QUARK'S TREASURE

Quark's Treasure is a Ferengi shuttle (or pod) presented to Quark by his cousin Gaila in 2372. It's fast enough to outrun a Romulan interceptor and could cross half the galaxy before requiring a maintenance check. It was involved in a time warp that took it back to 1947. It was deemed a total loss, and was sold for salvage. It has a cargo hold and a warp core.

Even though Quark's Treasure was salvaged, you may use the stats for other Ferengi shuttles of this type, such as Zek's shuttle, or Arridor and Kol's shuttle.

SERVICE DATE: Unknown, but in service in 2372

TRAITS: Ferengi Shuttle, Small Craft

SYSTEMS

COMMS	07	ENGINES	09	STRUCTURE	08
COMPUTERS	07	SENSORS	07	WEAPONS	07

DISCIPLINES

COMMAND	00	SECURITY	01	SCIENCE	00
CONN	01	ENGINEERING	02	MEDICINE	00

SCALE: 2   **CREW COMPLEMENT:** 2 to 8

RESISTANCE: 2

POWER: 5   ○○○○○

SHIELDS: 4   ☐☐☐☐

BREACHES

COMMS		ENGINES		STRUCTURE	
☐☐	✿	☐☐	✿	☐☐	✿

COMPUTERS		SENSORS		WEAPONS	
☐☐	✿	☐☐	✿	☐☐	✿

ATTACKS

➢ **Phaser Banks** (Energy, Range Medium, 4⚔, Versatile 2)

TALENTS

Smuggler's Cargo Hold: The shuttle's configured to carry cargo. However, it also has a smuggler's hold (increase Difficulty to detect by 2). In addition, twice per mission, you may create an Advantage that represents secret cargo by increasing your Complication Range by 1 for the rest of the mission (this is cumulative). This may be in the form of outlawed technology, purloined goods, and the like. Each Advantage lasts throughout the mission until the cargo is lost, destroyed, or consumed in some gambit. For example, a kemacite cargo Advantage could be used to create an *inversion wave*, but that instance of the Advantage would be consumed. The Complication Range increases do not go away until the end of the mission.