

Planetary Phaser Batteries

An information sheet for the  Roleplaying Game

PRODUCTION DATA

Origin: United Federation of Planets
Builders: Various
Type: Strategic
Commissioning Date: 2348

HULL CHARACTERISTICS

Size: 1
Structure: One deck subsurface shelter, phaser battery above ground.
Resistance: 2
Structural Points: 75
Docking: None standard, surface landing pad may be present for shuttlecraft.

PERSONNEL CHARACTERISTICS

Crew/Inhabitants/Alert: 03/00/06 [01/02 pwr/round]
Entertainment: 1 [03 pwr/round]
Internal Security: 1

SYSTEMS CHARACTERISTICS

Computers: 4 [04 pwr/round]
Transporters: 1 personnel [01 pwr/round]
Tractor Beams: None
Power: 55

SENSOR SYSTEMS

Long-range Sensors: None
Lateral Sensors: +0/1 light-year [04 pwr/md]

WEAPONS SYSTEMS

Type XI Phaser Battery
Range: 100/30,000/100,000/300,000
Arc: 360
Accuracy: 04/05/07/10
Damage: 22
Power: [22]
Weapons Skill: 4

DEFENSIVE SYSTEMS

Starfleet Deflector Shield
Protection: 30 (45)
Power: [30]

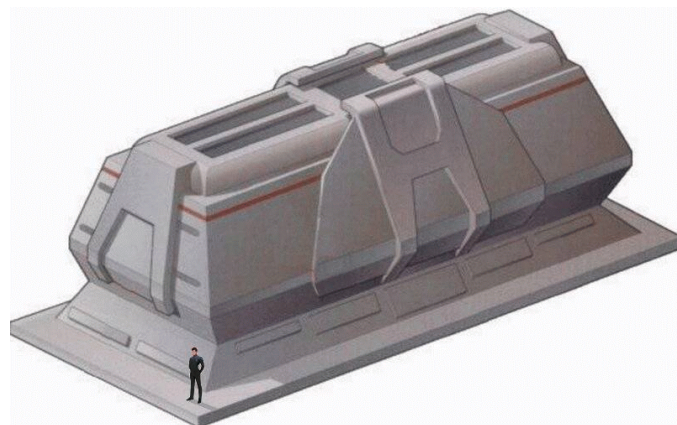
AUXILIARY SPACECRAFT SYSTEMS

Complement: None

DESCRIPTION AND NOTES

Large dedicated planetary defense emitters, these artillery systems are the final line in planetary defense. Batteries are typically placed away from inhabited areas, so that should the batteries come under fire collateral damage will be kept to a minimum.

A planetary battery requires a crew of three; two tactical crew and one engineer to maintain the generators and other systems. These crews are assigned to batteries for four month tours with provisions provided every



Type XI Planetary Defense Phaser Emitter

four to six months as required. In times of high alert a battery can support a crew of six, each team having a twelve hour watch; however, extra provisions would be required to support the extra crew. A fold-down upper bunk is provided in each cabin to avoid the dreaded "hot-bunking."

Operational control is centered in the Command and Control compartment. Control stations in C&C are Ops, Tactical, a secondary Tactical station, and an Engineering Systems Monitor station. The living areas of the batteries have been designed for maximum comfort as could be allowed for. A single, six-person transporter provides ingress/egress; while a low resolution transporter provides for cargo needs. A small powered lift accesses the shuttle pad and entrance hatch at the rear of the housing and provides maintenance access to the above ground phaser housing.

The engineering compartment houses the battery's two power cores and control systems. The battery's two computer cores run in parallel-sync, providing one hundred percent redundancy. Should one core fail, the remaining core instantly assumes total function with a mere 2.5 millisecond interruption to the battery.

Targeting data is provided to the battery by way of tight beam communication relay. Data is gathered by orbiting probes and monitoring stations, and relayed to the battery where it is received by a communications array on the phaser housing. Planetary batteries have limited sensor capabilities, relying on the orbital sensor drones and monitoring stations. A back-up sensor pallet housed on the surface is limited in range. As installed, phaser batteries support a single Type XI phaser emitter array.

Minor refurbishment and upgrades occur at one to five year intervals, with major upgrades at an average of twenty years.

As batteries come up for major overhaul, each battery is to be upgraded to a Type XII emitter. After the events of the Borg incursion of the Sol system, batteries in core areas of the Federation are being upgraded to Type XII emitters regardless of time for upgrade,

however, priority has been given to the upgrades and rebuilds of orbital defensive systems and as of the beginning of the Dominion War, planetary batteries have yet to see many of the new systems installed.

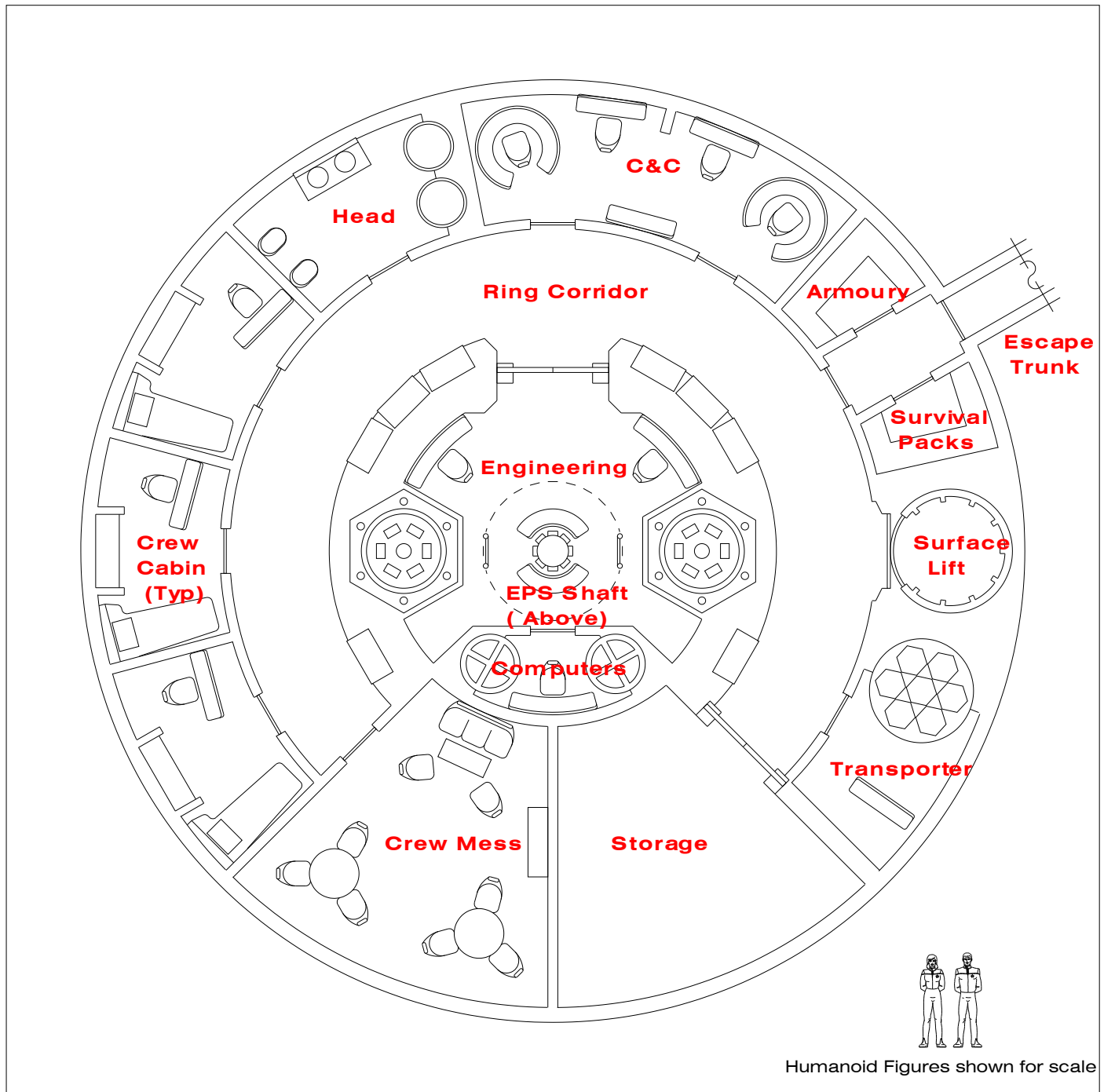
A small shield generator housed in the above-ground phaser housing can produce adequate shielding to protect a small radius around the battery's surface emplacement.



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Planetary Phaser Batteries

is a fan-written information sheet intended for use by Narrators running Star Trek role-playing campaigns.
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 Deck Plan and editing: **Owen E. Oulton**
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Humanoid Figures shown for scale

Planetary Phaser Battery Deck Layout