



LAUNCH YEAR: 2375 **TIMEFRAME:** 2381
SERVICE RECORD: Top of the Line
MISSION PROFILE: Multirole Explorer (+1 Computers)
TRAITS: Federation Starship, Luna class, Top of the Line
RESISTANCE: 4 **SCALE:** 5 **CREW SUPPORT:** 5
SHIELDS (15): □□□□□□□□□□□□□□□

SYSTEMS

COMMS 10	ENGINES 12	STRUCTURE 08
COMPUTERS 11	SENSORS 10	WEAPONS 08

DEPARTMENTS

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

ATTACKS

- **Phaser Arrays:** Energy, Medium, Damage 6, Versatile 2, Area or Spread (attacker chooses when attack is made)
- **Photon Torpedoes:** Torpedo, Long, Damage 4, High Yield
- **Quantum Torpedoes:** Torpedo, Long, Damage 5, Calibration, High Yield, Intense
- **Tractor Beam** (Strength 4)

TALENTS

- **ADVANCED RESEARCH FACILITIES:** The vessel is equipped with additional laboratories and long-term research facilities. Whenever a character aboard the ship succeeds at a task to perform research, and they are assisted by the ship's **Computer + Science**, they may ask two additional questions, as if they had spent Momentum to *Obtain Information*.
- **ADVANCED SENSOR SUITES:** Whenever a character performs a task roll assisted by the ship's Sensors, the ship may roll 2d20 for assistance rather than only one (if Reserve Power is rerouted to Sensors, one of the dice is set to a 1). This talent cannot be used if the ship is suffering one or more breaches to Sensors.

- **IMPROVED POWER SYSTEMS:** When a character attempts the *Regain Power* action, the Difficulty is reduced by 1, to a minimum of 1, and you may spend 1 Momentum (Immediate) to ignore complications suffered on that task roll.
- **IMPROVED WARP DRIVE (MISSION POD):** Whenever the ship takes the *Warp* major action, roll d20; if you roll equal to or under the ship's Engines, you do not spend Reserve Power for the ship.
- **SECONDARY REACTORS (MISSION POD):** The ship has additional impulse and fusion reactors which allow the ship to generate far greater quantities of energy. Once per scene, when you take the *Reroute Power* action, you may spend 2 Momentum (Immediate) to immediately regain the use of Reserve Power.

SPECIAL RULES

- **MISSION POD:** The *U.S.S. Atlas* has a mission pod, which provides two of its starting talents as well as adjustments to the ship's system and department ratings. All ships start with a number of talents equal to its Scale. The mission pod can be changed as if it were a single talent; replacing it takes 12-24 hours at a starbase or other facility.
 - **WARP PROPULSION POD:** The pod contains an advanced third warp nacelle with paired coils, along with extra fusion reactors that can assist the ship in maintaining a high warp velocity. The ship has +2 Engines and +1 Conn. The ship also gains the **Improved Warp Drive** and **Secondary Reactors** talents.
- **EMERGENCY MEDICAL HOLOGRAM:** The *U.S.S. Atlas* has an Emergency Medical Hologram (EMH) Mark IV. The EMH does not cost any Crew Support to introduce, and does not automatically improve when introduced. This character can only go to locations on the ship which are equipped with holo-emitters.
- **SUPERLATIVE AMENITY:** When the ship is created, choose one additional Starship Talent from the five options below. You may ignore the typical requirements, since this amenity is state-of-the-art. This perk does not count towards the standard maximum for Starship Talents: **Automatic Return, Captain's Yacht, Deluxe Galley, Diplomatic Suites, or Dual Environment**. This perk may not be swapped out. The *U.S.S. Atlas* has a **Captain's Yacht**, the *U.S.S. Mistral*.