr/rd]

Sensors Skill: 4

Weapons Systems

Type H Disruptor:

Range: 10/5000/12000/35000

Arc: forward (180 degrees)

Accuracy: 5/6/8/11

Damage: 12

Power: [12]

Nuclear Warhead Torpedoes:

Number: 20

Launchers: 1 fv

Spread: 1

Arc: Forward but are self-guided

Range: 15/15000/50000/180000

Accuracy: 6/7/9/12

Damage: 10

Power: [6]

Defensive Systems:

Romulan Deflector Shield

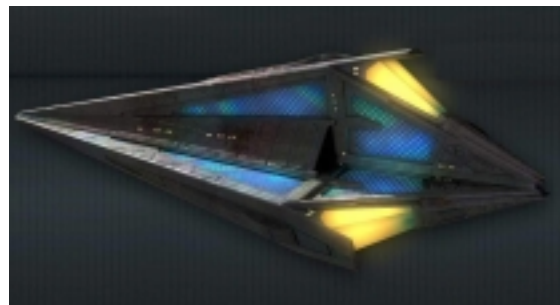
Protection: 16/ 20

Power: [16]

Description: The *Ket-Cheleb* Class Warbird is one of the earliest battleships of the Romulan Empire, of modern kind. It is fast and manoeuvrable and heavily armed and additionally equipped with a cloaking device, making it invisible for enemies. Due to intense funds of military project, this ship soon became the backbone of the Romulan Navy of the mid 22nd century. It guards the Empire's borders and often lays out mines to makes sure no one crosses into Romulan territory.

One serious flaw however is the fact that it only uses a magnetic bottle drive for warp speed – essentially a one way ticket, thus rendering mobility very low.

Annex-Class Frigate (Tholia)



Class and Type: Annex-Class Frigate

Commissioning Date: 2148

Hull Characteristics

Size: 3 (125m long, 2 decks)

Resistance: 4

Structural Points: 60

Operations Characteristics

Crew/Pass./Evac: 8/ 2/ 20
[3 pwr/rd]
Computers: 4
[2 pwr/rd]
Transporters: none
Tractor Beams: 1 ad, 1fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: 2.0/4.0/5.2 (12h)
[2/warp factor]
Impulse System: 0.6c/ 0.7c
[6/7pwr/rd]
Power: 75

Sensor Systems:

Long-Range Sensors: +0 / 8 ly
[6pwr/rd]
Lateral Sensors: +0/ 1 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/5000/12000/35000
Arc: forward (180 degrees)
Accuracy: 5/6/8/11
Damage: 14
Power: [14]

Weapons Skill: 4

Defensive Systems:

Tholian Deflector Shield
Protection: 12/ 16
Power: [12]

Description: Only few is known about the *Annex*-Class vessels. Fast and nimble the small ships are unlike anything Starfleet has met before. Life support works in strange parameters and the energy readings of these ships suggest a very alien technology.

Aquatic Warship (Xindi)



Class and Type: Xindi-Aquatic Ship
Commissioning Date: 2149

Hull Characteristics

Size: 6 (311m long, 4 decks)
Resistance: 3
Structural Points: 120

Operations Characteristics

Crew/Pass./Evac: 28/ 10/ 60
[6 pwr/rd]
Computers: 4
[2 pwr/rd]
Transporters: 1 personal
Tractor Beams: 1 ad, 1fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: special
Impulse System: 0.4c/ 0.5c
[4/5pwr/rd]
Power: 85

Sensor Systems:

Long-Range Sensors: +0 / 10 ly
[6pwr/rd]
Lateral Sensors: +0/ 1 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/5000/12000/35000
Arc: forward, aft (360 degrees)
Accuracy: 5/6/8/10
Damage: 14
Power: [14]
Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield
Protection: 14/ 18
Power: [14]

Description: The most powerful ships of the Xindi Alliance, the Aquatic's ships are enormous in size and combat strength. Their weapons are very accurate and their hulls are very durable as are their shields. However due to the sophisticated needs of the Aquatics, the life support system requires much more room than on ordinary ships. As a consequence it is very vulnerable. Treat any hit on life support as if done at a resistance of 1 and double the effects.



Arboreal Warship (Xindi)



Class and Type: Xindi-Arboreal Ship

Commissioning Date: 2144

Hull Characteristics

Size: 3 (76m long, 3 decks)

Resistance: 2

Structural Points: 60

Operations Characteristics

Crew/Pass./Evac: 32/ 18/ 80

[4 pwr/rd]

Computers: 2

[1 pwr/rd]

Transporters: 1 personal

Tractor Beams: 1 ad, 1fd

[2/rating used]

Propulsion and Power

Characteristics

Warp System: special

Impulse System: 0.5c/ 0.6c

[5/6pwr/rd]

Power: 70

Sensor Systems:

Long-Range Sensors: +0 / 12 ly

[6pwr/rd]

Lateral Sensors: +0/ 1 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Disruptor Cannon:

Range: 10/5000/12000/35000

Arc: forward, aft (360 degrees)

Accuracy: 5/6/8/11

Damage: 10

Power: [10]

Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield

Protection: 10/ 14

Power: [10]

Description: A very light ship, the Arboreal vessel is not much of a combat

vessel – although their synergy skills make them dangerous in numbers. The very well developed sensors enable it to act as scout and reconnaissance craft.

Insectoid Warship (Xindi)



Class and Type: Xindi-Insectoid Ship

Commissioning Date: 2146

Hull Characteristics

Size: 2 (45m long, 2 decks)

Resistance: 3

Structural Points: 40

Operations Characteristics

Crew/Pass./Evac: 6/ 4/ 20

[3 pwr/rd]

Computers: 2

[1 pwr/rd]

Transporters: 1 personal

Tractor Beams: 1fd

[2/rating used]

Propulsion and Power

Characteristics

Warp System: special

Impulse System: 0.6c/ 0.7c

[6/7pwr/rd]

Power: 60

Sensor Systems:

Long-Range Sensors: +0 / 6 ly

[6pwr/rd]

Lateral Sensors: +0/ 1 ly

[4pwr/rd]

Navigational Sensors: +0

[5pwr/rd]

Sensors Skill: 4

Weapons Systems

Disruptor Cannon:

Range: 10/5000/12000/35000

Arc: forward, aft (360 degrees)

Accuracy: 5/6/8/11

Damage: 12



Power: [12]
Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield
Protection: 8/ 12
Power: [8]

Description: The Insectoids' vessels are more small fighters than capital ships. They are fast and agile, making them difficult targets. They usually act in squadrons of three vessels, making them very dangerous.

Primate Warship (Xindi)



Class and Type: Xindi-Primate Ship
Commissioning Date: 2148

Hull Characteristics

Size: 4 (209m long, 3 decks)
Resistance: 3
Structural Points: 80

Operations Characteristics

Crew/Pass./Evac: 68/ 20/ 105
[4 pwr/rd]
Computers: 4
[2 pwr/rd]
Transporters: 1 personal
Tractor Beams: 2 fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: special
Impulse System: 0.4c/ 0.6c
[4/6pwr/rd]
Power: 75

Sensor Systems:

Long-Range Sensors: +0 / 8 ly
[6pwr/rd]
Lateral Sensors: +0/ 1 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:

Range: 10/5000/12000/35000
Arc: forward, aft (360 degrees)
Accuracy: 5/6/8/11
Damage: 12
Power: [12]
Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield
Protection: 10/ 16
Power: [10]

Description: The Primates' Warship is more or less average among the Xindi fleet. It is used for patrols and if in larger numbers for attacks and invasion missions. Some of them work as mobile laboratories as well.

Primate Shuttle (Xindi)



Class and Type: Xindi-Primate Shuttle
Commissioning Date: 2149

Hull Characteristics

Size: 2 (35m long, 2 decks)
Resistance: 2
Structural Points: 40

Operations Characteristics

Crew/Pass./Evac: 2/ 10/ 15
[2 pwr/rd]
Computers: 2
[1 pwr/rd]
Transporters: 1 personal
Tractor Beams: 1 fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: special
Impulse System: 0.6c/ 0.7c
[6/7pwr/rd]
Power: 45

Sensor Systems:

Long-Range Sensors: +0 / 6 ly
[6pwr/rd]
Lateral Sensors: +0/ 0.5 ly



[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/5000/12000/35000
Arc: forward (180 degrees)
Accuracy: 5/6/8/11
Damage: 10
Power: [10]
Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield
Protection: 6/ 10
Power: [6]

Description: The Primates' Shuttle is the fastest vessel of the Xindi Fleet although maybe lightly armed. It is used for transporting personnel as well as cargo.

Reptilian Warship (Xindi)



Class and Type: Xindi-Reptilian Ship

Commissioning Date: 2150

Hull Characteristics

Size: 5 (276m long, 4 decks)
Resistance: 3
Structural Points: 100

Operations Characteristics

Crew/Pass./Evac: 120/ 60/ 240
[5 pwr/rd]
Computers: 2
[1 pwr/rd]
Transporters: 2 personal
Tractor Beams: 2 ad, 1fd
[2/rating used]

Propulsion and Power Characteristics

Warp System: special
Impulse System: 0.5c/ 0.6c
[5/6pwr/rd]
Power: 80

Sensor Systems:

Long-Range Sensors: +0 / 8 ly
[6pwr/rd]
Lateral Sensors: +0/ 1 ly
[4pwr/rd]
Navigational Sensors: +0
[5pwr/rd]
Sensors Skill: 4

Weapons Systems

Disruptor Cannon:
Range: 10/5000/12000/35000
Arc: forward, aft (520 degrees)
Accuracy: 5/6/8/10
Damage: 14
Power: [14]
Weapons Skill: 4

Defensive Systems:

Xindi Deflector Shield
Protection: 12/ 15
Power: [12]

Description: Concerning combat capabilities only inferior to the Aquatic ships of the Xindi arsenal, the Reptilian warships are fast and dangerous. Their whole design was developed with one purpose – combat. It lacks scientific and luxury compounds, most of the ship is filled with weapons systems and troop quarters.

Note: Instead of ordinary warp engines, the Xindi use a Vortex Drive that opens subspace tunnels, which enable the ships to travel very fast. Such an opening needs one round to built up and requires a power usage of 4 points times the size of the entering ship. After that the vessel travels at an effective speed of warp 9.(9-shipsize) and needs three points of power for every point of size – to keep the tunnel stable.



Besides Tellerites and Romulans *Enterprise* encounters several new species in the second and third year of its mission. However none are as dangerous as the Xindi and their allies the Spherebuilders.

The Xindi

Homeworld

The Xindi's original homeworld was destroyed around a century ago. However currently their headquarters are located on an isolated planet, appearing to be Class M and very rocky.

Home Region or Sovereign Territory

The Xindi own several colonies, which are scattered on a territory several cubic lightyears in diameter. They guard their borders suspiciously but trade with other species, especially for resources.

Xindi Aquatics

Suggested Attribute and Edge Range

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

Typical Advantages/ Disadvantages
 Excellent Hearing +2
 Poor Sight -2

Special or Unique Skills

The Xindi Aquatics need a water environment to survive.

Therefore they are very adept in water and are excellent swimmers.



Size

Xindi Aquatics are very long creatures, reaching a length of around three to four metres. They have tails which take around half of their body length and strong upper bodies with short necks.



Traits Common to the Species

Due to the fact that they have to swim to move, Aquatics tend to be rather strong, especially their tails. However the fact that they live most of the time under water in low light environments, let their eyes degenerate, they see very poorly. As a consequence their sense of hearing is very advanced enabling them to communicate on a range of several kilometres.

Description

The Xindi Aquatics are the gentle giants of the Xindi species. They usually remain calm and their primary goal is to keep the peace between the Council Members and the Xindi as a whole. They usually analyse a situation from any perspective possible before making a decision.

Xindi Arboreal

Suggested Attribute and Edge Range

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

Typical Advantages/ Disadvantages
Strong Will +2

Special or Unique Skills

The Xindi Arboreal developed from animals that lived on trees – therefore they have claws that enable them to climb better.

Size

Xindi Arboreals are roughly the height of humans, but are somewhat broader at the shoulders.



Traits Common to the Species

The Arboreal tend to have strong arms and are very able to climb. They are very intelligent as well, usually excelling at administrative tasks.

Description

The Xindi Arboreal are the most patient Xindi. They are almost pacifists and are true to their word – expecting others to be the same. They are usually the voice of reason within the council, calming the others down when chaos is menacing. Arboreal Xindi are covered by thick fur, which usually has bright shades, grey and white.

Xindi Insectoid

Suggested Attribute and Edge Range

Fitness 2 [5]
Coordination 2 [5]
Intellect 2 [5]
Presence 2[5]
Psi 0 [5]

Typical Advantages/ Disadvantages
Impulsive -1

Special or Unique Skills

The Xindi Insectoids have a chitin armour that provides them with a protection of one point.

Size

Xindi Insectoids are a little taller than humans but their overall mass is roughly the same.



Traits Common to the Species

The Insectoids are almost paranoid in behaviour and fear peril almost everywhere. Therefore they usually act very impulsively.

Description

The Insectoids are quick in acting and very aggressive. They distrust almost any species and guard their decedents very carefully – a light toxic force passing life

forms to care for the eggs if no Insectoid is near. The Xindi Insectoids only live for twelve years. They look like typical insects and have large eyes and antennae. Their overall colour is very dark.

Xindi Primates

Suggested Attribute and Edge Range

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

Typical Advantages/ Disadvantages
 Innovative +1

Special or Unique Skills

The Xindi Primates have a highly developed brain and tend to be very good at intelligence based tasks.

Size

The primates are quite exactly the size of humans.

Traits Common to the Species

The Primates are intellectuals and scientists. They are usually trustworthy and just.



Description

The Primates look the most like humans. Their colour of skin ranges from very dark to very pale, although their hair usually is quite dark. They are intellectuals and careful, gathering information and data before acting. Their social structures seem to be comparable to humanity's.

Xindi Reptilians

Suggested Attribute and Edge Range

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

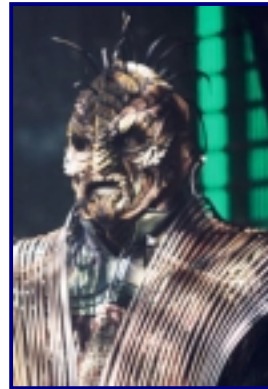
Typical Advantages/ Disadvantages
 Toughness +2
 Intolerant: Non-Xindi -2

Special or Unique Skills

The Xindi Reptilians are warriors and excel at the according skills.

Size

The Reptilians tend to be larger and stronger than humans.



Traits Common to the Species

The Reptilians are very xenophobic, mistrusting any non-Xindi and are even suspicious about the other species of their race.

Description

The Reptilians are quite aggressive and brutal, torturing their captives and killing those who became captured themselves. Their weapons use bioengineering, living components that act as projectiles and energy sources.

The Reptilians regard themselves as natural leaders of the Xindi but still want to preserve their whole people.

They have thick skins and are very strong.

General Description

Originating in the Delphic Expanse, the Xindi are a very unique species. Even in later centuries it is not known that six sapient species have developed on one planet at the same time. One of the species' is now extinct but the other five are bound together in a rather loose alliance.

In the past the Xindi were very competitive among each other, which climaxed in a war enduring for one century. The result was the destruction of the Xindi-Homeworld and with it the extinction of the Xindi-Avians, the sixth species.



After the war the Xindi agreed on a closer cooperation and founded the Xindi Council, which more or less rules the Xindi as a whole.

Although differing in methods and ideas, the Xindi try to keep their people together and alive, the death of all Avians is a warning they will not ignore.

The Spherebuilders

Homeworld

unknown

Home Region or Sovereign Territory

Besides the fact that they originate from a different dimension where time seems to be controllable nothing is known about the home territory of the Spherebuilders.

Suggested Attribute and Edge Range

Fitness 2 [6]
Coordination 2 [5]
Intellect 4 [6]
Presence 2 [5]
Psi 0 [5]

Typical Advantages/ Disadvantages
Multitasking +2

Special or Unique Skills

The Spherebuilders have the unique ability to perceive different timelines and communicate through time. With enough preparation they are even able to act in different timelines.



Size

Spherebuilders have a humanoid form and roughly the size of humans.

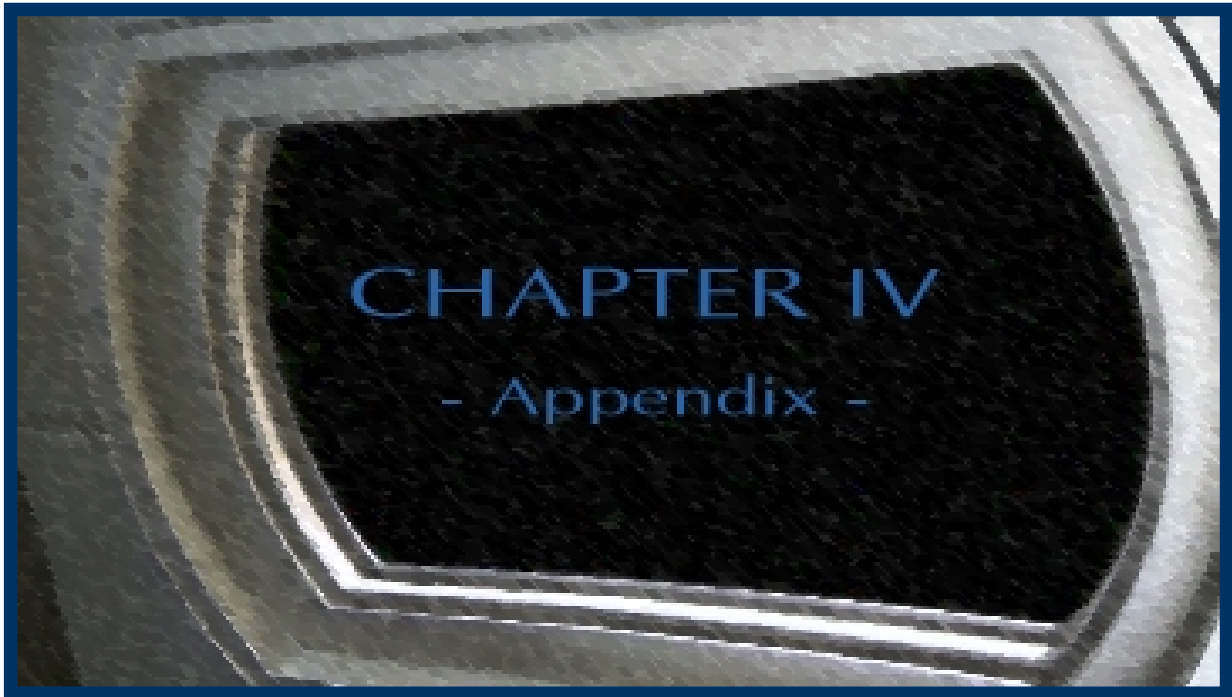
Traits Common to the Species

The Spherebuilders seem to work usually in collective and are determined to conquer space.

Description

The Spherebuilders are humanoids with a pale green skin and bald heads. Since they are originating in a dimension of temporal flux they are unable to enter the space occupied by the ordinary universe. However they have found methods to 'terraform' space. Additionally they can communicate through time and with enough preparation they can exist shortly in our space. Their technology is strongly advanced as are their corporeal abilities. They can manipulate energy and machines with bare hands.

Their society appears to be matriarchal since females tend to make decisions.



Here you will find anything that is worth noting but not extensive enough to get an own chapter.

Or
Demolitions (c.S.) 1 (2)

Templates

MACO-Enlisted Personnel

Athletics (c.S.) 1 (2)
Energy Weapon (c.S.) 2 (3)
First Aid (Wound Trauma) 1 (2)
Language English 1
Planetary Survival (c.S.) 1 (2)
Stealth (c.S.) 1 (2)
Unarmed Combat (MACO MA) 1 (2)

Promotion +1
Obligation: MACO -3

Choose one skill according to field of work:

First Aid (c.S.) 1 (2)

Or

Any Science (c.S.) 1 (2)

Or

Security (Security Systems) 1 (2)

Or

Energy Weapon (Plasma Rifle) 1 (2)

Or

Primitive Weaponry (c.S.) 1 (2)

MACO-Officer

Administration (c.S.) 1 (2)
Athletics (c.S.) 1 (2)
Computer (c.S.) 1 (2)
Energy Weapon (c.S.) 2 (3)
First Aid (Wound Trauma) 1 (2)
Language English 1
Law (Army Regulations) 1 (2)
Personal Equipment (c.S.) 1 (2)
Planetary Survival (c.S.) 1 (2)
Planetary Tactics (Small Unit) 1 (2)
Primitive Weaponry (c.S.) 1 (2)
Stealth (c.S.) 1 (2)
Unarmed Combat (MACO MA) 1 (2)

Promotion +1
Zero-G Training +2
Obligation: MACO -3

Choose one group according to field of work:

Medical Science (c.S.) 2 (3)

First Aid (c.S.) 1 (2)

Code of Honour: Hippocratic Oath -3

Or



Any Science (c.S.) 2 (3)
Or
 Any Engineering (c.S.) 1 (2)
 Security (Security Systems) 1 (2)
Or
 Command (Comb. Leadersh.) 1 (2)
 Planetary Tactics (c.S.) 0 (1)
 Promotion +2
Or
 Energy Weapon (Plasma Rifle) 1 (5)
Or
 Primitive Weaponry (c.S.) 1 (2)
 Unarmed Combat (MACO MA) 1 (2)
Or
 Demolitions (c.S.) 2 (3)



MACO is short for Military Assault Commando Operation. A branch of Earth Army, MACO is responsible to perform special missions, which need infiltration, demolitions or simply combat skills ordinary

personnel are not used to.

MACO is a unique unit within the military of United Earth Republic and is under the jurisdiction of the Minister of Defence and within the hierarchy of the army not Starfleet.

As a consequence ranks are Army ranks and not Starfleet ones:

2nd Lieutenant

1st Lieutenant

Captain

Major

Lt. Colonel

Colonel

Brigadier General

Major General

Lieutenant General

General

While the army also has a five star general, the General of the Army this rank cannot be achieved by MACO personnel and is reserved for wartimes anyway.

Current head of MACO is General Casey, long year veteran, who used to be on special missions himself until he reached his current position – administrative work simply no longer allows this.

While usually Starfleet officers of equal rank (i.e. a Lieutenant compared to a Captain) are not superior to their MACO counterparts it can happen that they are due to their post. When MACOs are stationed onboard a starship they fall under the 'local' jurisdiction and are subject to the ship's hierarchy. Thus all ground forces have to answer to all officers from Armoury Officer upwards (i.e. XO, CO as well) even if their rank is senior to those.

Besides their special training, which at least is called to be harder than in any other service branch, MACOs also use special equipment.

They wear modified Plasma guns and rifles (add +2 to the damage) and the later are equipped with targeting computers, which give the user a +1 modifier on the roll.

Additionally they wear uniforms which feature statistically calculated patterns to make sure the soldiers is hidden in any possible environment. Usually that provides him with a +1 modifier on stealth checks. A artificially created fabric is woven into the uniform and is able to absorb small amounts of energy, thus giving the wearer an armour rating of 1 against energy attacks.

Certain parts of a MACO team also have equipment according to their job. There are engineers, communications experts, snipers and the like.

Raider

Athletics (c.S.) 1 (2)

Bargain (c.S.) 1 (2)

Computer (c.S.) 1 (2)

Zero-G-Training +2
 Disadvantages:
 Obligation: MACO -3

C.P.: 5
 Renown: Aggression +6, Discipline +4, Initiative 5, Openness 0, Skill +10

Captain Korok

Korok is captaining a D-5 tanker and is best at bullying around helpless colonists and settlers. He is the usual Klingon raider. His father lost all the family wealth in a competition and now his status in the Empire is in ruin. As a consequence Korok now is underway in a substandard ship lets others suffer for his father's failures.



Fitness 4
 Coordination 2
 Intellect 2
 Presence 2
 Psi 0

Athletics (Running) 2 (3)
 Bargain (Deuterium) 2 (3)
 Command (Starship) 2 (3)
 Computer (Research) 1 (2)
 Culture (Klingon) 2 (3)
 Dodge 1
 E. Weapons (Disruptor) 3 (4)
 History (Klingon) 1 (2)
 Intimidation (Bluster) 2 (4)
 Language Klingon 3
 Personal Equ. (Com) 1 (2)
 Planetside Survival (Jungle) 2 (3)
 Planetary Tactics (Small Unit) 2 (3)
 Primitive Weaponry (Dagger) 2 (4)
 Security (Security Systems) 2 (3)
 Shipb. Systems (Sensors) 1 (2)
 Unarmed Combat (Mokbara) 3 (4)
 World Knowledge (Qo'noS) 1 (2)

Advantages:
 Dep. Head +2
 High Pain Threshold +2
 Organ Redundancy +2

Disadvantages:
 Arrogant -1
 Bloodlust -2
 Greedy -1
 Impulsive -1

C.P.: 3
 Renown: Aggression +10, Discipline +1, Initiative 4, Openness -2, Skill +1

Dolim

Dolim is the leader of the Xindi Reptilians and the Reptilians Council member. Dolim is as eager as brutal and intends to dominate the Xindi as a whole, strongly believing that the Reptilians should rule over all other Xindi. However he is also smart and resourceful and a very good warrior on any kind of battlefield.



Fitness 4
 Coordination 4
 Intellect 3
 Presence 2
 Psi 0

Athletics (Climbing) 2 (3)
 Command (Starship) 4 (5)
 Culture (Xindi) 2 (3)
 Dodge 2
 E. Weapons (Plasma Pistol) 3 (5)
 History (Xindi) 1 (2)
 Language Xindi 2

Life Science (Biology) 1 (3)
 Personal Equ. (Com) 1 (2)
 Planetside Survival (Jungle) 2 (3)
 Planetary Tactics (Small Unit) 2 (4)
 Shipb. Systems (Tactical) 2 (4)
 Vehicle OPS (Shuttle) 1 (2)

Advantages:

Dep. Head +4
 Political Rank: Council Member +4
 Promotion +10
 Toughness +2

Disadvantages:

Arrogant -1
 Bloodlust -2
 Intolerant: Non-Xindi -2
 Power Hungry -2

C.P.: 4

Renown: Aggression +12, Discipline +2, Initiative +4, Openness 0, Skill +8

Culture (Xindi) 2 (3)
 History (Xindi) 2 (3)
 Language Xindi 3
 Life Science (Biology) 2 (3)
 Material Science (Spaceframe) 4 (5)
 Persuasion (Debate) 2 (3)
 Physical Science (Physics) 4 (5)
 Propulsion Eng. (Vortex Drive) 3 (5)
 Shipb. Systems (Sensors) 2 (3)
 Systems Eng. (Weapon Syst.) 4 (5)
 Vehicle OPS (Shuttle) 1 (4)

Advantages:

Dep. Head +4
 Innovative +1
 Multitasking +2
 Political Rank: Council Member +4

Disadvantages:

Code of Honor: Protect Xindi -2
 Dependent: Family -6
 Pacifism -1

C.P.: 3

Renown: Aggression +4, Discipline +4, Initiative +2, Openness +2, Skill +18

Degra

Degra is the leading designer of the Xindi superweapon developed to destroy Earth. He is a very intelligent and innovative engineer and scientist in general. He is eager to protect the Xindi from any danger, knowing about their violent past.



Being a father and husband however he feels guilty about the deaths he caused on Earth and therefore is very enthusiastic to find a peaceful solution with Earth and humanity.

Fitness 2
 Coordination 2
 Intellect 5
 Presence 2
 Psi 0

Computer (Modelling) 3 (5)



Suz'Menna ("Floating Walk") Specialisation for Unarmed Combat

Suz'Menna is a Vulcan Martial Art of ancient origin. It was generated by one of Surak's pupils. It has many defensive moves, but also uses some attack actions. Remarkable is that this student, named Puranik, had one missing arm – therefore most moves use the martial artist's legs. This martial art depends on quick moves and floating actions, resulting in the name – Floating Walk, Suz'Menna.

Action	Difficulty	Damage	Notes
Araltek	7	3 + 1d6	This is a forward kick, which usually hits the opponent at the chest – who has to make a opposing coordination test or falls to the ground.
Peran'tek	6	2 + 1d6	This is a simple side kick.
Veralee'tek	7	2+2d6	This is the only common punch of Suz'Menna. It uses the hand edges to hit an opponent as well as fists.
Kar'tin	8	4+1d6	This is a sweeping kick, used to beat the opponent and make a takedown as well. It can be used to attack an already taken down opponent to hit certain hit areas. If used in that manner, reduce the difficulty by one.
Na'vokat	9	-	This is a defensive action. The martial artist dodges an attack and makes a defensive roll at the opponent's side. This gives the artist a better attack position and therefore the next attack's difficulty is reduced by one.
<i>Advanced Maneuvers</i>			
Narilkan	9	-	The attacker uses this maneuver to immobilize an opponent by grappling with the legs. This maneuver can be used only when being at the ground and can immobilize an opponent at the ground or can force a still standing combatant down.
Terak'Na	8	-	This maneuver is simply used to jump from ground to the feet and may be used the same round a character gets prone (with the usual



penalties, except that for an additional action).

Rhat'arik	9	2+2d6	This kick is a move to disarm the opponent by hitting hand bones, etc. to let loose the weapon.
Veral'tek	12	4+3d6	This combination of several leg moves and grapples enables the user to break bones and to make killing strikes at the head. It is taught rarely and if so only to students with decade-long experience.



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Created by Volker Maiwald

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