

BARDIC-SERIES STATION SPACEFRAME

ENTERED SERVICE: 2381

OVERVIEW: In the late 24th century, the volume of space administered by the Federation and its allies increased exponentially, emphasizing demand for deep space stations which could serve as navigational way points, provide logistical support, and offer limited repair and maintenance facilities for vessels operating on the Federation frontiers. The *Bardic* series outposts- first deployed in 2381- were Starfleet's answer to the problem.

Designed to be inexpensive to operate, quick and easy to deploy, and highly customizable, the *Bardic* outposts consisted of a large toroidal spaceframe 820 meters in diameter. The station "ring" is divided into twelve separate air-tight compartments, one of which supported a small command tower and which contains primary station operations such as C⁴ (Command, Control, Computers, and Communications), primary life support, and primary power generation.

The remaining eleven "auxiliary" compartments are (nearly) identical- and are (generally) empty when the station is constructed. Each "auxiliary" compartment is designed to be both highly customizable and easily replaced according to

need and mission parameters. Each "auxiliary" compartment can be subdivided as needed by temporary bulkheads, forcefields, and (occasionally) holographic barriers. Each section can also be fitted with a one or more docking stations and airlocks on its equator, as well as "bolt-on" weapons systems for defense.

All twelve compartments are interconnected with a pair of turbolift channels, shield grid, EPS and LCARS networks, independent (emergency) auxiliary power and life support in an armored channel on the lowermost deck.



Ship Statistics:

Comms 10
Computers 11
Engines 8
Sensors 10
Structure 12
Weapons 9

Command 1
Conn --
Security 1
Engineering 1
Science --
Medicine --

SCALE: 7
Resistance: 7
Shields: TBD
Power: 8
Crew Support: 7

WEAPONRY: TBD

Tractor Beam (Strength: 6)

Crew Complement: 412

Refits: None

Docking Capacity: Up to 3
vessels, each of Scale 4 or
less.

TALENTS

Redundant Systems- The station has multiple additional redundancies that allow it to withstand severe damage more easily. Nominate a single System. When that system becomes Damaged or Disabled, the crew may choose to activate the backups as a Minor Action; if the System was Damaged, it is no longer Damaged. If it was Disabled, it becomes Damaged instead. A System's backups may only be activated once per adventure, so subsequent damage will have the normal effect.

Sturdy Construction- When the station suffers damage, it suffers a Breach if 8 or more damage is inflicted, instead of the normal 5 or more.

TRAITS Federation Deep Space Station.