

NAUSICAAN GURAMBA

SYSTEMS

COMMS 08

ENGINES 06

STRUCTURE 08

COMPUTERS 07

SENSORS 09

WEAPONS 10

DEPARTMENTS

COMMAND 01

SECURITY 04

SCIENCE 02

CONN 03

ENGINEERING 01

MEDICINE 01

Power: 6

SCALE: 4

RESISTANCE: 5

SHIELDS: 12

CREW: Basic (Attribute 8, Discipline 1)

ATTACKS:

- Disruptor Array (Energy, Range Medium, 8♣, Vicious 1)
- Disruptor Cannons (Energy, Range Close, 10♣, Vicious 1)
- Photon Torpedoes (Torpedo, Range Long, 7♣, High Yield)
- Tractor Beam (Strength 3)

SPECIAL:

- Improved Hull Integrity (Talent)
- Improved Impulse Drive (Talent)

Traits: Nausicaan Warship, Prototype

Overview: The largest Nausicaan mercenary guilds formed a cooperative in the early decades of the 24th-Century. They pooled their resources to pay for the design and construction of Nausicaan battleships. Using technology stolen or purchased from the Orions, Klingons, Gorn, and Federation, *Guramba* warships served as a mercenary fleet, supplementing the forces of whomever paid for their services.

Capabilities: Built for strength and intimidation, *Guramba* ships feature formidable weapon systems, but were famous for the limited output of their reactors that could quickly be exhausted by sustained barrages.

