

# SHUTTLECRAFT PROTOTYPE PROJECT

In the spirit of a shuttlecraft project like the *Delta Flyer*, an advancement system is presented below, taking a design from prototype to a unique support vessel for your starship. Here is the basic prototype. **Resistance**, **Power**, and **Shields** are calculated as normal. Remember to name it!

Homebrew rules by Tony PI

## PROTOTYPE

**SERVICE DATE:** determined by the campaign

**TRAITS:** Federation Shuttle, Small Craft, Prototype

**SCALE:** 2

**CREW COMPLEMENT:** usually 1-4

### SYSTEMS (ALLOCATE 43 POINTS, no initial score exceeding 9)

COMMS	ENGINES	STRUCTURE
COMPUTERS	SENSORS	WEAPONS

### DEPARTMENTS (ALLOCATE 4 POINTS)

COMMAND	SECURITY	SCIENCE
CONN	ENGINEERING	MEDICINE

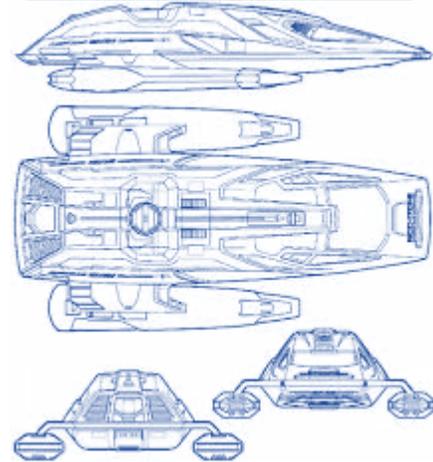
### ATTACKS

- **Phaser Bank**
- **Micro-Torpedoes** (see *Danube-class* runabout, Core p.235)
- **Tractor Beam** (Strength 1)

### TALENTS

**Ship Talent:** One Talent, Crew's Choice

**Customizable Module:** Choose one from the *Danube-class* runabout (**Passenger Transport**, **Cargo Transport**, **Long Duration Mission**, or **Attacks**), or others as appropriate for the initial mission for which the prototype is developed (e.g., **Vehicle Transport**).



## PROTOTYPE ADVANCEMENT

The prototype shuttlecraft may advance with the expenditure of Milestones earned after the creation of the prototype. This is restricted to one advancement per mission.

### NORMAL MILESTONE OPTIONS

- +1 to a System (normal limit: 3x, to a maximum of 46 System points)
- +1 to a Department (normal limit: 2x, to a maximum of 6 Department points)
- +1 new module (normal limit: 3x, for a maximum of 4 Modules)
- change weapon type (no limit)
- rebalance Departments (+1/-1) (no limit, cannot exceed 4)

### SPOTLIGHT MILESTONE OPTIONS

- trade for 3 Normal Milestone options
- new Talent (normal limit: 1x)
- rebalance Systems (+1/-1) (no limit, cannot exceed 9)
- replace Talent (no limit)
- add new weapon (normal limit: 1x)

### UNLOCKED MILESTONE OPTION

Only unlocked if technology beyond normal Federation limits are incorporated (as Traits), such as **Borg Technology** or other advanced alien technology, as judged by the Gamemaster, bringing the vessel on par with the *Delta Flyer*.

The Normal Milestone Option (**+1 to a System**) increases from a normal limit of 3x to 7x (for a maximum of 50 points in Systems).

## PROTOTYPE REPUTATION

The shuttle begins with a Prototype Reputation of 0. During any mission where the shuttle was used, unused successes (to a maximum of 3 per mission) may be donated by the crew to the shuttle. At 10 Reputation: Starfleet takes notice of the design. At 20 Reputation, Starfleet requests and begins official development of a new shuttlecraft class based on the prototype design. Remove *Prototype* Trait with *First of its Class*.