U.S.S. EREBUS NCC-93048





LAUNCH YEAR: 2364 TIMEFRAME: 2381

REFITS: 1 (+1 Structure)

SERVICE RECORD: Dependable Workhorse

MISSION PROFILE: Technical Testbed

TRAITS: Federation Starship, New Orleans class,

Dependable Workhorse

RESISTANCE: 4 SCALE: 4 CREW SUPPORT: 4

SYSTEMS -

COMMS 09 ENGINES 11 STRUCTURE 09
COMPUTERS 10 SENSORS 10 WEAPONS 09

DEPARTMENTS

COMMAND 01 ENGINEERING 04 MEDICINE 02

CONN 02 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 5, High Yield
- Tractor Beam (Strength 3)

TALENTS

- ADVANCED SHIELDS: The ship's shields are state-of-theart, using the latest developments. The ship's maximum shield capacity is increased by 5.
- HIGH-RESOLUTION SENSORS: The vessel's sensors can gain large amounts of accurate data, thoug they are extremely sensitive. While the vessel is not in combat, any successful task assisted by the ship's Sensors gains 1 bonus Momentum. Bonus Momentum may not be saved.
- MODULAR LABORATORIES: The ooportunity cost of establishing a science lab (page 189) is reduced to 0 for the first laboratory established, and to 1 for the second.
- REDUCED SENSOR SILHOUETTE: Through a combination
 of advanced alloys, EM shielding, and electronic
 countermeasures, the starship is difficult to detect via
 electromagnetic radiation and subspace sensors. Tasks
 attempting to scan or detect the vessel increase in Difficulty
 by 1.

SPECIAL RULES -

- EMERGENCY MEDICAL HOLOGRAM: The U.S.S. Erebus
 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.
- RELIABLE: Whenever the ship rolls to assist a task attempt, the group may spend 1 Momentum to ignore any complications rolled on the ship's die.