



*To Boldly Go...*

**Star Trek FATE RPG**

by Sean Gore 2011,2013



**“IN THIS GOLDEN AGE OF DISCOVERY, NEW HEROES WILL BE FORGED AS THEY EXPLORE STRANGE NEW WORLDS, SEEK OUT NEW LIFE, AND NEW CIVILIZATIONS...TO BOLDLY GO WHERE NO ONE HAS GONE BEFORE...”**

These are the voyages of a crew bold and daring enough to live up to that proclamation. The Star Trek campaign, powered by the FATE system, occurs in an alternate reality, where the mantle of legendary heroes has yet to be donned.

Mechanically, the game is a derivative of Strands of Fate<sup>®</sup>, with elements of Dresden Files Roleplaying Game<sup>®</sup>, Spirit of the Century<sup>®</sup>, and Starblazer Adventures<sup>®</sup> thrown in for good measure. The rules set is not required for play, however, as the bulk of what is needed for comprehension and play are provided with this booklet. The FATE SRD can also be found online with a simple search.

Starfleet has emerged from its infancy, strong and proud and eager to ply the ether, in search of the unknown. The cosmos is vast and diverse, filled with dangers, discoveries, excitement, and wonders.

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## Dice

The core mechanic to resolution in any FATE-powered game are the use of four Fudge dice (abbreviated 4dF). These dice are labeled with “+”, “-”, and blank faces. In combination, they generate results ranging from -4 to +4.

## Number Ranges

Numbers, in Star Trek FATE, are used in place of the traditional adjective ladder for determination of difficulty numbers, ranks, and success and failure. While there is no theoretical upper (or lower) limit, the typical range of numbers seen in FATE extend from -2 (a rather abysmal result) to 12 (truly worthy of legendary heroes). Most difficulties fall within this range, as shown in the sidebar. A special type of result, called Spin, occurs when a roll generates 3 or more result points over the difficulty. Spin has a variety of effects, most commonly adding style and bonuses to the action.

## Difficulty Numbers

Easy	0-1
Challenging	2-4
Difficult	5-6
Really Difficult	7-8
Highly Unlikely	9-10
Nearly Impossible	11+

## Abilities

There are 12 Abilities used in FATE-powered Star Trek that serve to define general capabilities. They are further specified using Specialty Aspects. Abilities are organized into three categories: Physical, Mental, and Social.

## Ability Ranges

-1	Handicapped
0	Impaired
1	Below Average
2	Average
3	Exceptional
4	Near Peak
5	Mortal Peak

## PHYSICAL

**AGILITY:** Balance, grace, hand-eye coordination, speed. Agility covers most forms of physical action.

**ENDURANCE:** Constitution, durability, health. Helps determine physical Stress.

**PERCEPTION:** Awareness, reaction speed. Perception represents your alertness and how well you relate to sensations. Can be used to make Assessments.

**STRENGTH:** Muscle power. Strength measures your ability to hold, lift, pull, and push. Helps determine physical Stress.

## MENTAL

**CRAFT:** Art, demolitions, engineering, mechanics, programming. This covers creation and repair. Can be used to make some Assessments and Declarations.

**KNOWLEDGE:** Educated knowledge, general experience, trivia. This covers what the character knows. Can be used to make Declarations.

**REASONING:** Comprehension, conclusion, deduction. Can be used to make Declarations.

**WILLPOWER:** Drive, force of will, mental fortitude, motivation. Helps determine composure Stress.

## SOCIAL

**DECEPTION:** Cheat, lie, seduction. In many ways, this is social “stealth” and is the opposite of Empathy.



**EMPATHY:** Compassion, understanding. Used to make Assessments.

**PERSUASION:** Intimidation, leadership, presence. This is the equivalent of social “muscle”. Helps determine composure Stress track.

**RESOURCES:** Connections, contacts, relationships, wealth. This covers the breadth of resources. Can be used to make Declarations.

## Aspects

Aspects are the ultimate descriptor. Aspects can be applied to nearly anything in game, from characters to equipment, locations to events. They detail the conditions and special features that serve to make the story more unique and exciting.

There is no limit to different Aspects; they are constrained only by phrasing and imagination. Mechanically, however, all Aspects function similarly.

In order to utilize an Aspect, it must be compelled, invoked, or tagged. Compelling an Aspect highlights the hindering features of the Aspect that makes certain actions difficult (or impossible). Compels earn affected characters a Fate Point. Invoking an Aspect highlights the enhancing features of the Aspect, making certain actions more likely to succeed, or more successful. Invoking an

Aspect costs a Fate Point, paid by the invoking character.

Tagging an Aspect is a free invoke; it costs no Fate Points.

An invoked or tagged Aspect grants one of three possible functions (chosen by the invoker). A compelled Aspect, likewise, has one of three possible effects (chosen by the compeller). These two categories mirror one another, as shown on the sidebar.

### Invoking and Compelling Aspects

(invoking or compelling character selects one)

<b>INVOKE</b>	<b>COMPEL</b>
Replacing reroll +2 result for effect	Replacing reroll -2 result for effect

Aspects can influence single characters, or can be zone-wide. Aspects are meant to operate intuitively; phrasing is meant to imply their reach and impact.

Aspects are applied during character generation, when determining an item’s capabilities (whether crafting, purchasing, or finding), at the start of a scene, and other appropriate times. Aspects can also be applied via special actions called Assessments and Declarations.

Both Assessments and Declarations are made via Ability rolls. An Assessment determines hidden, or unknown, Aspects, while Declarations place new Aspects. The kind of Aspect Assessed or Declared will determine which Ability is rolled. In either case, the character successfully Assessing or Declaring an Aspect may tag it for the first use, after which the Aspect must be invoked. The difficulty for Assessing or Declaring an Aspect is determined by the GM.

### Types of Aspects

**NORMAL:** Costs, or grants, a Fate Point to utilize.

**FRAGILE:** Like a normal Aspect, but it functions once, and is then removed from play.

**PERSISTENT:** The Aspect is so prominent that it costs no Fate Points to invoke (it is always a tag). Likewise, it earns no Fate Points on a compel. These Aspects are marked (P).

**STICKY:** Like a normal Aspect, but functions for several uses prior to fading from game play.



## Ability Uses

Abilities cover a wide variety of uses, but not all uses are intuitive. What follows are common Starfleet-oriented actions.

### PHYSICAL

**AGILITY:** Acrobatics, dodging, personal ranged attacks, or small craft piloting (like a shuttle).

**ENDURANCE:** Resisting disease, the environment, fatigue, or a toxin.

**PERCEPTION:** Examining, or searching something. Some uses of a tricorder.

**STRENGTH:** Melee combat (armed or unarmed), bashing down a door.

### MENTAL

**CRAFT:** Hacking a computer system, some uses of an engineering tricorder.

**KNOWLEDGE:** Alien culture, language, or world knowledge. Diagnosing a catalogued disease or illness. Some uses of a tricorder or PADD.

**REASONING:** Understanding an anomalous sensor or medical reading. Firing vehicle-mounted weaponry. Piloting a large craft (most starships). Some uses of a tricorder.

**WILLPOWER:** Resisting mental probes. Maintaining focus over long periods.

### SOCIAL

**DECEPTION:** Falsifying documents and information.

**EMPATHY:** Determining goals and intentions. Ascertaining truth.

**PERSUASION:** Inspiring, guiding by diplomacy, negotiating a treaty.

**RESOURCES:** Requisitioning restricted material or information.

## Starship Actions

Performing actions involving a starship get a little more complicated than personal actions, if only because there are modifiers applied by the capabilities of the vessel. In every listing, the dice, as well as modifiers from Advantages and Aspects, are applied to the Abilities listed. Crew covers most NPC Abilities.

**MAINTAIN ENGINES AT HIGH SPEED:** Keeping the engines running during emergency warp speeds is Craft + Speed.

**PILOTING:** Whether maneuvering through an asteroid field, performing evasive maneuvers, or trying to establish a better firing solution, piloting is either Agility (for small craft, like shuttles) or Reasoning (for large craft) + Maneuverability.

**PROGRAMMING:** Altering or inserting programs into a starship's computer is Craft + Systems.

**PUSHING IMPULSE OR WARP SPEED:** Matching, or exceeding, another vessel's speed in a chase is Agility (small craft) or Reasoning (large craft) + Speed.

**SENSOR OPERATIONS:** Utilizing starship sensors calls for Reasoning + Sensors.

**SHIELD REPAIR:** Restoring a starship's shields uses Reasoning.

**STRUCTURAL REPAIR:** Fixing physical damage to a starship uses Craft.

**SYSTEM OPERATION:** Using the ship's computer to access Starfleet's vast database is Knowledge + Systems. Using the ship's computer to hack an opposing starship's operating computer is Craft + Systems.

**WEAPON OPERATION:** Firing a weapon is Reasoning + Weapons.



## Fate Points & Use

Perhaps the greatest resource available to any character in a FATE-powered game are Fate Points. With them, characters can actively influence the story, bringing the focus on their capabilities and heroics. They are easily spent invoking Aspects, both personal and otherwise. They are just as easily earned, however, through compels on their own Aspects, and those surrounding them.

Fate Points are meant to flow in and out of a player's hand. They are not meant to be hoarded or handed out at a trickle. When Fate Points are being spent it means that exciting characteristics of the environment and its inhabitants are being used -- this is a good thing.

The expenditure of Fate Points represents influence over the story. It does not indicate extra effort, although descriptions may include such flair. Spending a Fate Point never counts as an "action"; the entire process occurs "off-camera".

You can spend as many Fate Points as you want (and have). Each Aspect can only be invoked one time per exchange, however.

Fate Points are primarily spent invoking Aspects, whether character, specialty, location-oriented, or otherwise. There are a few cases where Aspects may be accessed without the expenditure of Fate Points, most prominently via persistent Aspects.

Fate Points are granted, according to a character's Refresh rate, at the start of each session (unless the GM has other designs). Additional Fate Points are earned through compelling Aspects. Most often these compels will be against their own Aspects, but any Aspect, provided it hinders the compelled character's actions, is viable.

Fate Points earned via compels will be awarded once the hindrance has occurred. If the hindrance was circumvented, then no Fate Point should be awarded. Likewise, the GM should be forthright about the expenditure of Fate Points. If success is not possible (due to story factors, or otherwise), players should be informed of this prior to spending their Fate Points, or have their Fate Points refunded if retroactively realized.

Should a player not wish their character to succumb to a compel, the compel may also be "bought off" by spending Fate Points in a counter-bid. The GM is free to raise the stakes by offering a second (and possibly third) Fate Point, should the compel be particularly enticing, but the idea should be dropped if the player continues to counter-bid with their own Fate Points.

Story influence is not limited to player characters. GM-controlled NPCs also utilize Fate Points, although they spend from a GM "community" Fate Point pool from which all NPCs contribute and draw. NPCs, upon appearing in a scene, contribute a certain amount of Fate Points, which any NPC may draw upon, at the GM's discretion. NPCs also contribute to the GM Fate Point pool via compels.



## Character Creation

Creating a FATE-based Star Trek character is a cooperative process, involving the entire player group. While the central concept behind the character is the responsibility of the player, the character will have several shared experiences with other characters, helping to form an interwoven background and facilitate loyalties and teamwork.

Characters are made up of Abilities, Advantages, and Aspects. There are 12 primary Abilities, two categories of Aspects, and two power-levels of Advantages. These various characteristics are determined using a pool of points or available selections, for each portion of a character. Abilities, Advantages, and most Aspects are entirely up to the originating player. Two Specialty Aspects are guided by a “shared experience” with another character in the player group.

**REFRESH:** This is the number of Fate Points a character receives when the GM permits (typically at the start of a session, but situations could vary).

**ABILITIES:** These points are to be spent on the 12 Abilities, with no fewer than 0 (Starfleet wouldn't accept members with a severe handicap), and no more than 4 placed in a single Ability.

**ADVANTAGE POINTS:** These points are to be spent on Advantages, granting additional edge and function to a character. No more than 2 points can be spent on a single Advantage. Advantages must either be Expert or Heroic power-level.

It is possible to reduce starting Refresh to gain additional Advantage Points, if desired. 2 Refresh can be traded in for 3 Advantage Points, although no character can have a Refresh below 1.

### Species

Every character belongs to a Species, whether Andorian, Human, Tellarite, or any of the other plethora of Star Trek races that populate the galaxy. Selecting a Species costs Advantage Points, which must be paid in full. Some Species are very expensive and might warrant the player trading in Refresh for additional Advantage Points.

Each Species provides a Racial Aspect and a Specialty Aspect. These Aspects are in addition to other available Aspects and, if desired, the Racial Aspect can be directly tied to the Concept Aspect. This can grant a greater number of available Aspects (effectively freeing up the Aspect intended for concept), but also limits the ability to compel or invoke similar Aspects for increased effect.

Finally, most Species provide preset Advantages that further detail their capabilities. In some very rare cases, the Species may even call for a 13th Ability, called Psi, which is an Affinity Ability controlling psionic powers.

### Character Creation Points

Refresh	7
Abilities	25
Ability Rank Max	4
Advantage Points	9
Max AP in one Advantage	2
Available Advantages	Expert & Heroic

08	2133	ANDORIAN
02	2471	ANDORIAN
08	0912	ANDORIAN
08	0910	ANDORIAN
08	3801	ANDORIAN
02	3118	ANDORIAN
04	1801	ANDORIAN

**ANDORIAN** (Starfleet member)**HOMEWORLD:** Andor (Class-M moon orbiting the ringed gas giant, Procyon VIII, in the Andor system)**LANGUAGE:** Graalen**CULTURE AND HISTORY:** Andorians are a passionate species and hot-blooded romantics. Seen by some as aggressive, Andorians hold their honor and pride in strong regard. When an Andorian feels they have been wronged, revenge is immediate and personal (and often involving a duel, which Andorians utilize in much the same way that other species resolve disputes via trial). Likewise, Andorians are considered stubborn, once an Andorian has made its mind, swaying them can be quite a challenge.

Andorian history is filled with conflict, both internally and externally. They are a xenophobic lot; in every case, first contact has resulted in a period of conflict. They warred with Vulcans for several years. Likewise, Humans were Vulcan lackeys. Culturally, Andorian society is divided into clans (called “kethni”, or the singular “keth”). Kethni do not rule by geographical border, rather by familial association. Each keth provides a chieftan, who represents the keth on Andor’s ruling Council.

**PHYSIOLOGY:** Andorians are roughly the same height and build as Humans. Skin tones range from light to dark blue and their hair is stark white. Andorians efficiently metabolize nutrients and regulate body heat. The most distinctive Andorian physical trait are their antennae, through which an Andorian receives a great deal of environmental information, such as air pressure, sub-sonic sounds, and temperature.**BETAZOID** (Starfleet member)**HOMEWORLD:** Betazed (Class-M temperate planet in the Betazed system)**LANGUAGE:** Betazoid**Racial Aspect:** BETAZOID**Specialty Aspect:** PRESENCE (Persuasion)**Advantages:** Affinity Ability - Psi 1 (Source: Naturally Telepathic), Mindlink, Read Emotions, and Read Thoughts. Optional mental powers include Mind Probe (ranged), Mind Wipe, and Possession. Hybrid Betazoids are limited to Read Emotions only.**Advantage Point Cost:** 7+ (3 for hybrids)**CULTURE AND HISTORY:** Betazoids are gregarious, peaceful, and naturally telepathic. Their society is matriarchal and made up of numerous Great Houses.

Betazoids have a love of nature, often reflected in their architecture which is renowned for being seamlessly integrated with their surroundings.



08	2133	ADRIAN PAUL MORNINGSTAR
02	2471	JOHN DE LUCA MORNINGSTAR
08	0912	JOHN DE LUCA MORNINGSTAR
08	0910	JOHN DE LUCA MORNINGSTAR
08	3001	JOHN DE LUCA MORNINGSTAR
02	3118	JOHN DE LUCA MORNINGSTAR
04	1801	JOHN DE LUCA MORNINGSTAR

Betazoid culture revolves around their natural telepathy, so their cities often seem eerily quiet to nontelepaths. Their art often consists of imbedded telepathic visions, and much of their technology is geared to respond to telepathic probes. Due to their acute empathy, Betazoids have developed a Code of Sentience.

While lengthy in presentation, it essentially equates to two provisions. First, all sentient life is considered sacred, even the lives of enemies. Betazoids inflict harm only in dire need. Second, a Betazoid will never use their telepathy on another without permission (or to aid in an emergency). A Betazoid that violates this Code not only faces legal ramifications, but is shunned by their fellow telepaths.



It is entirely possible to take the CODE OF SENTIENCE as a Psi-linked Specialty Aspect or Character Aspect. Doing so could provide a steady supply of Fate Points.

**PHYSIOLOGY:** Betazoids are similar to Humans in appearance and build. Skin tones range from pink to olive and hair colors tend toward the darker shades. A Betazoid's pupils and irises, however, are a deep, solid black.

## CAITIAN (Starfleet member)

**HOMEWORLD:** Cait (Class-M jungle planet in the Regulus system)

**LANGUAGE:** Lyra



**CULTURE AND HISTORY:** Caitians are proud felinoids whose intelligence and cooperative nature made them a natural fit for Starfleet. Caitians have a love of beauty and focus on personal loyalty.

Caitian technological accomplishments came about through repelled invasion rather than natural development. During their late industrial era, Cait was invaded by the Kodom, whom the Caitians were able to defeat. The science behind the warp-capable vessels the Caitians captured were understood only after generations of research and experimentation. During their evolving comprehension and simultaneous exploration, they met Ferengi and Orions, but were most impressed with the Federation and became members in 2234.

**PHYSIOLOGY:** Caitians are bipedal felines with tails and manes. They are covered in thick fur, with coloration ranging from tan to black. They are roughly as tall as Humans, but are more slender. Caitians have acute hearing and golden, night vision-capable eyes.

**Racial Aspect:** CAITIAN

**Specialty Aspect:** NIGHT VISION (Peception)

**Advantages:** Enhanced Hearing (Passive) - grants ENHANCED HEARING (P) Specialty Aspect

**Advantage Point Cost:** 4



## HUMAN (Starfleet member)

**HOMEWORLD:** Earth (Class-M planet in the Sol system)

**LANGUAGE:** Federation Standard

**CULTURE AND HISTORY:** Humans have a tumultuous history. Stretches of peace are riddled with periods of war. They are an adventurous species prone to curiosity.

**Racial Aspect:** HUMAN

**Specialty Aspect:** RESOURCEFULNESS (Craft)

**Advantages:** None

**Advantage Point Cost:** 1

Prior to First Contact with Vulcans in 2063, Humans were recovering from a devastating world war that obliterated most historical documents and nearly exterminated their race. These “Eugenics Wars” and First Contact served as turning points in Human history, paving the way for the formation of Starfleet and their role in the larger galaxy.

**PHYSIOLOGY:** Humans stand about 1.5 to 2 meters tall, with skin pigmentation ranging from dark brown to light pink. Hair and eye coloration has a similar range.

## KLINGON (Non-Starfleet)

**HOMEWORLD:** Qo’noS (Class-M planet in the K’tsar system)

**LANGUAGE:** Klingon

**CULTURE AND HISTORY:** Klingons are a militaristic, aggressive species eager to prove themselves as warriors. Klingons are belligerent, coloring their relations in all areas of life; more than several officials have achieved their position through assassination.

Klingons are totalitarian, placing the good of their Empire above all other matters. They are an expansive culture, whose superior notions frequently involve enslaving subjugated species.



**Racial Aspect:** KLINGON

**Specialty Aspect:** BRAK’LUL (P) (Endurance)

**Advantages:** Persistent Aspect - Brak’lul, Strong (+2 Strength rolls involving applications of might), Tough (2 additional physical Stress boxes)

**Advantage Point Cost:** 5

Klingons are incredibly durable, a condition known as “brak’lul” in their language, that encompasses their redundant organs and hardy existence.

**PHYSIOLOGY:** Klingons are taller and stockier than the average Human. Their skin and eye coloration tends toward dark brown, while their hair is typically black (or white for elders). Bony ridges, distinct to each Klingon, runs along their forehead and brow and, occasionally, down the bridge of their nose.

## ORION (Non-Starfleet)

**HOMEWORLD:** Rigel VII (Class-M planet in the Rigel system)

**LANGUAGE:** Kolari

**CULTURE AND HISTORY:** Orions are one of the most ancient species in the galaxy.

08 2133  
02 2471  
08 0912  
08 3001  
02 3118  
04 1801

Orion history stretches back hundreds of thousands of years, when they were “seeded” on their homeworld by an unknown alien intelligence. There have been multiple Orion Empires stretching across the galaxy throughout their time among the stars. These have always, eventually, fallen, as the Orions are self-centered and hedonistic. Orion culture is one of deception, with the women held in apparent slavery by the males. This, however



is a ruse. The women are in charge, but maintain an air of servitude to foster compassion and misdirection. The Orions, currently, are known for piracy, slavery, and operating the galactic black market.

**PHYSIOLOGY:** Orion females average Human height and build, and tend to be incredibly attractive. Orion males approximate Klingons in stature, being taller and bulkier than the average Human. Their skin is green, although shade may vary from light to dark. Females have dark green hair and matching eyes, while males are typically bald. Orions of both sexes are

resilient to UV wavelengths of radiation.

Female Orions exude a potent pheromone that strongly affects males of most species. These pheromones induce potent feelings of attraction that enable suggestion and manipulation and easily leads to madness. Of course, Orion females utilize this to their advantage.

**Racial Aspect:** ORION

**Specialty Aspect:** SEDUCTIVE (Deception) - females; MERCANTILE (Persuasion) - males

**Advantages:** Radiation Resistant (+2 Endurance rolls against the effects of UV radiation); females also have Pheromones (+2 Deception rolls to seduce and manipulate)

**Advantage Point Cost:** 4 for females, 2 for males

## ROMULAN (Non-Starfleet)

**HOMEWORLD:** Originally Vulcan; currently Romulus and Remus (Class-M planets in the Romulus system)

**LANGUAGE:** Rihanssu

**CULTURE AND HISTORY:** Romulans are a secretive and xenophobic society dwelling beyond the Neutral Zone. They originated on Vulcan, with their cousin species, but migrated to Romulus and Remus during a time of great upheaval. The event has led to a rivalry with Vulcans that has lasted for centuries.



The Romulan Star Empire is a galactic super-power, whose shadowy influence is felt amongst the stars. Romulans are self-serving, however, and

08	2133	ROMULAN
02	2471	TRILL
08	0912	TRILL
08	0910	TRILL
08	3801	TRILL
02	3118	TRILL
04	1801	TRILL

**Racial Aspect:** ROMULAN  
**Specialty Aspect:** DUPLICIOUS (Deception)  
**Advantages:** Keen Hearing (+1 Perception rolls involving hearing), Strong (+2 Strength rolls involving applications of might)  
**Advantage Point Cost:** 5

their actions, diplomacy, exploration, and acts of war, are geared simply for the betterment of their Star Empire.

**PHYSIOLOGY:** Romulans have the same general build as Humans.

They have sharply slanted eyebrows and pointed ears. Their skin coloration ranges from pink to brown. Eye and hair coloration tends towards brown or black. Shaved heads are a current cultural trend, but styles vary. Romulans wear elaborate facial and head tattoos that depict personality and lineage.

## TRILL (JOINED) (Starfleet Member)

**HOMEWORLD:** Trill (Class-M planet in the Trill system)

**LANGUAGE:** Trill



**CULTURE AND HISTORY:** Trill are steeped in art and history. Like Humans, Trill support a wide-range of personalities and outlooks, but they are generally peaceful, open to new ideas, and helpful. Due to their unusual symbiont relationship, joined Trill have enabled their species to maintain exacting historical records. Likewise, famous joined Trill artists have been able to continue mastering their craft and producing their works for generations.

Trill symbionts are not a publically known fact, although they do not go to great extents to conceal the fact. It is a private element of Trill society, one which few outside of the Federation are aware. A symbiont brings all experiences from previous hosts to its current host, granting a diverse skillset and knowledge base. There are only about 1,000 symbionts amongst the Trill population, so host selection is rigorous and trying; only the best gain the opportunity to host a symbiont.

**PHYSIOLOGY:** Trill are approximately the same size and build as Humans. Trill possess spots that run along the sides of their bodies, from head to toe. These spots are as distinctive to individual Trill as fingerprints. Trill brains, often equated to paired computers, are capable of hosting symbiont organisms while still maintaining their own personality.

**Racial Aspect:** TRILL  
**Specialty Aspect:** SYMBIONT (Knowledge)  
**Advantages:** Previous Hosts (Spend 1 Fate Point and receive a +2 bonus to any Mental Ability roll)  
**Advantage Point Cost:** 3

## VULCAN (Starfleet Member)

**HOMEWORLD:** Vulcan (Class-M planet in the Vulcan system)

**LANGUAGE:** Vulcan

**CULTURE AND HISTORY:** Vulcans are a logical and stoic species with a galactic

08	2133	ADAMANT
02	2471	ADAMANT
08	0912	ADAMANT
08	0910	ADAMANT
08	3001	ADAMANT
02	3118	ADAMANT
04	1801	ADAMANT

presence. Violence and warfare filled Vulcan history until a philosopher named Surak brought about the Time of Awakening that evolved Vulcans into the logically-minded species they are today. While generally benevolent and one of the Federation's founding members, peaceful relations with their galactic neighbors have been neither automatic nor easily attained. Similarly, not every Vulcan embraced Surak's teachings, leading to several branches. Most notably amongst them are Romulans.

Vulcans, being one of the first of the current cultures to perfect warp technology, have a long-standing interest in exploration. They were the first species to officially contact Andoria, Earth, and several other key homeworlds. Therefore, Vulcans are often involved in Starfleet's exploratory branch.

Due to the immense mental effort put forth by Vulcans to suppress and control their emotions,



**Racial Aspect:** VULCAN

**Specialty Aspect:** LOGICAL (Reasoning)

**Advantages:** Sensitive Hearing (or Smell for females) (grants +1 Perception rolls involving applications of that sense), Strong (+2 Strength rolls involving applications of might), Suppressed Emotions (+1 Willpower rolls involving applications of emotional manipulation). Optionally, Affinity Ability - Psi 1 (Source: Natural Telepath), Mind Meld (combined Mindlink and Mind Probe powers with Mindlink limited to one target and touch range).

**Advantage Point Cost:** 5 (9 for those with Mind Meld)

many have developed psionic capabilities. While "natural", training and experience is required to harness and master these techniques.

**PHYSIOLOGY:** Vulcans share the same approximate height and build as Humans. Their hair tends

towards the darker shades, while their skin toward the lighter. They possess sharply angled eyebrows and pointed ears. Vulcan's have copper-based blood. Male Vulcans have sensitive hearing, while females have an enhanced sense of smell.

## Character & Specialty Aspects

Aspects, for characters, come in two forms: Character and Specialty. Character Aspects are broad and define the general nature of the character. Specialty Aspects are narrow, defining specific skill, talent, and weakness groups. The two can, occasionally, be interchangeable.

Mechanically, the two operate identically; spend a Fate Point to gain a bonus pertaining to their realm of influence, or gain a Fate Point on a reasonable compulsion. It is their "realms" that mark the difference.

During the initial stages of character creation, each character is assigned 5 Character Aspects and 3 Specialty Aspects. As noted under Species (page 5), a character's Racial Aspect (a Character Aspect) and Specialty Aspect



are in addition to other Aspects. Since the Racial Aspect can be combined with a character's Concept Aspect, this has the potential of essentially granting an extra Aspect.

To aid in determining these Aspects, a small checklist of required and suggested Character Aspects is provided in the sidebar.

Specialty Aspects represent skills and talents and can, likewise run the gamut. While Specialty Aspects could be listed as specific possibilities, such as PHASER PISTOL, it is a better idea to make them encapsulating listings, such as MARKSMAN. Both imply ranged capability, but the latter allows greater versatility in application. Of course, if the concept of the character implies such limitations, then Specialty Aspects should be similarly focused.

Specialty Aspects are linked to a specific Ability. At the argument of the player or decree of the GM, the linked Ability may be changed on a specific case-by-case basis. Otherwise, however, the Specialty Aspect is tied to that Ability by default. Thus, MARKSMAN would apply to Agility, while TONGUE-TIED would link to Persuasion.

Once Character and Specialty Aspects are selected, it is time to determine the character's "shared experiences". During this stage of character creation, players will swap characters with one another (pairing will be randomly determined). The two players will then get together and come up with an event both have experienced. The characters need not have actually met

during this experience, although it is recommended. From the shared experience, both players will then determine a Specialty Aspect pertaining to the event, either as a whole, or from their character's perspective.

The "shared experience" stage is performed twice. Once completed, every character will have a total of twelve Aspects, six Character and six Specialty, including the two "bonus" from their species.

## Required Character Aspects

- CONCEPT ASPECT:** The central concept of the character. This can include the character's Racial and/or Starfleet Aspects.
- RACIAL ASPECT:** The character's species in Aspect form. This can be included in the Concept, but is not required (there are benefits to either).
- STARFLEET ASPECT:** The character's acceptance into, and branch of operation within, Starfleet. This can be included in the Concept, but is not required (there are benefits to either).

## Required Character Aspects

- AMBITION ASPECT:** The goals and motivations of the character.
- BACKGROUND ASPECT:** The background of the character; where and how they grew up, etc.
- CONVICTION ASPECT:** The character's beliefs, theological or otherwise.
- DISADVANTAGE ASPECT:** The character's primary weakness or foil.



## Advantages

Similar to Aspects, Advantages help define a character, improving upon their Abilities, although in a more constant manner. They often mark the difference between “average folk” and heroes. Advantages come in two “levels”: Expert and Heroic.

### Advantage Capabilities

#### EXPERT (1 AP each)

- 1) +1 bonus to certain actions regardless of Ability, or specific, but broad, application of an Ability.
- 2) +2 bonus on specific use of an Ability.
- 3) Substitute one Ability for another in specific circumstances.
- 4) Special function that is minor and does not require an Aspect.

#### HEROIC (2 AP each)

- 1) +2 bonus to a broad use of an Ability.
- 2) +3 bonus to a specific use of an Ability.
- 3) Make a Specialty Aspect persistent.
- 4) Gain 2 additional Stress boxes to one track.
- 5) Gain a special benefit after generating Spin.
- 6) Special function with moderate effect and does not require an Aspect.
- 7) Spend a Fate Point for even greater bonuses.

Characters acquire Advantages during character creation via Advantage Points. A character's species has an Advantage Point cost that is deducted from their total prior to purchasing additional Advantages. Expert Advantages have a cost of 1 Advantage Point, while Heroic cost 2. Additionally, during character creation, no Advantage can cost more than 2 Advantage Points.

What follows is a sampling of Advantages. Feel free to come up with more personalized Advantages.

### Expert Advantages

**ACE PILOT:** +2 bonus on rolls to pilot an aerial or space vehicle.

**ACROBATIC:** +2 on rolls to survive falls and move through difficult terrain.

**ALERTNESS:** +2 to detect and avoid ambushes.

**CON ARTIST:** Substitute Deception for Empathy when attempting to Assess.

**DEADLY GRACE:** Substitute Agility for Strength when fighting in close combat.

**DIRECTION SENSE:** +2 to any navigation roll to avoid getting lost.

**DOCTORATE:** Pick a scientific field; +2 on all relevant Knowledge rolls or +1 on all Declarations pertaining to that field.

**ENGINEER:** Pick an engineering field; +2 on all relevant Craft rolls or +1 on all Assessments pertaining to that field.

**EYE FOR CRIME:** +2 Perception rolls to notice criminal actions.

**FEARLESS:** +2 Willpower to resist fear-oriented effects.

**FIRST IMPRESSION:** +2 bonus on the first Persuasion roll made to impress.

**FLEET OF FOOT:** +2 bonus to run rolls.

**GRACE UNDER FIRE:** +2 initiative for physical conflicts.

**HARD STYLE:** Unarmed attacks gain Weapon Rating 1.

**HUNTER:** +2 bonus to set ambushes and traps in the wild.

**HIDE IN PLAIN SIGHT:** +2 bonus on rolls to hide in a stationary position.

**LINGUIST:** +1 bonus to comprehend languages.





**LONG SHOT:** Personal ranged attacks increase their range by +1 zone.

**MASTER OF DISGUISE:** +2 bonus on Deception rolls pertaining to disguise.

**PRECISE MEMORY:** +2 bonus on rolls to recall information.

**QUICK DRAW:** Draw weaponry without a supplemental action penalty.

**RESEARCH MINDED:** +2 bonus on rolls to research and Assess subjects.

**SCARY:** +2 bonus on Persuasion rolls to intimidate.

**SOFT STYLE:** +1 bonus on Agility rolls to defend against close combat attacks.

**SURGEON:** +2 bonus to administer medical aid.

**STRIKING LOOKS:** +2 bonus on Persuasion rolls against those that look matter.

**SURVIVALIST:** +2 bonus on rolls to find food, water, and shelter in the wild.

**TAKES ONE TO KNOW ONE:** Substitute Deception for Empathy when attempting to determine if a subject is lying.

**WARP THEORIST:** +2 bonus on Craft rolls when working on a warp engine.

**WEAPON SPECIALIST:** Select a specific weapon; +1 bonus on all attack rolls.

### **Heroic Advantages**

**ACROBATIC EXPLOIT:** Move into an adjacent zone as a free action if your attack roll generates Spin.

**ASSASSIN STRIKE:** Spend a Fate Point against an ambushed target and add +3 bonus to your first attack roll.

**COUNTER ATTACK:** Make an attack as a free action if your close combat defense roll generates Spin.

**CRIPPLING BLOW:** Spend a Fate Point to increase the weapon rating of any close combat attack by +3 on your next attack.

**DUAL WIELD:** When armed with two weapons of similar combat style (close or ranged), gain the DUAL WIELD (P) Specialty Aspect to reflect combined attacks.

**INSPIRING LEADERSHIP:** Once during a scene, spend a Fate Point and gain a number of Fate Points equal to your Persuasion that must be granted to allies following your commands or words of encouragement. These must be spent in the same scene and cannot be traded or used for other purposes.

**IRON WILL:** Add 2 boxes to your composure Stress track.

**MIRACLE WORKER:** Spend a Fate Point to gain a +3 bonus on your next Craft roll.

**NERVE PINCH:** Spend a Fate Point and your next unarmed attack is a Stun attack.

**RAZOR TONGUE:** Spend a Fate Point to gain a +3 bonus on next Persuasion roll.

**TOUGH:** Add 2 boxes to your physical Stress track.

**WEAPON EXPERTISE:** Select a weapon category; +1 bonus on all attack rolls with weapons within that category.

### **Stress Tracks**

Conflicts, whether physical, mental, or social, often inflict trauma. To help track these effects, characters (and vehicles) are given Stress tracks. These tracks are made up of a number of boxes, determined by abilities. As the character suffers damage, boxes are marked off or “absorbed” with consequences. The number of boxes marked off is equal to the amount of damage taken (minus any





consequences); an attack inflicting 4 Stress would mark off 4 boxes.

Stress track damage is “cleared” at the end of a conflict. When resolved, or otherwise ended, all marked Stress boxes are erased.

### Stress Tracks

PHYSICAL: Endurance + Strength + Other Modifiers

COMPOSURE: Willpower + Persuasion + Other Modifiers

## Consequences

Wounds, scalding embarrassments, and emotional scars are more debilitating than simple Stress boxes. These “wounds” are called a consequence. Each character has four tiers of consequence: Mild, Moderate, Severe (P), and Extreme (P).

Each consequence absorbs a certain amount of Stress when the controlling player elects to suffer it. Consequences are Aspects that can be tagged by the inflicting character (or their allies, should they opt to “pass it off”) once, and then invoked as any other Aspect. Severe (P) and Extreme (P) consequences are persistent, as indicated. A character is considered “taken out” when they suffer three consequences of any tier.

Consequences recover according to their severity. When the required time has elapsed, a character may make an appropriate recovery roll. The Ability rolled depends on the type of trauma. Endurance is rolled for physical consequences, and either Willpower or Persuasion for composure consequences, depending upon the nature of the consequence. Aid can be provided by others, applying Aspects that can be used to assist recovery.

## Character Advancement

Character growth is part of adventuring and exploring. Character advancement occurs in two ways: organic experience and merit expenditure.

Organic experience occurs when the character attempts something and either fails or succeeds in a grand fashion. Whenever an action is attempted and the dice come up a +4 or -4 (and the roll is kept, not replaced by an Aspect reroll), the character gains an organic experience point for that Ability (place a check mark next to that Ability). Once five marks have been made, that Ability gains a new Specialty Aspect, or the character may save up for ten marks and increase the Ability by one. Both of these options can only occur once per Ability.

### Merit Costs

Abilities (one at 5): 2 per increase  
 Aspects (8 max each): Character 2,  
 Specialty 1  
 Advantages: Expert 1, Heroic 2  
 Refresh Rate: 3 per increase

Merits are earned via game play and are awarded by the GM at milestone moments in the game. They are saved up to purchase new Aspects, increase Abilities, acquire new Advantages, and so on.



### Merit Advantage Increases

Certain Advantages can be increased beyond the numbers given by their initially provided levels. The general rule of thumb is that no Advantage should ever provide more than one additional point of modification. The Advantages that can be increased (for the same Merit cost of buying it in the first place) are:

#### Expert Advantages (1 Merit to increase)

- DOCTORATE:** To increase Declaration bonus to +2.
- ENGINEER:** To increase Declaration bonus to +2.
- HARD STYLE:** To increase unarmed Weapon Rating to 2.
- LINGUIST:** To increase language comprehension to +2.
- LONG SHOT:** To increase ranged attack ranges to +2 zones.
- SOFT STYLE:** To increase Agility defense against close combat attacks to +2.
- WEAPON SPECIALIST:** To increase attack rolls with a specific weapon to +2.

#### Heroic Advantages (2 Merits to increase)

- ASSASSIN STRIKE:** To increase damage to +4 on an ambushing attack.
- CRIPPLING BLOW:** To increase close combat damage to +4.
- IRON WILL:** To increase composure Stress track by +4 boxes total.
- MIRACLE WORKER:** To increase Craft bonus to +4.
- RAZOR TONGUE:** To increase Persuasion bonus to +4.
- TOUGH:** To increase physical Stress track by +4 boxes total.
- WEAPON EXPERTISE:** To increase attack rolls with a general weapon type to +2.



## Starfleet Overview

Starfleet is a deep-space exploration and defense force maintained by the United Federation of Planets. Starfleet's primary goals are to expand the Federation's knowledge about the galaxy and its inhabitants, advance the Federation's scientific understanding and technological achievements, the military defense of Federation space, and practice Federation diplomacy.

Due to these goals, Starfleet frequently encounters cultures and species previously unknown, requiring Starfleet officers to act as representatives. Starfleet vessels also often ferry ambassadors on distant diplomatic assignments, spreading the Federation's goodwill. Likewise, scientists are common passengers on missions of extended research and experimentation.

### Timeline

- c. -850: Vulcan monastery on P'jem is built.
- c. 350: Vulcans engage in destructive wars that leads to the Time of Awakening.
- c. 850: Kahless unites the Klingon people.
- c. 1500: Second Klingon Dynasty.
- c. 1850: Vulcans resume interstellar travel and exploration.
- c. 1950: First contact between Vulcans and Andorians. Results in border wars.
- 2053: World War III ends on Earth.
- 2063: First Contact between Humans and Vulcans.
- 2097: First Vulcan-Andorian treaty signed.
- 2103: Martian colonies settled.
- 2104: Andorians establish contact with mythical Aenar.
- 2112: Vulcans accuse Andorians of incursion on Weytahn, in violation of treaty.
- 2113: United Earth Government is formed.
- 2137: Katric ark of Surak found on Vulcan.
- 2151: First Contact between Humans and Klingons and Humans and Andorians.
- 2152: Vulcan-Andorian cease fire.
- 2153: Earth attacked by Xindi probe.
- 2156: Romulan-Earth War begins; no face-to-face contact is ever made.
- 2160: Romulan Neutral Zone established with ending of Romulan-Earth War.
- 2161: United Federation of Planets formed.
- 2172: New World Economy formed and physical cash on Earth is abolished.
- 2215: Starfleet begins development of photon torpedoes.
- 2223: Federation-Klingon hostilities begin.
- 2233: USS Kelvin destroyed while surveying a black hole; all hands lost.
- 2243: Duotronic computer invented and becomes Starfleet's standard computer.
- 2256: Starfleet's first surveyor/cruiser, Antares-class, construction begins.
- 2262: Captain Christopher Pike is given command of USS Solace.
- 2266: Current year.



## Known Universe

Starfleet resides within the Milky Way Galaxy. The Milky Way Galaxy is approximately 100,000 light years in diameter and holds roughly 400 billion stars. The galaxy is made up of three major parts: the core, the disc, and the halo.

The core of the galaxy is actually a supermassive black hole labeled Sagittarius A\*. The disc is comprised of stars and interstellar dust that make up the circular form. The halo consists of primarily of older stars that orbit in globular clusters.

For interstellar navigation, the galaxy is divided into four regions called quadrants: Alpha, Beta, Gamma, and Delta. It is estimated by Federation projections that 1-in-43,000 planets has the potential to maintain sentient life. With over 300 million possible Class-M planets, the galaxy is teeming with alien life.

## Relations

With life so abundant in the Milky Way Galaxy, it is in the Federation's best interest to maintain, at least, cordial relations with galactic neighbors. Unfortunately, all that life means a myriad of cultures, not all of which could possibly get along; conflict is inevitable. Fortunately, the Federation's Diplomatic Corps has done an exemplary job of presenting itself to others. Andorians, Betazeds, Bolians, Caitians, Humans, Tellarites, Trill, Vulcans, and others now comprise the United Federation of Planets.



The Federation does have its enemies, however. Klingons, Romulans, and Xindi have all, at one time or another, had hostilities. The Xindi threat has been expunged, and the Romulans a tense silent stance. The Klingon Empire still wages war with the Federation.

Such a positive record of relations is due to Starfleet's officers.

## Officer Material



Starfleet puts only its best and brightest officers onto their starships, sending only their keenest representatives into space. Starfleet officers are among the most trained and talented individuals to ply the spacelanes, and with good reason.

Whether environmental or situational, the trials and hardships faced by a Starfleet officer on nearly a daily basis are experienced by Federation civilians only via the media. As such, a certain degree of confidence and ego are anticipated from Starfleet officers, an attitude only begrudgingly tolerated by most citizens.

### Starfleet Ranks

- Fleet Admiral
- Admiral
- Vice Admiral
- Commodore
- Captain
- Commander
- Lieutenant Commander
- Lieutenant
- Lieutenant Junior Grade
- Ensign



## Engineering

Starfleet starships are complex vessels operating on advanced theories and technologies. The engineers of Starfleet have the daunting responsibility of making theories a reality and maintaining technology. Engineers maintain warp engines, transporters, computers, environmental and weapons systems, and a myriad of other systems that make life aboard a starship possible.

### Warp Propulsion and Power

The primary source of power, as well as propulsion, aboard a Starfleet starship is the warp drive. By tapping the energy release from controlled matter-antimatter combinations, warp drives are capable of producing amazing amounts of power.

The warp core assembly, placed in a horizontal structure, injects matter (deuterium) in one end and antimatter (anti-deuterium) in the other. Magnetic suspension keeps the two from contacting until the proper moment. Magnetic constriction aligns the matter and antimatter streams, forcing them into the matter/antimatter reaction chamber (M/ARC).

The M/ARC contains a dilithium crystal, the only known substance that does not react to antimatter when exposed to a high-frequency magnetic field. Dilithium crystals degrade with use, however, so periodic replacement is necessary.

Inside the crystal, the matter and antimatter collide. The crystal channels the resulting plasma into power transfer conduits. The conduits carry the energy to the warp nacelles, where it is then fed into warp coils. The coils then emit nested subspace fields, and by shifting the fields frequencies, the nacelles generate faster-than-light propulsion. Currently, Starfleet vessels can safely attain a maximum speed of warp factor 8.

### Transporters

Transporters allow for instantaneous transportation of material from one point to another. The destination must be within 26,000 km and the target is not enveloped in deflector shields, cloaked, or within a field of intense matter or energy interference.

The process converts matter into energy and then opens a subspace tunnel between the two distant points, effectively “teleporting” between point A and point B. The entire process takes about five seconds. A transporter buffer acts as a safety measure if something blocks the destination point prior to arrival.

### Computer Systems

Starship computers are complex, capable systems that contain hundreds of thousands of duotronic circuits. Each circuit can store 1.07 kiloquads of data and can transmit requested data throughout the vessel in nanoseconds. While a ship’s computer is not an artificial intelligence, they are capable of maintaining basic starship functions during non-emergency situations.



## Flight Control

Flight control officers, divided into two stations (helm and navigation), pilot Starfleet vessels through the vastness of space. They monitor critical ship systems: navigational deflectors, inertial dampening systems, and subspace field geometry during warp flight. Sent to explore new worlds, flight control (also known as the “conn”) might adjust orbit to obtain better sensor readings or provide an away team with assistance. Sent to observe celestial phenomena -- a supernova, nebula, wormhole, or collapsing planet -- the flight control officers keep an eye out for danger should conditions rapidly change. In battle, the flight control officers work closely with the tactical officer to plot intercept courses, perform evasive maneuvers, or patrol a region.

## Helmsman Station

The conn allows the helmsman to chart a course from one point to another, access propulsion systems, engage in offensive or evasive maneuvers, and monitor the inertial damping field (IDF). Without the IDF, sublight and warp speeds would destroy everyone and everything within a starship. The IDF generates a counterforce that keeps those aboard a ship safe during maneuvers and hazardous situations. Some situations, such as combat, introduce alterations in speed, vector, or acceleration that occur too quickly for the IDF to fully compensate.

## Warp Factors

Starfleet’s vessels travel at incredible speeds, but in sublight and trans-luminal velocities. Starships have a safe cruising, maximum, and emergency warp speed listing. Cruising speeds are the vessel’s comfortable travel rate. Maximum velocities cause minimal strain on the starship’s engines but should only be maintained for as long as necessary. Emergency speeds place a great deal of stress on the structure and engines of a starship, often sustainable for short periods of time.

### Warp Speeds

SPEED	X SPEED		TIME TO TRAVEL			
	LIGHT	KMH	400K KM EARTH/MOON	12MIL KM ACROSS SOL	5LY NEARBY STAR	20LY ACROSS SECTOR
Standard Orbit	.00001	9600	42 hrs	142 yrs	558,335 yrs	2 mil yrs
Impulse	.25	270 mil	5.38 sec	44 hrs	20 yrs	80 yrs
WF 1	1	1 bil	1.34 sec	11 hrs	5 yrs	20 yrs
WF 2	10	11 bil	.13 sec	1 hr	6 mnth	3 yrs
WF 3	39	42 bil	.03 sec	17 min	2 mnth	1 yr
WF 4	102	109 bil	.01 sec	7 min	18 dys	2 mnth
WF 5	214	229 bil	.0063 sec	3 min	9 dys	1 mnth
WF 6	392	421 bil	.0034 sec	2 min	5 dys	19 dys
WF 7	656	703 bil	.002 sec	1 min	3 dys	11 dys
WF 8	1024	1.1 tril	.0013 sec	39 sec	2 dys	7 dys
WF 9*	1516	1.62 tril	.0009 sec	26 sec	1 dy	5 dys
WF 10*	3053	3.27 tril	.0004 sec	13 sec	14 hrs	2 dys

\*Theoretical warp factor velocities only, not attainable by any known vessel



## Intelligence

Starfleet Intelligence is a covert, fact-finding, and threat assessment branch of the Federation. Starfleet Intelligence (often referred to as S.I.) employs officers for field work, many times in undercover assignments. S.I. agent duties routinely include scouting of potentially dangerous space, reconnaissance of enemy space, and classification of enemy ships. Starfleet Intelligence also maintains a small number of operatives, and counter operatives, within the governments of threat and potential threat races. It also assists Starfleet sciences in pre-contact study of cultures, and is responsible for the analysis of potentially dangerous cultures possessing warp travel. Starfleet intelligence reports have helped avert many misunderstandings in this capacity. S.I. agents have three typical mission types: assessment, counterintelligence, and infiltration.

### Assessment

Assessment missions are similar to scientific assignments; their origins often find root with an anomaly, such as a vanished agent, rumor of sabotage, political shakeup, and the like that requires expert analysis. Sometimes, an S.I. agent on an assessment mission may be inserted under the cover of another mission, such as a scientific or diplomatic assignment. The key to assessment missions are data and discovering anomalous patterns.

### Counterintelligence

A counterintelligence mission is one that thwarts an intelligence (or military) mission of a foreign power or internal radical group. Many times an assessment operation becomes a counterintelligence mission halfway through.

Counterintelligence missions require initiative; if Starfleet were already aware of the situation, they would have sent someone else to handle it. In speed and complexity, they resemble emergency operations, but in solution they often become tactical missions. With counterintelligence missions, decisive and correct use of force is often central to success.

### Infiltration

An infiltration mission calls on a S.I. agent to covertly (or under false pretenses) enter a dangerous or interdicted location, perform some action, and exfiltrate or escape, ideally unnoticed by the opposition. Performing an infiltration mission requires a solid plan, and inspired inspiration when those plans inevitably fall apart. Like diplomatic missions (which have surprising similarities), keeping mission goals in mind and not being distracted by personalities are the key to limiting complications. Often, infiltration missions are classic force multiplier situations where a single landing party does more good than a whole starship crew.



## Medical

Starfleet medical officers are scientists who specialize in preserving health and treating disease. Many apply their talents directly by treating injuries and healing the sick. Others perform research, as any other scientist, searching for cures to disease, new methods of treatment, and studying alien life forms. Starship medical officers often confront exotic maladies, from psionic infections to rapid aging diseases, and find themselves on the forefront of disease outbreaks. Additionally, Starfleet medical officers are responsible for researching new life. With their responsibilities, Starfleet medical officers find themselves present with nearly every away team.

### Medical Facilities (Sickbay)

Every Starfleet vessel has medical facilities (referred to as sickbays) where injuries and illness are handled. A typical sickbay includes a medical clinic for routine examinations and minor treatments, an intensive care unit, and one or more research laboratories. The staff in a sickbay can treat minor illnesses and injuries, including broken bones, in just a few minutes using advanced technologies and methodology. More serious ailments may require surgery, drug or nanite therapy, or other sophisticated procedures.

Sickbay's ICU contains one or more biobeds which are equipped with sensitive bio-sensors providing up-to-the-second data on a patient. Force fields can be placed to isolate sections of sickbay, as needed. If surgery is required, the doctor can attach a surgical support frame (SSF) to a biobed. The SSF contains advanced bio-sensors, a bioregenerative field emitter, and tools to assist the doctor with surgery.

### Medical Equipment

Starfleet medical officers in the field have three primary tools of their trade: medical kit (sometimes referred to as a medikit or even a medical tricorder), dermal regenerator, and hypospray.

The medical kit is an advanced first aid kit, enabling the medical officer to treat most minor injuries or illnesses without the need of sickbay. A dermal regenerator stitches up mild lacerations in seconds. A hypospray enables the medical officer to deliver drugs, serums, and medical nanoprobes into patients with ease.

#### Sample Hypospray Agents

**ANESTHEZINE:** powerful anesthetic  
**CHLORMYDRYDE:** injury stabilizer  
**DELACTOVINE:** regeneration boost  
**HYRONALIN:** radiation cleanser  
**KAYOLANE:** sedative  
**MELORAZINE:** powerful sedative

#### Sample of Known Diseases

**CORRELIUM FEVER:** blue-black mottling of the skin, fever, numbness in extremities; paralysis and death.  
**PARANISTI MEASELS:** purple bumps, chills; eventual death.  
**SAKURO'S DISEASE:** flu-like symptoms, weakness; death.  
**XENOPOLYCYTHEIA:** rapid proliferation of red blood cells causing poor oxygen distribution, weakness; eventual death.





## Operations

Possessing consummate technical skills, operations officers deal with practical solutions to immediate problems. Each officer specializes in a particular field, often defined by the system they operate or their function as part of the crew. Communications officers handle radio traffic. Operations officers monitor power distribution. Transporter operators beam passengers and cargo to and fro. Without operations officers (often called ops officers), a ship would have a difficult time functioning.

As experts in their chosen fields, ops officers are called on to apply their skills wherever they are needed. On a planet's surface, they may be needed to set up, operate, and maintain specialized equipment. Surveying stellar events, they might be required to calibrate and correlate sensor data.

## Sensors

Starships are equipped with dozens of different types of sensors that function as its "eyes and ears". They detect thousands of phenomena and substances, ranging from subspace variations to asteroid fields and approaching starships. As such, they are crucial to almost all mission profiles, particularly those focusing on scientific or military pursuits. Sensors cannot, however, detect everything at once. Ops officers are needed to calibrate, and recalibrate, the sensors as needed. Sensors come in three general types: long-range, lateral, and navigational.

Long-range sensors work at a range of five lightyears for a high-resolution scan, or 12 to 17 lightyears for a medium- to low-resolution scan. They cover a 45° arc forward of the ship. Long-range sensors operate at superluminal speeds approaching warp factor 9.9997. They can detect solid objects, gravimetric and energy phenomena, subspace emissions, thermal and neutrino images, and variations or fluctuations within nearly any occurrence.

Lateral sensors are located along the sides of a starship in "pallets". They detect objects all around a vessel, but only out to a range of approximately one lightyear. As such, they are of little use when traveling at warp speeds. At impulse speeds, lateral sensors facilitate scientific research and during combat they allow the ship to locate and track enemy vessels. The standard Starfleet lateral sensor pallet includes EM scanners, subspace imagers, thermal sensors, and several other detectors. If needed, an ops officer can replace a standard pallet with a more specialized version for a specific mission.

Navigational sensors link with the navigational computer and conn to help plot a starship's course through space. Optimized to detect navigational markers such as chronometric relays, navigational beacons, pulsars, quasars, and other objects programmed into the ship's computer, nav sensors make it easier for the flight control officer to keep a ship on course.

### Probes

Starfleet often employs probes for extended sensory input. These are remote guided and can carry specialized sensors.



## Psychoanalysis

Starfleet psychoanalysis officers (called counselors) are a sub-branch of Starfleet science and are responsible for the emotional and mental well-being of a starship's crew, particularly the command crew. Due to the nature of extended space missions -- separation from home and loved ones, the stress of the unknown and the hazards of space -- they provide guidance. Counselors provide invaluable insight and advice during first contact and diplomatic missions.

### Crew Mental Health

Space is a stressful environment, both in the unknown and in what is known. Add the sheer power at the hands of a Starfleet starship crew's fingertips, and the necessity of a ship's counselor becomes immediately apparent. Starfleet cannot afford to have trigger-happy, overly aggressive captains, just as they cannot allow crewmembers to become despondant and detached. There is a fine line required in a starship crew's mentality and outlook, one that balances awareness and eagerness to act with patience and the value of observation.

While all counselors rely on training and behavioral patterns to discern deception and motivation, many counselors come from species gifted with empathy, or even telepathy. The invasive probing of thoughts is illegal without provocation, but the passive absorption of emotional "aura's" can be quite beneficial when noting a commanding officer's desire and intent. These becomes particularly vital during first contact situations, where a misinterpreted action can lead new meetings to states of war.

### First Contact

One of Starfleet's chief tennents is the seeking of new life. First contact missions have that tennent as a central focus. The term "first contact" refers to the first official meeting between official representatives of different governments or species. Because every first contact situation differs from others, there is no hard and fast ruling on how to handle any given development. Starfleet counselors are essential in guiding initial meetings, ensuring that actions are handled with care and precision, and that cultures and practices are observed and respected.

Because of the volatile nature and mutlitude of potentially unknown variables, Starfleet often advises that first contact be reserved until a culture has been properly observed, their behaviors understood (at least a bit) and their progress have involved the development of transluminal transportation. It is believed that by limited official first contacts to such cultures, that they are better prepared to accept their role as a member within a much larger galactic community. Of course, not every culture develops with the same degree of maturity or comprehension. Similarly, due to the nature of Starfleet exploration, some first contacts can occur prior to any significant level of preparation. Again, this is where the counselor's insight and advice prove invaluable.



## Science

Starfleet science officers oversee scientific investigations and provide scientific information necessary to make command decisions. Science officers are responsible for observing and theorizing explanations for strange or seemingly unexplainable circumstances. Science officers are often responsible (along with sensor officers) for reading and interpreting starship sensor data. A general survey away team requires the direction of a science officer. Science officers are required to keep a starship's senior staff apprised of all observations, reports, and speculations that potentially compromise the safety of their vessel.

### Science Laboratory

Science laboratories are not located on every Starfleet vessel, although they are becoming a more common occurrence. Laboratories can be generalized in capabilities, enabling extensive investigative research regarding samples and gathered data. On some vessels, however, laboratories are more specialized, depending upon the role of the starship.

### Science Duty Station

Located on the bridge, the science duty station acts as a remote laboratory and back-up sensor station. It allows access to the ship's computer library and enables the science officer to correlate data. It is the science officer's responsibility to properly inform an away team of the kind of environment they will be entering, providing them with as much preparatory education as possible.

### Spectral Class

**TYPE O:** Blue stars. Rapidly consume fuel and burn out in a few million years, before the formation of planets. Only exist in supergiant or dwarf sizes.

**TYPE B:** Blue-white stars. Even the smallest possess 10x the mass of Sol.

**TYPE A:** White stars. Typically possess metal-rich gas envelopes and have a greater chance of mineral-wealthy planets and moons. Generally attractive to miners and pirates.

**TYPE F:** Yellow-white stars. Typically twice the mass (or more) of Sol, Class-M planets orbit twice as far away.

**TYPE G:** Yellow stars. Sol is a common example. Ideal for most forms of humanoid life.

**TYPE K:** Orange stars. Life-supporting with lower radiation. Planets have thinner atmospheres.

**TYPE M:** Red stars. Burn slower than other stars and, therefore, account for two-thirds of stars.

**TYPE D:** White dwarfs. Lack interior luminosity, but have glowing hydrogen "atmospheres".

### Planetary Classification

**CLASS-D:** Small, rocky planet. Asteroids, very small moons.

**CLASS-F:** Rocky planet. Similar to Class-D, but larger. Luna and other moderate to large moons.

**CLASS-G:** Small, low-gravity world with atmospheres unbreathable by most lifeforms. Pluto.

**CLASS-H:** Extremely dry planets, but habitable with water sources. Mars prior to terraforming.

**CLASS-J:** "Jovian" gas giants. One of the most common planetary classifications. Jupiter.

**CLASS-K:** Gravity comparable to Earth's, but atmosphere is unbreathable. Venus.

**CLASS-L:** Small, rocky world with oxygen-argon or carbon dioxide atmosphere.

**CLASS-M:** Small, rocky world with oxygen-nitrogen atmosphere. Habitable. Earth.

**CLASS-T:** Gas giant with major orbital ring. Subclass of Class-J. Saturn.

**CLASS-Y:** "Demon World". Exceptionally high temperatures, corrosive atmosphere, etc.



## Security

Serving as a combination of soldier and law enforcement, Starfleet security officers play a vital role in starship operations. They patrol sensitive, beam into potentially hostile situations, protect dignitaries, arrest law-breakers, investigate crimes, and help handle tactical engagements. They serve the function of soldiers and employ threat to accomplish many of their assignments. In addition to their basic role as fighters and defenders, Starfleet security officers receive training with starship weaponry and defenses, enabling them operate in tandem with Starfleet tactical officers. In fact, on some vessels, the two are synonymous.

Security officers tend to see a lot of action. As befits their station, they are well versed in combat. During diplomatic missions they take the role of bodyguard, while during exploration missions they provide protection against whatever threat may arise, ranging from hostile aliens to wild animals. Despite this, however, Starfleet security officers are trained to use the least amount of force necessary to accomplish their missions.

### Starship Security

In addition to ensuring a starship's crew follow orders and act according to Federation standards, security officers repel borders, apprehend escaped detainees, keep contraband off their vessels, and a myriad of other duties aboard a starship. A starship's alert status determines many responsibilities.

While on duty, all Starfleet security officers carry a type II phaser. Type IIIphasers are reserved for planetary actions, only; the power output of the weapon is excessive aboard a starship. While on a starship, however, Starfleet security officers have more than just phasers at their disposal. Starfleet vessels are equipped with internal force field projectors located at key, strategic locations. Additionally, life support ventilation systems can be modified to produce certain sedating gasses. Finally, the transporter system, if it can lock on to the target(s), can beam security problems directly to the brig.

### Alert Status

**CONDITION GREEN:** Standard, peacetime status of Starfleet vessels. Crew perform routine duties. Off-duty crew may pursue personal hobbies, fraternize, utilize the ship's library, or sleep. Bridge crew is typically kept to a minimum (senior officer, helmsmen, sensor operator, and possibly a tactical officer). Some captains prefer to maintain a full bridge crew at all times, however. Navigational defectors are on, weapons maintained at 40%, and one shuttle maintains a ready status. An ops officer runs a level 4 (full) diagnostic of starship systems every 8 hours.

**YELLOW ALERT:** Senior bridge officer can set yellow alert. It generally announces the potential for combat, hazardous flight, or other crew-alert situation. Sleeping crew members awaken and make ready. Off-duty security officers arm themselves. Senior staff reports to the bridge. Weapons and defensive systems power-up fully. Level 4 diagnostics are run immediately.

**RED ALERT:** Red alert can be declared only by the captain or first officer of a starship. B Red alert indicates battle conditions. All crew members report to battle stations. Security officers take strategic stations.

**INTRUDER ALERT:** Sub-status of yellow alert, but focuses on internal security breaches.

**MEDICAL ALERT:** Sub-status of yellow alert, but isolates life support by deck to minimize exposure.

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08	0912	UNION OF PLANETS
08	0910	UNION OF PLANETS
08	3001	UNION OF PLANETS
02	3118	UNION OF PLANETS
04	1801	UNION OF PLANETS

## General Equipment

Starfleet crews have an abundance of tools at their disposal, from sophisticated hand-held computers and scanners, to powerful, long-range communication devices, to miraculous medical technology. Survival in the numerous alien environments through which the Federation explores requires these advanced implements. What follows is only the most basic catalogue of goods available to Starfleet crew.

### Communicator

Aboard ship, Starfleet crew members can use intercoms for personal or duty-related communications. Away teams, however, require the use of remote communications devices aptly called communicators. These small, flip-top units are approximately the size of a deck 21st century cell phone and are, in fact, quite similar.



Communicators have an inherent range of 300 km, able to transmit from the surface of a planet to their orbiting starship with ease. A signal relay tranceiver can boost their communication range to 26,000 km. Communicators also carry a Universal Translator, a sophisticated communications computer that interprets and translates alien languages, and enabling ease of communication. A communicators' Universal Translator can hold up to 120 languages, translating them into Federation Standard. Communicators are equipped with a miniature 3-tetrapixel holographic recorder that can record up to two hours worth of three-dimensional imagery and sound. Zoom capability and resolutions are limited, but they are useful at close ranges. Finally, all communicators are outfitted with a signal transmitter keyed to a starship's sensors and transporter system, identifying location and making rapid transportation much easier.

**GAME MECHANICS:** Communicators enable long-range, instantaneous communication across multiple zones. They translate nearly any known dialect. Languages spoken by first contact species may go untranslated, at the GM's discretion.

**GRANTED ASPECTS:** TRACKING SIGNAL (P), which can be used by transporter operators.

### PADD



Personal Access Display Devices (known as PADDs) are small tablet computers about the size of a novel. Designed for data display and readability, they have limited access to a starship's library as well as rudimentary text-based communication programs. They are also handy in organizing calendar events, tracking contact information, and providing entertainment. PADDs include an 8-tetrapixel holographic recorder that can record up to six hours of three-dimensional imagery and sound.

Personal Access Display Devices (known as PADDs) are small tablet computers about the size of a novel. Designed for data display and readability, they have limited access to a starship's library as well as rudimentary text-based communication programs. They

**GRANTED ASPECTS:** The PADD grants an appropriate Aspect based on the pertinent data currently downloaded. For example, DETROIT-CLASS STARSHIP BLUEPRINTS, OR ANDORIAN CULTURAL CUSTOMS.

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## Tricorder

Starfleet's ubiquitous research device, the tricorder is a hand-held environmental scanner. Compact, sensitive, and accurate, the tricorder is a receptive device, linked with a starship's library, that detects and identifies chemical, energy, geological, and metallurgical phenomena within its vicinity.



**GAME MECHANICS:** General use tricorders have a maximum range of 1.5 km, although readings at that range are vague and approximate, only. Accurate and quantitative readings must be within 200m. Specialized tricorders are more sensitive, but are limited to 50m. Tricorders are excellent Assessment tools, enabling Assessments from a distance. As desired, the GM may impose an escalating penalty based on range.

**GRANTED ASPECTS:** General use tricorders grant ENVIRONMENT SCANNER (P). Specialized tricorders grant ENGINEERING SCANNER (P) or MEDICAL SCANNER (P).

There are several types of tricorder. The general tricorder is designed to register a broad range of signatures, while the more focused engineering or medical tricorders are focused on substances related to their field.

Tricorders are standard-issue for any away team. Whether analyzing alien terrain or detecting potential hostile life around them, tricorders offer an invaluable array of sensors that greatly enhances any away team's chances of mission success.

## Sickbay



Medical equipment aboard Starfleet vessels borders on the miraculous when it comes to healing and recovery of crew injuries and diseases. Lacerations, even broken bones, can be repaired in minutes. Surgeries are as uninvasive as possible, utilizing remote nanite surgical probes whenever possible. Even without such amazing tools, when an invasive surgery is absolutely necessary, Starfleet doctors have the tools, such as the biobed, needed to accomplish nearly any task.

**GAME MECHANICS:** Sickbay greatly accelerates healing and recovery. Any consequence dealt with in sickbay recovers as if one consequence category lower. Moderates are recovered in minutes, Severe (P) in a single day, and so forth. Recovery rolls must still be made, and a trained practitioner's attention is required.

## Medical Kit

**GAME MECHANICS:** Moderate injuries or diseases are recovered as Mild.

**GRANTED ASPECTS:** The medical kit grants the MEDICAL KIT Aspect.

Essentially a portable sickbay, Starfleet standard-issue medical kits are designed to keep away teams functional until the grievously injured can be transported back to sickbay. In theory, they have everything a trained physician needs to treat a crew member in the field. Of course, theory can fall short in practice. Medical kits contain a medical tricorder, laser scalpels, hypospray, and hypospray ampules in a rugged field kit.



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## Hypospray

Starfleet medical personnel use hyposprays to inject drugs, medical nanoprobes, and serums into patients. The device generates a stream of compressed air that forces the medication painlessly through the patient's clothing and skin. Hyposprays hold one ampule, and each ampule contains enough for ten applications.



**GAME MECHANICS:** Hyposprays are an excellent tool to assist in delivering maneuvers. Used on patients, they could apply maneuvers like ANESTHETIZED, HEALING ACCELERATOR, or IMMUNIZATION BOOSTER. Against potential hostiles, the hypospray could deliver maneuvers like SEDATED or INJECTED HALLUCINOGEN. The operator will need to Declare the drug or serum a specific ampule is intended to contain. The Declared Aspect can be tagged to aid in injection or to bolster the maneuver's effect, as desired. Application of the maneuver is Agility-based on an actively resisting target, but could be either Knowledge- or Reason-based against a restrained or willing subject.

## Other Equipment

What follows is a sample catalogue of equipment that is best represented, mechanically, through Aspects only. This list is meant as an example and inspiration to other technology that could, theoretically, exist within Starfleet.

ITEM	DESCRIPTION	GRANTED ASPECT
Antigravity Lifter	Heavy object lifting tool	WEIGHT NEGATOR
Away-Team Camera	Mission logging device	HOLOGRAPHIC RECORDER
Breather	Oxygen breather	PORTABLE OXYGEN MASK
Chameleon Suit	Stealth suit	CHAMELEON SUIT
Disguise Kit	Disguise kit	DISGUISE KIT
Engineering Kit	Kit with tools for repair	ENGINEERING KIT
Gill Pack	Breathe underwater	AQUATIC RESPIRATION
Gravitic Calipers	Regulates plasma flow	GRAVITON FIELD ROUTER
Hyperspanner	EPS repairs	ENGINEERING TOOL
Isolation Suit	Sensor-fooling suit	SENSOR REDIRECTOR
Magnetic Probe	Regulate warp flow	WARP CORE TOOL
Night Glasses	Can see in near darkness	LOW-LIGHT VISION
Pattern Enhancers	Enhances transporters	TRANSPORTER BOOSTER
Plasma Torch	Cuts & fuses most metals	UNIVERSAL CUTTING TOOL
Powered Binoculars	Vision magnification	ZOOM-CAPABLE VISION
Transport Inhibitor	Blocks transporters	TRANSPORTER INHIBITOR
Vacuum Suit	Sealed spacewalking suit	SEALED ENVIRONMENT SUIT





## Weaponry

The galaxy is filled with a myriad of sentient lifeforms, nearly all of which are capable of varying degrees of violence. Warfare is common and personal crime even more prevalent. There are many weapons that are universal to all cultures, although their exact appearance may vary. Likewise, some cultures have introduced very unique and distinctive weaponry, such as the Klingon bat'leth or Vulcan lirpa.

The following melee weaponry depicts a generic cross-section with few specifics. It should, however, provide more than enough to begin play, as well as provide ample inspiration. Rating is added to the attack result with the final total determining damage (typically Physical Stress).

The following list can easily be further detailed with the inclusion of additional Aspects. Common examples are BALANCED, MONOFILAMENT, or UNFOLDING. Flash and style could be added via OMINOUS REPUTATION or "DIPLOMATIC TOOL".

MELEE WEAPON	WEAPON RATING	GRANTED ASPECT	NOTES
Bat'leth	+3	DUAL WEAPON, HEAVY (P)	Klingon sword
D'k tahg	+1	SPRING-LOADED BLADES	Klingon dagger
Knife	+1	SMALL (P)	Thrown 1 zone
Lirpa	+2	DUAL WEAPON, HEAVY (P)	Vulcan polearm
Mace	+2	HEAVY (P)	Bashing weapon
Reinforced Knuckles	+0	SUCKER PUNCH	Brawling weapon
Spear	+2	REACH (P)	Thrown 1 zone
Hand weapon	+2	None	Covers ax, rapier, saber, sword (mek'leth), etc.
Heavy hand weapon	+3	HEAVY (P)	Covers battle ax, great sword, etc.

### Aspect Definitions



**DUAL WEAPON:** The weapon has a harmful implement at either end. This could be invoked for accuracy or extra damage.

**HEAVY (P):** The weapon is heavy. Only one may be wielded. Tagged for additional damage or compelled for slow swings.

**REACH (P):** The weapon is longer than most. It can make attacks further away but is of limited use against body-to-body combat.

**SMALL (P):** The weapon is smaller than most. Can be concealed. Limited use against larger weapons, but useful in close combat.

**SPRING-LOADED BLADES:** The weapon has blades that pop out at a switch. Invoked for additional damage.

**SUCKER PUNCH:** The weapon can deliver an unexpectedly powerful unarmed blow.





## Ranged Weapons

Throughout the galaxy there are numerous ranged weapons, although the age of primitive kinetic kill weaponry is evident only on backwater worlds. Energy weapons, due primarily to their versatility and ease of use, are the weapon of choice, with pistols often being the standard sidearm.

Before getting into weapon specifics, a few general characteristics need to be addressed: attack mode, mode of fire, weapon rating, range, and Aspects.

**ATTACK MODE:** Ranged weapons have at least one attack mode -- either lethal or stun. Some weapons, particularly the more advanced, have both. Exotic weapons possess other modes, such as restrain or weaken.

**MODE OF FIRE:** Every ranged weapon has a mode of fire. For most ranged weapons this is a single shot -- an arrow, bullet, or energy bolt. Some weapons are capable of rapid fire, and a few are capable of explosive force, making use of a detonation-mode.

**WEAPON RATING:** Each ranged weapon also has a weapon rating (WR) which indicates a general level of stopping power and penetration. By default this is considered physical Stress. Any deviation from this is listed. Weapon ratings are added to the result of the attack roll, but only if the attack is successful.

**RANGE:** Ranged weapons are, by their very nature, given a range value, expressed in abstract zones. This is the weapon's accurate range. They may be fired one zone further at a -2 penalty to the accuracy of their attack.

**ASPECTS:** Finally, each firearm may possess none, one, or more Aspects. These may represent inherent traits, weapon settings, attachments, and other extras that somehow enhance or limit (or both) the weapon's capabilities.

### Attack Modes

**LETHAL:** This inflicts the weapon's damage rating in physical Stress (unless otherwise indicated).

**RESTRAIN:** This is a ranged grapple attack, most often avoided with an Agility roll against the resulting "damage" of the attack. This mode can be used to indicate a mental paralysis weapon by altering the resisting ability roll to Willpower. Restricted action(s), if they differ from a standard grapple, are detailed in the weapon's description.

**STUN:** This is an incapacitating attack that inflicts minimal trauma. Resolve the attack as normal, but compare "damage" against the target's Endurance. Remaining result points determine the severity of the stun. An INCAPACITATED Aspect persists for 5 minutes, less one minute for each point of Endurance.

**WEAKEN:** This diminishes a target's capacity in some regard, often resisted with the very Ability they reduce. "Damage" reduces the affected Ability point-for-point. Weaken effects recover similarly to consequences; up to three points of weaken "heal" at the end of a scene, while four or five take a about a day, six or seven last roughly a week, and eight or more persist for about a month.

**Stun Results**  
 "DAMAGE" VS.  
 ENDURANCE  
 4+: INCAPACITATED  
 1-3: STUNNED  
 0 or less: None



## Modes of Fire

**AUTOFIRE:** Some weapons are capable of producing a barrage of projectiles, riddling a target with shots, or laying “suppressive fire” over an area and forcing opponents to keep their heads down or get shot. Without a Fate Point, autofire is a descriptive attack that has no actual game mechanic. By spending a Fate Point on an autofire-capable attack, however, the attacker has the option of either increasing their attack roll or their resulting damage by +3.

Laying suppressive fire likewise requires a Fate Point, and places a block against actions that would expose the target to attack. Remaining behind cover to repair, prepare, or plan is unaffected, but attempting to move, return fire, or other similar actions trigger the block. Because the block is against multiple action types and applied across the target zone, there is no bonus from the suppressive fire-required Fate Point. Other Aspects and Advantages can be applied, as usual.

Finally, whether a Fate Point was spent on the autofire attack or not, any autofire-capable weapon that successfully attacks with a Spin result places the FOCUSED FIRE fragile Aspect on the target. This can be tagged for a bonus to accuracy or damage.

**BEAM:** Certain ranged energy weapons are capable of producing a sustained line of fire effect, called a beam. A successful beam attack that results in a Spin result places the LOCKED ON fragile Aspect on the target. This can be tagged for a bonus to accuracy or damage.

**EXPLOSIVE:** A few, rare weapons are capable of delivering an attack of explosive force. Utilization of such attacks require the invoking of the weapon’s DETONATION Aspect. Doing so, in addition to all other benefits inherent to invoking an Aspect, inflicts the weapon’s resulting damage over the entire target zone. Weapons that have a Explosive mode of fire with a number have a larger area of effect and effect the indicated number of zones.

**SINGLE SHOT:** The most common mode of ranged weapon fire is single shot. It is known by a variety of names: blast, bolt, shot, or something similar. There are no modifiers, positive or negative, for single shot mode of fire weapons, although it may be modified by Aspects, as usual.

## Weapon Rating

A ranged weapon’s potential power and penetration is summed up by Weapon Rating, an abstracted value indicating the efficiency and potency of the weapon. Since Weapon Rating is applied to a successful attack result, it has no bearing on accuracy. Weapon Ratings vary from weapon to weapon, but typically fall within a +0 to +6 range. Aspects, as typical, can adjust this in either direction.

## Range

Ranged weapons attack targets at a distance. This distance is kept to an abstracted range listed by zones. As mentioned earlier, this range is considered the weapon’s accurate range, but an attack could be made at one zone further at a -2 penalty.



## Aspects

What follows is a list of typical weapon Aspects. However, in a diverse galaxy there are, undoubtedly, others. Weapons that possess multiple Aspects may be freely changed or used simultaneously, as desired and Fate Points can cover. Several Aspects are very general in nature and, as such, should not be pigeonholed narratively. Therefore, they could appear under a wide variety of names and are marked with an asterisk. If an Aspect is particularly prominent, change it to a persistent (P) Aspect.

**ACCURATE\***: Invoke to overcome cover, range, and difficulties associated with pinpoint accuracy.

**BULKY**: Large and unwieldy, compel this to occasionally hinder the wielder's movement, concealment, or other like factors.

**COMPRESSION**: Invoke to impart extra force on the attack, staggering, or even knocking back, the target.

**DETONATION**: Invoke to explode up to ten cubic meters of rock, with less material of higher density exploding, as appropriate. This cannot be invoked while using the stun attack mode.

**DISINTEGRATION**: Invoke to potentially disintegrate any target not protected by a force field, or some other energy deflection/reflection defense (consequence-appropriate, of course). This cannot be invoked while using the stun attack mode.

**FRAGILE**: Compel this to break or temporarily disable the weapon due to delicate components, shoddy craftsmanship, or some other fragile factor.

**GLUTTON**: Compel this to run out of ammunition, bullets, energy packs, or whatever, at dramatically appropriate moments.

**HEAVY (P)**: This is a cumbersome weapon to wield and may never be dual wielded. It is typically deployed with a bi- or tripod brace.

**HEAVY STUN**: Invoke to ensure a target is incapacitated. This increases the duration of the stun attack mode by +2; the base becomes seven minutes rather than five. This is the stun setting for use against Klingons.

**OVERKILL\***: Invoke to boost the weapon's damage. While grossly powered, this is also an easy Aspect to compel; its effects are rarely clean and never subtle.

**PENETRATING\***: Invoke to punch through a target's defenses.

**SHOTGUN**: Invoke for extra damage up close; compel for reduced damage at range.

**SLOW**: Compel this due to increased reload or charge time to inhibit rapid attacks.

**SMALL**: Invoke this to easily hide the weapon or make a surprise attack.

**THERMAL**: Invoke to impart a great deal of energy that heats/ignites appropriate materials. This produces severe burns when used on flesh.

**UNRELIABLE**: Compel this to have the weapon jam, cables to disengage, or otherwise perform unreliably.

**VAPORIZATION**: Invoke to potentially disintegrate soft targets (cloth, flesh and bone, etc.). This, like **DISINTEGRATION**, is consequence-appropriate. This typically results in a messy, instant incineration of the target. This cannot be invoked while using the stun attack mode.

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## Kinetic Projectiles

From longbows to hunting rifles, projectile weaponry has a long history among many species throughout the galaxy. Many prefer energy weapons for their ease of use, power, and transportability. Kinetic projectiles still have a place amongst backwater planets and primitive societies.

KINETIC PROJECTILE	ATTACK MODE	FIRE MODE	WR	RANGE	ASPECTS
Stun Gun	Stun	Single	+0	1 zone	SMALL
Bow/Crossbow	Lethal	Single	+1	2 zones	None
Light Pistol	Lethal	Single	+1	1 zone	SMALL
Heavy Crossbow	Lethal	Single	+2	2 zones	LARGE
Pistol	Lethal	Single	+2	2 zones	None
SMG	Lethal	Autofire	+2	2 zones	None
Heavy Pistol	Lethal	Single	+3	2 zones	BULKY
Shotgun	Lethal	Single	+3	2 zones	LARGE, SHOTGUN
Assault Rifle	Lethal	Autofire	+3	3 zones	LARGE
Rifle	Lethal	Single	+3	3 zones	LARGE
Sniper Rifle	Lethal	Single	+4	4 zones	ACCURATE, LARGE
Machine Gun	Lethal	Autofire	+4	3 zones	HEAVY (P)



## Energy Weapons

Nearly every starfaring culture brings its own energized implements of destruction to the war table, however they can be divided into one of five types: agonizers, disruptors, exotics, lasers, and phasers.



FERENGI AGONIZER

**AGONIZERS:** These weapons cause injury without leaving external physical evidence. Whether via neural pain induction, molecular rearrangement or excitation, or some other form of exotic trauma, the ultimate result is pain and suffering without visible wounds. Most agonizers are beam weapons, limited in range, and inflict composure Stress.

**DISRUPTORS:** As evidenced by many cultures, including Cardassians, Klingons, Orions, and Romulans, disruptors are the most prolific weapons in the galaxy. Despite their myriad forms, there are two basic varieties: pistol and rifle. There are, of course, more subtle variations on model, make, user preference and the like, but nearly all of



KLINGON DISRUPTOR PISTOL



ROMULAN DISRUPTOR RIFLE

these are cosmetic. Disruptors are capable of both stun (concussion and neural shock) and lethal (thermal conduction) attack modes. Most are single fire; beam disruptors are very rare, although pulse (autofire) disruptors are easy enough to

locate -- often in the hands of Orion pirates. Disruptors are brutal, efficient, and comparable to phasers in many ways, and are available outside of the black market.

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**EXOTICS:** This catch-all category covers everything else not presented, from gravitic emission guns to mental coercion emitters. Their attack and fire modes, as well as characteristics, are too varied to be generalized.



HIROGEN GRAVITIC SNARE

When appropriate, each weapon is given its own details.

**LASERS:** Laser weapons are the most primitive energy weapons and are perceived as only a slight step above kinetic projectile weaponry. Nevertheless, they can still be found as antiques and curiosities among collectors, or in the hands of those either unable to afford any better, or having just discovered energy weapons themselves. Lasers are short range beam weapons; their beams are easily disrupted by water vapor found in breathable atmospheres. Additionally, they are gluttonous weapons concerning battery consumption.



LASER PISTOL

**PHASERS:** Starfleet's signature weapon, the phaser, is an icon of the Federation's diversity, ingenuity, and power. They are the most advanced energy weapon produced by a recognized, known culture. As such, Starfleet guards their technology jealously, are continuously working to upgrade existing models, as well as keeping their designs ahead of black market resellers and the reverse engineering of creative and talented weaponsmiths.



TYPE I PHASER



TYPE II PHASER

Starship weapons excluded, there are three types of phasers: Type I, Type II, and Type III. The small, compact, and easily concealed Type I phaser is also called a palm phaser and is about the size of a communicator. The larger, suitably more powerful Type II phaser pistol serves as the standard Starfleet sidearm for security teams. The Type I phaser rests in a cradle in the Type II body, which amplifies energy output. The Type III phaser rifle is the largest and most powerful phaser weapon on the modern battlefield. Photon artillery may deliver more raw energy, but cannot match the pinpoint accuracy of the Type III.



TYPE III PHASER

All phasers are freely capable of alternating between lethal and stun attack modes, and all are beam weapons.

### **Phaser Settings (and the means to achieve them)**

The first six phaser settings are available on all phaser types. Phaser settings seven thru eleven are limited to Type II and III phasers; setting twelve thru twenty are restricted to Type III phasers.



The following settings are emulated via attack mode and Aspect invocation. The more powerful settings require an ever escalating number of Fate Points due to their impact on stories; this is particularly the case for area effect attacks that potentially target multiple foes.

SETTING	ATTACK MODE	ASPECT(S) INVOKED	NOTES
<b>Phasers Type I, II, and III</b>			
1) Stun	Stun	None	Default setting
2) Heavy Stun	Stun	HEAVY STUN	Recommended Klingon stun
3) Light Thermal A	Stun	THERMAL	Minor burns, sets fires/warms rocks
4) Light Thermal B	Stun	HEAVY STUN and THERMAL	Burns, warms steel
5) Thermal	Lethal	None	Standard "harm" setting
6) Heavy Thermal	Lethal	THERMAL	Burn thru 10cm rock in 30 secs
<b>Phasers II and III</b>			
7) Light Disrupt A	Lethal	VAPORIZATION	Weakest vaporization setting
8) Light Disrupt B	Lethal	THERMAL and VAPORIZATION	Vaporizes unprotected "soft" targets
9) Disrupt A	Lethal	DISINTEGRATION	Weakest disintegration setting
10) Disrupt B	Lethal	DISINTEGRATION and THERMAL	Disintegrates most targets not protected by force fields
11) Disrupt C	Lethal	DISINTEGRATION, THERMAL, and VAPORIZATION	Powerful disintegration setting
<b>Phaser III</b>			
12) Crowd Control A	Stun	DETONATION	Weakest crowd control setting
13) Crowd Control B	Stun	DETONATION and HEAVY STUN	Potent crowd control setting
14) Crowd Control C	Stun	DETONATION, HEAVY STUN, and THERMAL	Most powerful crowd control setting
15) Thermal Burst A	Lethal	DETONATION	Lethal crowd control setting
16) Thermal Burst B	Lethal	DETONATION and THERMAL	Potent lethal crowd control setting
17) Heavy Disrupt A	Lethal	DETONATION and VAPORIZATION	Weakest heavy disrupt setting, explodes 1 cubic meter of rock
18) Heavy Disrupt B	Lethal	DETONATION and DISINTEGRATION	Potent heavy disrupt setting, explodes 5 cubic meters of rock
19) Heavy Disrupt C	Lethal	DETONATION, DISINTEGRATION, and THERMAL	Powerful heavy disrupt setting, explodes 10 cubic meters of rock
20) Heavy Disrupt D	Lethal	DETONATION, DISINTEGRATION, THERMAL, and VAPORIZATION	Most powerful phaser setting available in man-portable weaponry, explodes 50 cubic meters of rock

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ANDORIAN COMPRESSION RIFLE



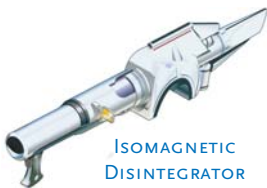
PUPPET PISTOL



BACKBREAKER PISTOL

WEAPON	MODE	ATTACK	FIRE	WR	RANGE	ASPECTS/NOTES
Agonizer	Lethal	Beam		+2	1 zone	Composure damage; AGONY INTENSIFIER (OVERKILL)
Disruptor Pistol	S/L	Shot		+4	2 zones	DISINTEGRATION and THERMAL
Disruptor Rifle	S/L	Shot		+6	3 zones	DISINTEGRATION, THERMAL, and VAPORIZATION
Assault Disruptor	S/L	Autofire		+4	2 zones	DISINTEGRATION and THERMAL
Heavy Assault Disruptor	S/L	Autofire		+6	3 zones	DISINTEGRATION, THERMAL, and VAPORIZATION
Laser Pistol	Lethal	Beam		+2	1 zone	THERMAL
Laser Rifle	Lethal	Beam		+4	2 zones	THERMAL
Backbreaker Pistol	Weaken	Shot		+2	2 zones	Reduces Endurance or inflicts physical Stress; THERMAL
Compression Rifle	Lethal	Shot		+4	2 zones	COMPRESSION
Gravitic Snare	Restrain	Beam		+2	2 zones	Resisted by Strength
Puppet Pistol	Weaken	Beam		+2	1 zone	Reduces Willpower or inflicts composure Stress
Tangler Pistol	Restrain	Shot		+2	1 zone	Resisted by Agility
Phaser, Type I	S/L	Beam		+2	0 zones	DISINTEGRATION, HEAVY STUN, and THERMAL
Phaser, Type II	S/L	Beam		+4	2 zones	DISINTEGRATION, HEAVY STUN, THERMAL, and VAPORIZATION
Phaser, Type III	S/L	Beam		+6	4 zones	DETONATION, DISINTEGRATION, HEAVY STUN, THERMAL, and VAPORIZATION
Grenade, Concussion	Stun	Shot		+4	2 zones	DETONATION
Grenade, Force	Stun	Shot		+4	2 zones	COMPRESSION & DETONATION
Grenade, Fragment	Lethal	Shot		+4	2 zones	DETONATION
Grenade, Photon	Lethal	Shot		+4	2 zones	DETONATION & THERMAL
Isomagnetic						
Disintegrator	Lethal	Shot		+6	3 zones	DETONATION & DISINTEGRATION
Photon Mortar	Lethal	Shot		+8	5 zones	DETONATION & THERMAL

\*\*Key: S/L = Stun or Lethal settings; Aspects with ampersand (&) must all be utilized and paid for.



ISOMAGNETIC DISINTEGRATOR



ORION ASSAULT DISRUPTOR



TANGLER PISTOL



GRENADE

08	2138	ARMOR
02	2471	ARMOR
08	0812	ARMOR
08	0910	ARMOR
08	3801	ARMOR
02	3118	ARMOR
04	1801	ARMOR

## Armor

Heavily armored soldiers broadcasts generally aggressive notions, a behavior the Federation avoids. Additionally, the amount of power the various factions can field with their energy weapons makes armor little more than a heavy suit. That said, however, some measure of protection is afforded every member of the crew via their uniform. Heavier armors are available, just as there are weapons more powerful than the Type II phaser, for specific situations, although they are never issued without great thought and consideration.

Armor provides its wearer a line of Stress boxes and a single Mild consequence. These Stress boxes are always marked off prior to the wearer taking damage. The same goes for the consequence, which is always **ARMOR DAMAGED**. The moment this consequence is taken the armor is no longer effective. The consequence can be compelled to hinder movement, provide the enemy an attack at a vital location, and similar occurrences.

**STARFLEET UNIFORM:** Starfleet's uniform is made of cut-resistant, energy dampening fabric designed for comfort. It is not intended to be a battle armor, but it can make the difference between life and death. It provides one box of Stress in addition to the standard Mild consequence. Each Starfleet starship sports different uniforms, often decided by the ship's captain, officers, and/or crew.

**COMBAT ARMOR:** Worn by Klingons during most conflicts and Starfleet security when prepared for heavy conflict. It is made up of impact-deflecting plates, cut-resistant material, and potent energy dampeners. It is heavier than Starfleet's uniform fabric, but still manageable on the battlefield. It provides three boxes of Stress in addition to the standard Mild consequence.

**HEAVY BATTLE ARMOR:** Worn by various species, this is the heaviest known armors worn. It is similar to combat armor, but sturdier still. It provides five boxes of Stress in addition to the standard Mild consequence.

**PORTABLE FORCE FIELD GENERATOR:** Requiring time to set up, a portable force field generator can provide significant protection to an area, although it is immobile. Once activated, a portable force field generator's deflection shield provides ten boxes of Stress in addition to the standard Mild consequence, and covers an area no larger than five square meters (about a zone).



PORTABLE  
FORCE FIELD  
GENERATOR



KLINGON  
COMBAT ARMOR



SAMPLE  
STARFLEET  
UNIFORM





## Starships

Traveling the stellar highways, exploring the uncharted reaches of space, and seeking out new life and new civilizations would not be possible without a starship. They are fantastic vessels, capable of supporting the lives of hundreds for months at a time, travelling at speeds hundreds of times the speed of light, and deploying weaponry could destroy worlds. They are interstellar castles, often representing their culture dozens (or hundreds) of lightyears from home.

Starships are nearly as important as characters and are, therefore, essentially treated as one. They have their own Abilities, Advantages, and Aspects that, taken as a whole, detail the vessel.

### Abilities

**SIZE:** General size of the vessel. Not really an Ability, more of a parameter-defining trait.

**CREW:** Crew size and competence. This Ability is added as a bonus to any action performed by NPC crew members.

**MANEUVERABILITY:** Handling, turn rate, dodge, jink, and ability to perform high-speed maneuvers.

**STRUCTURE:** Hull, armor plating, reinforced structure.

**SENSORS:** Eyes and ears of the starship.

**SYSTEMS:** Computers and electronic workings.

**WEAPONS:** Combat targeting computers and control over onboard weaponry.

### Aspects

Just like characters, starships have both standard, vessel-defining Aspects and specialty Aspects that are linked to one of their Abilities. Starships, unless modified via Advantages, get three starship Aspects and three specialty Aspects. One of the starship Aspects must define the concept of the vessel and, if any, what faction it belongs to (Starfleet, Klingon Empire, Romulan Star Empire, and so on). These Aspects operate just like any other Aspect.

### Advantages

Starship Advantages represent components, design characteristics, and other traits built (intentionally or by accident) into the vessel. They include advanced computers, sensors, engineering or medical bays, cargo space, shuttle launch capabilities, polarized plating, deflector shields, warp and impulse drives, and weaponry.

What follows is a catalogue list of Advantages, organized by type: Crew, Defense, Mobility, Operations, and Weaponry.

### Starship Sizes

- 1: Very small, one-man craft
- 2: Standard shuttle
- 3: Personal yacht or transport ship
- 4: Average long-range starship crewed by several hundred
- 5: Large starship, battleship, passenger liner, crewed by, or carries, multiple hundreds if not thousands
- 6: Space station
- 7: Massive space station



### Crew Advantages

Crew Advantages represent exceptional training, talent, and capability amongst the NPC crew. Perhaps they are time-tested veterans, or exceptionally well-trained soldiers.

**ELECTRONIC WARFARE SPECIALISTS:** +2 bonus to system attacks via Systems Ability.

**ENGINEERING ELITE:** +2 bonus to perform Maneuvers relating to vessel performance and reliability.

**HOTSHOT HELMSMAN:** +2 bonus on rolls relating to navigation or performing a movement-related Maneuver.

**MEDICAL ELITE:** +2 bonus on rolls involving medical aid.

**RAPID REPAIR TEAMS:** +2 bonus to rolls involving repair of starship components.

**SECURITY SPECIALISTS:** +2 bonus to rolls involving shipboard crew attack and defense.

**WEAPON SPECIALISTS:** +2 bonus to weapon accuracy rolls.

### Defense Advantages

Defense Advantages highlight a vessel's defenses beyond just a sturdy hull.

**ARMORED:** +2 to Structure rolls when defending against physical attacks (like torpedoes).

**DEFLECTOR SHIELDS:** Provides Damage Reduction (DR) which reduces resulting stress, adds a new set of Stress boxes and a Mild consequence (SHIELDS DOWN). Operates like armor does for characters; absorbs damage before the vessel takes the damage, when the consequence is suffered, the shields drop and are unusable until restored. Restoring shields requires an engineering repair roll (Reasoning) against a difficulty of 2. Every point of success over the difficulty restores one shield box, although blown shields must be fully repaired before they can operate.

**ELECTRONIC COUNTER MEASURES:** +2 Systems rolls when defending against system attacks.

**POLARIZED HULL:** Adds +2 Structure when defending against energy attacks.

**REINFORCED STRUCTURE:** Adds two additional structural Stress boxes.

### Mobility Advantages

Mobility Advantages represent a vessel's exceptional speed and maneuverability features.

**ATMOSPHERIC FLIGHT:** The starship is capable of flying through a planet's atmosphere, and landing on its surface.

**WARP DRIVE:** The starship is capable of transluminal speeds, the exact warp speed determined by the size of the engine.

### Operational Advantages

Operational Advantages are those that enable the starship to operate better than other vessels, or in ways others cannot.



**CARGO HOLD:** While all starships can carry some gear per crew member, along with standard stores, those with a cargo hold can carry a much greater quantity. The amount of space varies by Size.

**CLOAKED:** The starship can vanish from sensors and visible sight. Detecting a cloaked vessel requires very specialized equipment not found on most starships. Federation ships do not have cloaks.

**COMPUTER LIBRARY:** A vast library of information beyond standard operational computers is available aboardship adding +1 to all rolls pertaining to encyclopedic-style research and Assessments per computer library rank.

**ENGINEERING WORKSHOP:** +1 to all engineering rolls aboard ship per workshop rank.

**ENHANCED SENSOR SUITE:** +2 on all Sensors rolls to gather information at range.

**ESCAPE PODS:** The starship carried enough escape pods for its crew and passengers.

**LAUNCH BAY:** The starship carries shuttles, fighters, or other smaller space vehicles. The number of vehicles depends on the Size of the carrying starship.

**LUXURIOUS ACCOMODATIONS:** Crew living quarters are spacious living areas akin to private apartments (rather than shared quarters or a tiny, one-room box).

**MEDICAL BAY (SICKBAY):** +1 to all medical rolls aboard ship per medical bay rank.

**PASSENGER ACCOMODATIONS:** Additional living space allotted for passengers and VIP guests.

**SCIENCE LAB:** +1 to all science rolls aboard ship per science lab rank.

**TRACTOR BEAM:** Starship vs. starship grapple system with 2 zone range. Attacker rolls Systems + Size against the defender's Maneuverability, Speed, or Systems (their choice) + Size. Attacker success indicates tractor strength. The following exchange, the attacker (provided the tractor grapple has not been broken) may tug the target along one zone, drag the target one zone closer, push the target one zone further away, or hold them immobile. The target may attempt to break a tractor grapple each exchange, unless the attacker rolled a Spin result, in which case the tractor grapple cannot be broken until the tractor beam emitters are shut off.

**TRANSPORTERS:** Instantly transports crew, materials, and passengers from one destination to another. Transporters have a range of 26,000 km and the target cannot be shielded or under an envelope of substantial interference. Starfleet transport pads can accomodate up to six people simultaneously. Starships typically house multiple transporter chambers to facilitate mass transports, when necessary. A number of factors, including range, movement, number of targets, and interference can all make transportation difficult.

### Transporter Difficulties

Systems or Reasoning roll  
Base 0

+1 per Size of subject (max Size 2)

+1 per three subjects

+1 if greater than 13,000 km

+1 if subject is moving

+2 if subject is moving rapidly

+1 - +4 for bypassable interference



## Weaponry Advantages

Weaponry Advantages include actual weapons with which the starship is armed. Weaponry Advantages typically consist of one or two parts, the model of weapon and the type of projector.

### Projector

All starship guns utilize the same general types of projectors: array, bank, and cannon, with battery as an option available to all projectors.

**ARRAY:** A track band that runs along a large portion of a starship's hull, enabling a wide arc of fire. This results in a more accurate, albeit less powerful, energy attack. The weapon's attack roll gains a +2 bonus and damage suffers a -2 penalty.

**BANK:** The default weapon emplacement that mixes power and fire arc. This type of projector suffers neither penalty nor enjoys a bonus.

**CANNON:** Incredibly narrow arc of fire, cannons are, however, the strongest type of energy projector. Attack rolls suffer a -2 penalty, but damage gains a +2 bonus.

**BATTERY:** This is not a projector in itself, rather a number of projectors of the same model and make that result in a tremendous barrage of energy or torpedoes. This results in a +2 bonus to the attack roll and damage roll. Alternately, at the expense of a Fate Point, the weapon can make a single attack (sans the Battery bonuses) against all targets in a single zone.

### Model

**DISRUPTOR:** Found on non-Federation vessels, disruptors are the most common starship energy weapon in the galaxy. They come in three general sizes: light, medium, and heavy, with Weapon Ratings approximating +2, +4, and +6.

**PHASER:** Starfleet's iconic energy weapon, phasers are a power, versatile weapon. Currently, there are seven phaser types in production: I - VII. Weapon Ratings range from +0 - +6. Starship size, available power, and production dates all help determine what phaser with which it might be equipped.

### Torpedoes

**PHOTON TORPEDO LAUNCHER:** Each faction may manufacture slightly different looking torpedoes and launchers, they all operate under the same general principle: delivering tremendous trauma against unshielded targets.

Torpedoes may be fired once per conflict, with further launches requiring a Fate Point per use. Torpedoes may be dumb-fired (without a targeting lock) or fired at locked targets (requiring a set-up Sensor Maneuver). A target hit by a photon torpedo suffers the torpedo's Weapon Rating. Any damage that penetrates shields is doubled. Thus, a ship with 2 shields that is hit by a torpedo for 6 points will have its shields dropped (reducing the torpedo damage to 2, -2 for the remaining shield Stress and -2 more for the Mild consequence) but the remaining 2 points that get through are doubled to 4.

**TARGETING COMPUTERS:** While not exactly a weapon, their effects are directly tied to them. Targeting computers enable the attacker to pay a Fate Point and insist that the target take the Stress inflicted as a consequence of the appropriate value and affecting the location of the attacker's choosing.

08	2133	USS ENTERPRISE (NCC-1701-A)
02	2471	USS ENTERPRISE (NCC-1701-B)
08	0912	USS ENTERPRISE (NCC-1701-C)
08	0910	USS ENTERPRISE (NCC-1701-D)
08	3801	USS ENTERPRISE (NCC-1701-E)
02	3118	USS ENTERPRISE (NCC-1701-F)
04	1801	USS ENTERPRISE (NCC-1701-G)

## TYPE F UFP SHUTTLECRAFT & WORKBEE



### Type F UFP Shuttlecraft

DATE COMMISSIONED: 2245

Shuttlecraft are used as auxiliary and support craft. They are used to transport personnel when transporters are unavailable, as well as shuttle dignitaries who prefer a more traditional method. Type F shuttlecraft carry one pilot and six passengers.

Unarmed, the Type F shuttlecraft is shielded. In an emergency, however, its emergency fuel cells can be vented and ignited, acting as a flare of sorts to nearby starships.



### Workbee

DATE COMMISSIONED: 2172

Workbees are the shipyard workers; small one-man craft flitting about constructing, transporting, and repairing starships and space stations. They are little more than a pressurized compartment strapped to low-power engines, and even the pressurization is optional if the pilot is suited.

Workbees are modular in design, able to be fitted with a tug-sled or grasper arm attachment package, increasing their versatility.

## TYPE F UFP SHUTTLECRAFT

- 08 | 2133 | STARBUCK'S
- 02 | 2471 | STARBUCK'S
- 08 | 0912 | STARBUCK'S
- 08 | 0910 | STARBUCK'S
- 08 | 3001 | STARBUCK'S
- 02 | 3118 | STARBUCK'S
- 04 | 1801 | STARBUCK'S



### Starship Data

DECKS: 1  
 LENGTH: 5.95M      HEIGHT: 3M      BEAM: 2.93M  
 CREW: 1      PASSENGERS: 6  
 DRIVES: SBC Impulse Drive (.5c maximum)  
 DEFENSES: Class 1 Deflector Grid  
 WEAPON SYSTEMS: None  
 FEATURES: Class 1 Operations System with Life Support and Starfleet Database Access

### Mechanical Data

SIZE: 2      FATE POINTS: 2  
 ASPECTS: PERSONNEL TRANSPORT SHUTTLE      VIP TRANSPORT      BOXY  
 CREW: 1      MANEUVERABILITY: 2      STRUCTURE: 2      SENSORS: 2  
 COMFORTABLE      RELIABLE  
 CONDITIONS  
 SPEED: 2      SYSTEMS: 2      WEAPONS: 0  
 EMERGENCY FUEL CELLS

ADVANTAGES: Atmospheric Flight, Computer Library I (+1), Deflector Shields

### Stress Tracks & Consequences

SHIELDS: ■■■■				
STRUCT.: ■■■■				
SYSTEMS: ■■■■				
CREW: ■■■				

- 08 | 2133 | STARSHIP
- 02 | 2471 | STARSHIP
- 08 | 0912 | STARSHIP
- 08 | 0910 | STARSHIP
- 08 | 3001 | STARSHIP
- 02 | 3118 | STARSHIP
- 04 | 1801 | STARSHIP

## WORKBEE



### Starship Data

DECKS: 1  
 LENGTH: 2.7M      HEIGHT: 1.3M      BEAM: 1.2M  
 CREW: 1      PASSENGERS: None  
 DRIVES: SBA Impulse Drive (.25c maximum)  
 DEFENSES: None  
 WEAPON SYSTEMS: None  
 FEATURES: Class 1 Operations System with Life Support

### Mechanical Data

SIZE: 1      FATE POINTS: 2  
 ASPECTS: SHIPYARD CONSTRUCTION VEHICLE      WORKMAN      TINY  
 CREW: 1      MANEUVERABILITY: 3      STRUCTURE: 1      SENSORS: 1  
 CRAMPED      SENSITIVE CONTROLS      MODULAR  
    ATTACHMENTS  
 SPEED: 2      SYSTEMS: 1      WEAPONS: 0

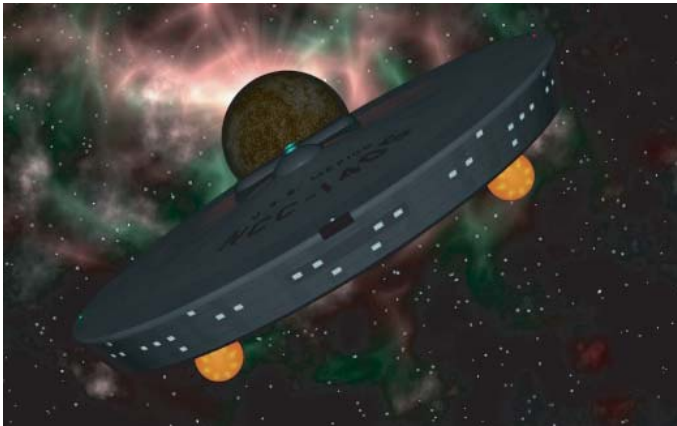
ADVANTAGES: Modular Design (adds Aspect based on current design: Cargo Train - CARGO PODS; Grabber Sled - MANIPULATOR ARM; Tool Sled - TOOL ARM)

### Stress Tracks & Consequences

STRUCT.: ■■				
SYSTEMS: ■■■				
CREW: ■■				

## DETROIT-CLASS SUPPORT FRIGATE

- 08 | 2133 | USS Enterprise (NCC-1701-A)
- 02 | 2471 | USS Enterprise (NCC-1701-B)
- 08 | 0912 | USS Enterprise (NCC-1701-C)
- 08 | 0910 | USS Enterprise (NCC-1701-D)
- 08 | 3801 | USS Enterprise (NCC-1701-E)
- 02 | 3118 | USS Enterprise (NCC-1701-F)
- 04 | 1801 | USS Enterprise (NCC-1701-G)



**DATE COMMISSIONED:** 2182

**DATE REFITTED:** 2245-2250

Space contains many hazards for which Starfleet's first real exploration vessel, the Ranger-class Explorer, was never designed to withstand. These hazards led to numerous incidents that necessitated multiple specialized vessels each lending separate aid. The Detroit-class Support Frigate was Starfleet's answer, a rugged, multi-purpose, emergency response vessel; the first stage of Starfleet's evolving "jack-of-all trades" starship design theory. Despite the superficial comparisons between the Ranger and Constitution's frame, it was the principles and theories behind the Detroit schematic that inspired the Constitution's engineers.

Due to the diverse nature of hazardous incidents facing a Detroit-class starship, it was designed to be easily adapted and modified by on-hand engineers. Starfleet wanted a vessel that could perform planetary evacuations, rescue stranded transport passengers, and repair crippled starships. In essence, they wanted a roving, emergency relief spacecraft.



*Detroit-class bridge*

While well-shielded and provided with ample power from its dual-nacelle design, the Detroit's limited weaponry makes for a poor direct combat vessel. Its diverse and redundant systems, however, coupled with its unique use of engineer-piloted, Work Bee swarm make for a welcome presence in any emergency.

### SAMPLE SHIPS IN SERVICE

#### Name

USS Polaris

USS Cleveland

USS Solace

#### Registry Notes

NCC-1279 Assigned to Starbase 343, near the Hromi Cluster.

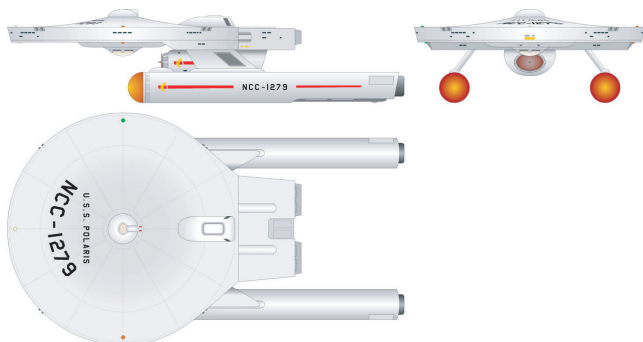
NCC-1310 Assigned to Sol system.

NCC-1382 Assigned to Starbase 621, near Cardassian Union.



## DETROIT-CLASS SUPPORT FRIGATE

- 08 | 2133 | STARBUCK'S
- 02 | 2471 | STARBUCK'S
- 08 | 0912 | STARBUCK'S
- 08 | 0910 | STARBUCK'S
- 08 | 3601 | STARBUCK'S
- 02 | 3118 | STARBUCK'S
- 04 | 1801 | STARBUCK'S



### STARSHIP DATA

DECKS: 14

LENGTH: 184M      HEIGHT: 43.6M      BEAM: 138M

CREW: 220      PASSENGERS: 100

DRIVES: PB-16 Warp Drive (Warp Factor 5 cruising/6 maximum/7 emergency)  
SBD Impulse Drive (.6c maximum)

DEFENSES: Class 2 Deflector Grid

WEAPON SYSTEMS: 1x Type IV Phaser Bank (fore)  
1x Tractor Beam Projector (aft)

FEATURES: Emergency Response Bay (aft; 12x Work Bees and 2x Type F UFP Shuttlecraft)  
Class 2 Operations System with Emergency Medical Relief Bay, Engineering Workstation, Extended Life Support, Starfleet Database Access, and Personnel Transporter Pads  
Precision Targeting Combat Computer

### MECHANICAL DATA

SIZE: 4

FATE POINTS: 3

ASPECTS: GRIZZLED STARFLEET FRIGATE      EMERGENCY RESPONSE!      PROVIDER OFTEN GOES WITHOUT

CREW: 2  
READY FOR ACTION

MANEUVERABILITY: 1

STRUCTURE: 3  
ADAPTABLE DESIGN

SENSORS: 2

SPEED: 3

SYSTEMS: 2  
WORKHORSE OF STARFLEET

WEAPONS: 2

ADVANTAGES: Computer Library I (+1), Deflector Shields (-3 DR), Engineering Elite, Engineering Workshop II (+2), Escape Pods, Launch Bay, Medical Bay (Sickbay) II (+2), Medical Elite, Passenger Accommodations, Rapid Repair Teams, Targeting Computer, Tractor Beam (Strength 6), Transporters, Type IV Phaser Bank (WR +3), Warp Drive

### Stress Tracks & Consequences

SHIELDS:	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■
STRUCT.:	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■
SYSTEMS:	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■
CREW:	■■■■■	■■■■■	■■■■■	■■■■■	■■■■■

## HERMES-CLASS SCOUT

- 08 2133 USS HERMES (NCC-585)
- 02 2471 USS CROCKETT (NCC-600)
- 08 0912 USS DIANA (NCC-604)
- 08 0910 USS HERMES (NCC-585)
- 08 3801 USS HERMES (NCC-585)
- 02 3118 USS HERMES (NCC-585)
- 04 1801 USS HERMES (NCC-585)



**DATE COMMISSIONED:** 2154

**DATE REFITTED:** 2190-2192

Built to be Starfleet's electronic eyes and ears across the galaxy, the Hermes-class scout is a venerable, but worthy design that has proven durable enough to withstand the rigors of interstellar travel and exploration.



**Hermes-class bridge**

Unfortunately, despite its rugged design, the out-of-date layout of the Hermes also limits the efficiency with which it can be updated; even the most minor adjustments have proven prohibitively expensive in effort, resources, and time. As such, the ambience and atmosphere of every Hermes is one of nostalgia, harkening to the Federation's hayday of frontier existence. Modern luxuries are entirely

absent, resulting in cramped conditions that many recent cadets find to be a hindrance.

As technology has progressed, however, the Hermes is rapidly seeing its time come to an end. The single-nacelle frame is outdated with modern power requirements demanding two nacelles, and its exposed sensor array, while sensitive and effective, has been replaced with a more refined and integrated assembly. Still, the Hermes has earned its place amongst the Federation's space navy, and many of the vessels are still in service.

### SAMPLE SHIPS IN SERVICE

#### Name

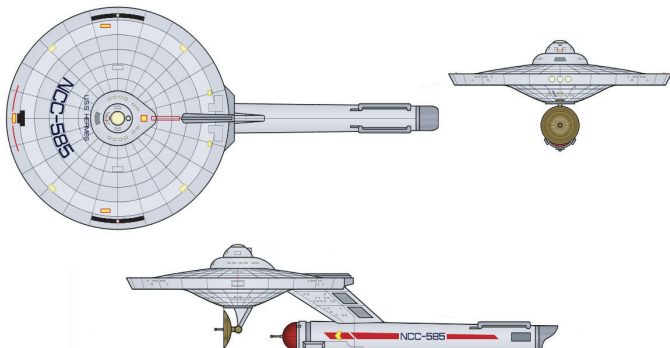
USS Hermes  
USS Crockett  
USS Diana

#### Registry Notes

NCC-585 Assigned to Andorian "Blue Fleet".  
NCC-600 Assigned to Beta Quadrant.  
NCC-604 Assigned to Alpha Quadrant.

## HERMES-CLASS SCOUT

- 08 2133 UNDISCOVERED COUNTRY
- 02 2471 THE UNDISCOVERED COUNTRY
- 08 0912 THE UNDISCOVERED COUNTRY
- 08 0910 THE UNDISCOVERED COUNTRY
- 08 3601 THE UNDISCOVERED COUNTRY
- 02 3118 THE UNDISCOVERED COUNTRY
- 04 1801 THE UNDISCOVERED COUNTRY



### Starship Data

DECKS: 9

LENGTH: 142.5M    HEIGHT: 32M    BEAM: 97.1M

CREW: 195    PASSENGERS: None

DRIVES: PBE-8 Warp Drive (Warp Factor 4 cruising/5 maximum/6 emergency)  
SBC Impulse Drive (.5c maximum)

DEFENSES: Class 1 Deflector Grid

WEAPON SYSTEMS: 1x Type III Phaser Bank (fore)  
1x Tractor Beam Projector (aft)

FEATURES: Class 4 Long-Range Advanced Sensor Array  
Class 1 Operations System with Extended Life Support, Starfleet Database Access, and Personnel Transporter Pads  
4 ton Cargo Capacity with Hazardous Containment Facilities  
Launch Bay (4x Type F UFP Shuttlecraft)  
Precision Targeting Combat Computer

### Mechanical Data

SIZE: 3

FATE POINTS: 3

ASPECTS: VENERABLE FEDERATION SCOUT

CRAMPED BUT EFFICIENT

SINGLE NACELLE

CREW: 1

MANEUVERABILITY: 2

STRUCTURE: 2

SENSORS: 4

DURABLE

EXPOSED ADVANCED ARRAY

SPEED: 2

SYSTEMS: 1

WEAPONS: 1

OUTDATED DESIGN

ADVANTAGES: Computer Library I (+1), Cargo Hold, Deflector Shields (-3 DR), Enhanced Sensor Suite, Escape Pods, Launch Bay, Medical Bay (Sickbay) I (+1), Targeting Computer, Tractor Beam (Strength 5), Transporters, Type III Phaser Bank (WR +2), Warp Drive

### Stress Tracks & Consequences

SHIELDS: ■■■■

STRUCT.: ■■■■

SYSTEMS: ■■■■

CREW: ■■■■


## JUPITER-CLASS DREADNOUGHT

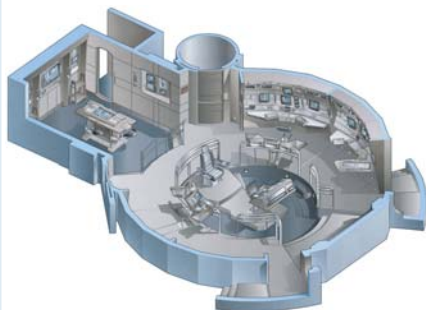
08	2133	USS <i>Federation</i>
02	2471	USS <i>Alliance</i>
08	0912	USS <i>Brotherhood</i>
08	0910	USS <i>Enterprise</i>
08	3801	USS <i>Enterprise</i>
02	3118	USS <i>Enterprise</i>
04	1801	USS <i>Enterprise</i>



**DATE COMMISSIONED:** 2196

**DATE REFITTED:** 2240-2246

Although design began during the final stages of the Larson-class Destroyer deployment, it took nearly thirty years to see the first of five Federation Dreadnoughts enter service. A veritable ogre on the battlefield, the Jupiter-class Dreadnought was also plagued with its triple nacelle design. However, the four remaining Dreadnoughts still stand as stalwart Starfleet battle cruisers.



*Jupiter-class bridge*

With five phaser banks and two torpedo tubes, the Jupiter-class Dreadnought was the most heavily armed starship in Starfleet for several decades. Progress in warp and phaser technology has made the vessel obsolete far faster than those that funded the horrendously expensive design have liked.

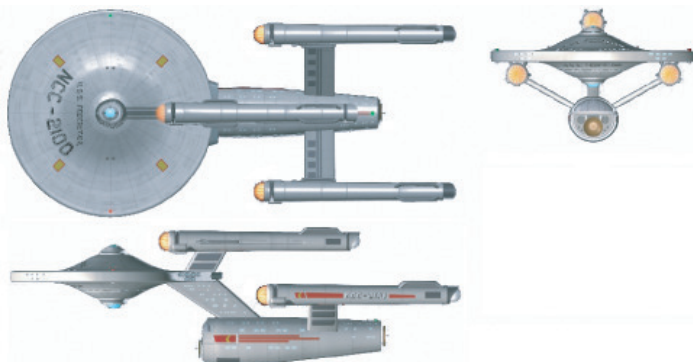
Built on the concept of energy excess, the Jupiter never lived up to the ideal. The third nacelle, despite laboratory tests, proved to be more of a headache than boon and has been responsible for the vessel's characteristic massive power fluctuations; "on a good day it could power a star, on a bad it can barely run internal lights." In spite of numerous overhauls and inspections, a cause has never been found. The cost, and continual technological advancements, make additional, or upgraded, Jupiters highly unlikely.

### SAMPLE SHIPS IN SERVICE

Name	Registry	Notes
USS Federation	NCC-2100	Assigned to Sol Defense Force.
USS Alliance	NCC-2101	Assigned to Romulan-Federation Neutral Zone.
USS Brotherhood	NCC-2102	Assigned to Klingon-Federation Neutral Zone.

## JUPITER-CLASS DREADNOUGHT

08 | 2133 | STARSHIP  
 02 | 2471 | STARSHIP  
 08 | 0912 | STARSHIP  
 08 | 0910 | STARSHIP  
 08 | 3601 | STARSHIP  
 02 | 3118 | STARSHIP  
 04 | 1801 | STARSHIP



### STARSHIP DATA

DECKS: 27

LENGTH: 320M      HEIGHT: 87.5M      BEAM: 140.2M

CREW: 500      PASSENGERS: 70 (typically 7 squads of Starfleet Security)

DRIVES: PB-32 Mod 3 Warp Drive (Warp Factor 6 cruising/7 maximum/8 emergency)  
 SBC Impulse Drive (.5c maximum)

DEFENSES: Class 2 Deflector Grid, Heavy Ablative Armor, Polarized Hull

WEAPON SYSTEMS: 3x Type IV Phaser Bank (fore)  
 2x Type IV Phaser Bank (aft)  
 2x Mark 12 IF Photon Torpedo Launchers (fore)  
 1x Tractor Beam Projector (aft)

FEATURES: Class 1 Operations System with Extended Life Support, Starfleet Database Access, and Personnel Transporter Pads  
 Launch Bay (8x Type F UFP Shuttlecraft)  
 Precision Targeting Combat Computer

### MECHANICAL DATA

SIZE: 5

FATE POINTS: 4

ASPECTS: VENERABLE FEDERATION DREADNOUGHT

THREE NACELLES

POWER GLUTTON

CREW: 2

MANEUVERABILITY: 2

STRUCTURE: 4

SENSORS: 2

SPEED: 2

SYSTEMS: 1

BRITISH OGRE

WEAPONS: 4

PONDEROUS

REDUNDANT SYSTEMS

ADVANTAGES: Armored (+2 vs. Physical), Computer Library I (+1), Deflector Shields (-3 DR), Escape Pods, Launch Bay, Medical Bay (Sickbay) I (+1), Photon Torpedo Launcher Battery (WR +5; +2 accuracy & WR or FP for attack against all in zone; FP after 1st use), Polarized Hull (+2 vs. Energy), Targeting Computer, Tractor Beam (Strength 5), Transporters, Type IV Phaser Bank Batteries (WR +5; +2 accuracy & WR or FP for attack against all in zone), Warp Drive

### Stress Tracks & Consequences

SHIELDS:	■■■■■■■	■■■■■■■	■■■■■■■	■■■■■■■
STRUCT.:	■■■■■■■■■	■■■■■■■■■	■■■■■■■■■	■■■■■■■■■
SYSTEMS:	■■■■■■■	■■■■■■■	■■■■■■■	■■■■■■■
CREW:	■■■■■■■	■■■■■■■	■■■■■■■	■■■■■■■

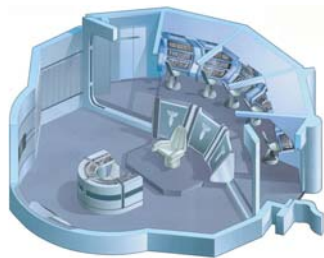
## LINCOLN-CLASS LABORATORY

08	2133	USS Lincoln
02	2471	USS Kiev
08	0912	USS Sirius
08	0910	USS Las Vegas
08	3801	USS Scotland
02	3118	USS Daedalus
04	1801	USS Argonath

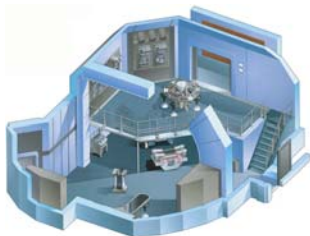


**DATE COMMISSIONED:** 2148

Continuing with specialty starship design, the Lincoln-class Laboratory is clearly built with scientific enlightenment as it's central goal. Although they have proven to be capable, dedicated research vessels, they are woefully prepared for any form of conflict.



*Lincoln-class bridge*



*Typical laboratory*

Designed with advanced sensor arrays and numerous, modular laboratories, Lincoln-class vessels have been at the forefront of discoveries for the past century. Their profile is synonymous with advanced medical and scientific accomplishments.

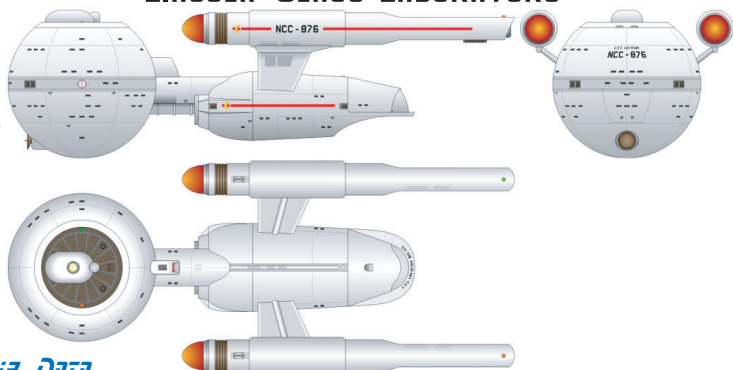
Their dedicated build and power-hungry sensors left very little room (and, arguably, need) for weaponry to the point that the singular phaser has very limited traverse. As such, any time a Lincoln-class Laboratory is maneuvered near hostile territory, they go with more heavily armed escorts.

### SAMPLE SHIPS IN SERVICE

Name	Registry	Notes
USS Lincoln	NCC-310	Assigned to Starfleet Academy.
USS Kiev	NCC-316	Assigned to Helaspont Nebula.
USS Sirius	NCC-530	Assigned to Arachnid Nebula.
USS Las Vegas	NCC-876	Assigned to Deep Space K-7 and the Briar Patch.
USS Scotland	NCC-910	Assigned to Trill and the Argolis Cluster.

## LINCOLN-CLASS LABORATORY

- 08 | 2133 | STARBUCK'S
- 02 | 2471 | STARBUCK'S
- 08 | 0912 | STARBUCK'S
- 08 | 0910 | STARBUCK'S
- 08 | 3601 | STARBUCK'S
- 02 | 3118 | STARBUCK'S
- 04 | 1801 | STARBUCK'S



### Starship Data

DECKS: 22

LENGTH: 164M      HEIGHT: 45.3M      BEAM: 65.8M

CREW: 210      PASSENGERS: 20

DRIVES: PB-8 Warp Drive (Warp Factor 4 cruising/5 maximum/6 emergency)  
SBC Impulse Drive (.5c maximum)

DEFENSES: Class 1 Deflector Grid

WEAPON SYSTEMS: 1x Type III Phaser Bank (fore)  
1x Tractor Beam Projector (fore)

FEATURES: Class 2 Operations Bay with Dedicated Research Labs, Extended Life Support, Starfleet Database Access, and Personnel Transporter Pads  
Class 2 Advanced Sensor Array  
4 ton Cargo Bay with Hazardous Containment Facilities  
Launch Bay (4x Type F UFP Shuttlecraft)  
Precision Targeting Combat Computer

### Mechanical Data

SIZE: 4

FATE POINTS: 3

ASPECTS: AGING STARFLEET SCIENCE SHIP

DEDICATED RESEARCHER

MODULAR LABS

CREW: 3

MANEUVERABILITY: 2

STRUCTURE: 2

SENSORS: 3

SCIENCE IS THE  
NEW FRONTIER

POWER-HUNGRY SENSORS

SPEED: 2

SYSTEMS: 2

WEAPONS: 1

LIMITED FIRING ARC

ADVANTAGES: Computer Library II (+2), Deflector Shields (-3 DR), Escape Pods, Launch Bay, Medical Bay (Sickbay) II (+2), Medical Elite, Passenger Accommodations, Science Lab II (+2), Targeting Computer, Tractor Beam (Strength 7), Transporters, Type III Phaser Bank (WR +2), Warp Drive

### Stress Tracks & Consequences

SHIELDS: ■■■■■■

STRUCT.: ■■■■■■

SYSTEMS: ■■■■■■

CREW: ■■■■■■




## LARSON-CLASS DESTROYER

- 08 2133 USS *Yamato* (NCC-1305)
- 02 2471 USS *Callisto* (NCC-4474)
- 08 0912 USS *Dayan* (NCC-4451)
- 08 0910 USS *Kholar* (NCC-4456)
- 08 3801 USS *Callisto* (NCC-4474)
- 02 3118 USS *Callisto* (NCC-4474)
- 04 1801 USS *Callisto* (NCC-4474)



**DATE COMMISSIONED:** 2162

**DATE REFITTED:** 2245-2266

In response to a disturbingly high number of hostile contacts, the Federation built the versatile Larson-class Destroyer. Over its one hundred years of service, the Larson has undergone numerous refits and upgrades. It has served Starfleet in numerous conflicts, and is known throught the galaxy as a robust, albeit older, warship.



**Larson-class bridge**

Starfleet Scouts and Explorers extended the Federation's hand in friendship to hundreds of worlds, and in many cases friendships (and even alliances) were formed. However, with so many species living in such relatively close proximity, conflict was inevitable. The original Ranger-class Explorers and Hermes-class Scouts were simply outmatched against more aggressive cultures, such as the Klingons. The Federation's response was the Larson-class Destroyer, and it performed its mission well. No single Starfleet design has seen more combat than the Larson, and it has proven its durability.

Despite the numerous refits the Larson-class Destroyer has undergone (there have been six, to date), the limits of its design have been reached. After the final launch in 2268, production of the aged design halted and turned over to construction of the new Miranda-class Escorts.

### SAMPLE SHIPS IN SERVICE

Name	Registry	Notes
USS Dayan	NCC-4451	Mark V refit; Assigned to Deep Space K-7.
USS Kholar	NCC-4456	Mark VI refit; Assigned to Starbase 621.
USS Callisto	NCC-4474	Mark VII refit; Assigned to Sol system.









## Tactical

Starfleet tactical officers operate starship weaponry, shield systems, and detect, identify, and track enemy vessels. Tactical officers are vital in any starship conflict, establishing firing solutions, directing fire from phaser arrays and banks, and plotting torpedo launch patterns. Tactical officers work closely with starship helmsmen to properly execute timing-sensitive maneuvers. Likewise, tactical officers often work in tandem with sensor ops to ensure not only the proper vessel, but the correct location on an enemy starship is being targeted. Tactical officers must be familiar with Starfleet's weaponry and general battle tactics, as well as the weapons and strategies of alien species, friend and enemy alike. On some vessels, the tactical officer and security officer are one and the same.

### Tactical Duty Station

Often the largest station on a starship, the tactical station enables the tactical officer to fulfill their responsibilities; weapons may be powered, targeted and fired, and shields may be raised, lowered, and redirected. Tactical stations have a sophisticated computer system and sensor suite called Threat Assessment/Tracking/Targeting System (TA/T/TS, or "tats" in crude vernacular). The tactical station can also assist with internal issues, aiding the security officer, if needed.

#### Weapon Systems

**DISRUPTORS:** One of the most common forms of energy weapon. Disruptors deliver more energy than phasers on a burst-by-burst basis, but have a shorter effective range, and are less accurate. Disruptors come in array, bank, and cannon designations.

**PHASERS:** The most common Starfleet weapon. Phasers are highly accurate, long-range energy weapons. Phasers come in array, bank, and cannon designations, although cannons are rare.

**PLASMA:** Precursors to phasers, plasma weaponry may be found on earlier, or more primitive, starships. They lack the power, range, and accuracy of phasers.

**TORPEDOES:** Photon torpedoes are warp-capable matter/anti-matter weapons of incredible destructive capability. Photon torpedoes are most effective against shieldless targets, as deflection shields disperse a photon detonation easily.

### Tactical Doctrine

Starfleet has very strict regulations about utilization of their powerful weaponry in engagements. Ultimately, these regulations can be summarized as follows:

1) If the ship's shields are capable of handling the opponent's full primary weapon, the opponent should not be destroyed unless completely unavoidable.

2) Only the commanding officer or first officer can order weapons fire; firing the weapons without authorization is a court-martial offense.

3) Phasers should be used for pinpoint attacks to immobilize and disable where possible.

4) Torpedoes should be used when phasers are insufficient to end the engagement rapidly and with minimum loss of life. All photon torpedoes should be inventoried and stored, except when in firing mode.