

ADDITIONAL MISSION PODS

The Nebula-class starships are designed to be versatile, so much so that they can be outfitted with various mission dependent pods chosen from the three in the Command Sourcebook, or the ones listed below. As it has been previously stated, the Talents provided by the pod may not be swapped out as per the traditional rules, the entire mission pod (and all of its benefits) must be swapped out at a Starbase.

Carrier: This pod's space is dedicated to an extensive shuttle bay to allow for carrying for additional shuttles of fighter craft. Ships outfitted with this pod gain: +1 Communications, +1 Conn, +1 Structure. The ship also gains the Dedicated Personnel (Conn) and Extensive Shuttlebays Talents

High Speed Interceptor: This pod contains an additional matter/antimatter reactor core and two small additional warp nacelles which enables the Nebula-class outfitted with it to obtain higher warp speeds and maintain those speeds for longer durations. This allows the vessel to act in a rapid response capacity. The ship outfitted with this pod gains: +2 Engines, +1 Engineering. The ship also has the Improved Warp Core and Secondary Reactors Talents.

Hospital Ship: This pod is dedicated to turning the Nebula-class into a hospital ship. The Pod contains a massive sickbay with multiple triage units. Ships outfitted with this pod gain:

Medicine +2, Computers +1 and add the Advanced Sickbay and Emergency Medical Hologram Talents. It should be noted that the entire pod is outfitted with holo-emitters for the EMH to access.

Research Vessel: This pod is dedicated to advancing the role of Research and Development in Starfleet. These ships are typically assigned to a system or sector for prolonged study of phenomena. Ships equipped with this pod add +1 Computers, +1 Sensors, +1 Science and the Advanced Research Facilities and Advanced Sensor Suites Talents.

Torpedo Gunboat: The typical weapons pod grants a Nebula-class additional phaser banks and torpedo tubes. This triangular pod is a dedicated torpedo deck with sixteen individual launch systems. Ships outfitted with this pod gain: Weapons +1, Security: +2, and adds on the Quantum Torpedoes and Rapid-Fire Torpedo Launcher Talents.

Repair Tug: There are times when a ship needs to be towed back to the closest Starbase (Enterprise-E in Nemesis anyone?). Ships outfitted with this pod are tasked with operating in this capacity, and are capable of performing preliminary repairs while in route. This pod grants the vessel: Command: +1, Engines + 1, Engineering +1 and the Dedicated Personnel (Engineering) and High-Powered Tractor Beam Talents