

GODDARD-CLASS DEEP SPACE TUG/REPAIR SHIP

The *Goddard*-class deep space tug/repair ship has an overall length almost as long as the nacelle on a galaxy class ship (245m). The lower two decks are reversed and are “upside-down” in relation to the rest of the vessel, because the bottom of the ship is flat and serves as a maintenance and repair deck. The two supporting decks are orientated to facilitate easier access.

SERVICE DATE: 2364

SPACE FRAME: *Goddard*-Class

MISSION PROFILE: Repair Operations (Security 1, Engineering 3, other Departments 2)

TRAITS: Federation Starship, Repair Tug

SYSTEMS

COMMS	08	ENGINES	11	STRUCTURE	10
COMPUTERS	08	SENSORS	10	WEAPONS	08

DISCIPLINES

COMMAND	02	SECURITY	01	SCIENCE	03
CONN	03	ENGINEERING	04	MEDICINE	02

SCALE: 4







CREW SUPPORT: 4 (+2 Engineering; see Talent)  

RESISTANCE: 4

POWER: 11 

SHIELDS: 11 

BREACHES

COMMS	 ⚙	ENGINES	 ⚙	STRUCTURE	 ⚙
COMPUTERS	 ⚙	SENSORS	 ⚙	WEAPONS	 ⚙

ATTACKS

- **Welding Beam** (Energy, Range Close, 6▲, Calibration)
- **Tractor Beam** (Strength 5)

TALENTS

Improved Damage Control (Core rulebook, p. 256)

Dedicated Personnel (Engineering) (*Command Division*, p.67)

High-Power Tractor Beam (*Command Division*, p.67)

Maintenance And Repair Deck: This vessel may act as a temporary repair base, able to repair a single Breach per day, provided that the ship being repaired is ‘docked’, and that the period of maintenance is uninterrupted.

LAUNCH BAY

Up to 3 Small Craft at any one time.

Tug's original design by Andrew Probert; STA stats by Tony Pi

