

REGISTRY

SERVICE DATE

REFITS

NAME

MISSION PROFILE

SERVICE RECORD

TRAITS

RESISTANCE

SCALE

CREW SUPPORT

### SYSTEMS

COMMS

BREACHES

ENGINES

BREACHES

STRUCTURE

BREACHES

COMPUTER

BREACHES

SENSORS

BREACHES

WEAPONS

BREACHES

### DEPARTMENTS

COMMAND

ENGINEERING

MEDICINE

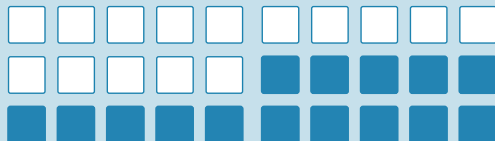
CONN

SECURITY

SCIENCE

SMALL CRAFT READINESS

SHIELDS



SHUTTLEBAY

SPECIAL RULES

**MISSION OF MERCY:** The first time in a scene when an enemy makes an attack against this ship, the gamemaster must spend 1 Threat. The hope ship must add 1 Threat the first time in any scene it makes an attack.

ATTACKS

- **Phaser Arrays:** Energy Weapon, 6, Versatile 2
- **Photon Torpedoes:** Torpedo, 5, High Yield
- **Tractor Beam:** Tractor/Grappler, 3

TALENTS

**HIGH-RESOLUTION SENSORS:** The vessel's sensors can gain large amounts of accurate data, though they are extremely sensitive. While the vessel is not in combat, any successful task assisted by the ship's Sensors gains 1 bonus Momentum. Bonus Momentum may not be saved.

**MODULAR LABORATORIES:** The opportunity cost of establishing a science lab is reduced to 0 for the first laboratory established, and to 1 for the second.

**IMPROVED WARP DRIVE [Rank: 1]:** Whenever the ship takes the Warp major action, roll a d20; if you roll equal to or under the ship's Engines, you do not spend Reserve Power for the ship.

**DIPLOMATIC SUITES:** The ship has numerous high-quality staterooms for hosting VIPs, as well as briefing rooms and other facilities that allow the ship to serve as a neutral ground for diplomatic summits, trade negotiations, and similar functions, including making environmental adjustments to make alien diplomats more comfortable.

When hosting negotiations, members of the crew may be assisted by the ship's **Computers + Command** or **Structure + Command**.