



LAUNCH YEAR: 2394 **TIMEFRAME:** 2402

REFITS: 0

SERVICE RECORD: Survivor of the Battle of Frontier Day

MISSION PROFILE: Tactical Operations

TRAITS: Federation Starship, *Inquiry* class,
Survivor of the Battle of Frontier Day

RESISTANCE: 5 **SCALE:** 5 **CREW SUPPORT:** 5

SHIELDS (18): ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SYSTEMS

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

DEPARTMENTS

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

ATTACKS

- **Phaser Arrays:** Energy, Medium, Damage 7, Versatile 2, Area or Spread (attacker chooses when attack is made)
- **Phaser Banks:** Energy, Medium, Damage 8, Versatile 2
- **Quantum Torpedoes:** Torpedo, Long, Damage 6, Calibration, High Yield, Intense
- **Tractor Beam** (Strength 4)

TALENTS

- **ABLATIVE ARMOR:** The vessel's hull plating has an additional ablative layer that disintegrates slowly under extreme temperatures. Increase the ship's Resistance by 2.
- **FAST TARGETING SYSTEMS:** When you use the *Targeting Solution* minor action, you may gain *both* benefits: re-roll a d20 on the next attack *and* choose the system hit by the attack.
- **IMPROVED POWER SYSTEMS:** Whenever 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 SHIELD RECHARGE:** Whenever the *Regenerate Shields* action is successful, the ship regains shields equal to the character's Engineering department rating +1, plus 3 more by spending 1 Momentum (Repeatable), instead of the normal amount.
- **IMPROVED WARP DRIVE:** Whenever the ship takes the *Warp* action, roll a d20; if you roll equal to or under the ship's Engines, you do not spend Reserve Power for the ship.

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.
- **READY FOR BATTLE:** During the first round of ship combat, the gamemaster must spend 1 additional Threat to allow an enemy ship to take the first turn.