Star Trek: The Mirror Universe

V1.0 by Songless

Space. The Final Frontier. You might have heard this phrase, or variations of it, for some time. Perhaps you've even visited Star Trek before, tangling with Klingons or exploring spatial anomalies with the other members of Starfleet.

But this isn't Star Trek like you know. This is the *Mirror Universe*, a twisted, dark reflection of the main reality only seen on a handful of occasions.

When the Vulcans first landed on Earth, it did not begin a peaceful advancement of human society. Instead, mankind launched a devastating war against all things alien, and by the 23rd century, the Terran Empire stood tall and proud, its human masters having subjugated most enemies. Violence and treachery are the norm. Torture is commonplace. Trust is a notion for fools and dreamers, and the tyrannical oppression by the Terrans is the only law. Yet rebellions continue to spring up and fester, the aliens seeking to overthrow their masters and establish a new order.

The violence continues, much as it has since the first human Warp flight. In a universe where Might truly makes Right, the tides of war can shift through the actions of single ships or even single individuals. Sometimes, all it comes down to is luck, and the future can be unimaginably altered by a single changed event.

Yet though the species of the ruler and the species of the slave changes from century to century, so too do many things often remain the same. The Terran Empire treated all other species as slaves or worse, yet the Terrans, too, would experience subjugation when their enemies rallied and conquered the Empire in turn. The Klingon-Cardassian Alliance proves itself as brutal and unforgiving as the darkness of Imperial excess, and who knows… perhaps whatever empire, alliance, republic, union or other faction eventually takes over will be just as horrific.

But perhaps not. We'll see. After all, sometimes all it takes is a single ship, a single person… and sometimes, change *truly* is for the better.

You will spend your next ten years in this universe, with only the occasional visitor from the more kind-hearted reality that's home to the United Federation Of Planets. Perhaps those will be enough to remind you of what could be… or what must *not* be, depending on your goals.

You start with **1000CP**. Make it last.

Starting Location And Timeline

Aside from starting in the Mirror Universe, you do get the chance to pick your arrival spot slightly more precisely. You may freely begin your time here one of the major worlds of the Terran Empire, the Klingon-Cardassian Alliance, or one of the minor worlds near these territories that are set to be conquered or which otherwise have some importance to the galaxy at large. Alternatively, you may instead begin in orbit, sitting in the Captain's chair on your personal spaceship.

More than just *where* you are, though, you'll also need to decide *when* you are. We've seen events in the Mirror Universe across well over two centuries, and depending on your arrival date you could face *major* differences in the overall political climate and, potentially, your odds of survival.

Starting in the **22nd Century** will give you a front row seat during the first major rebellion against the Terran Empire. Humanity is slowly being worn down, morale is low and infighting is at an all-time high. One Commander, Jonathan Archer, will soon set out to capture an advanced vessel from the Tholians - a vessel brought back from the future from an alternate dimension. Whether you decide to support the Tholians, the Vulcans, or even to make your own attempt to achieve dominance, you arrive here in the year 2152 - three years before the *Defiant* would otherwise be brought to bear against the Empire's enemies… and the Empire itself.

Starting in the **23rd Century** will drop you into a universe where the Terran Empire has stood for well over a century. Rebellions continue to fester, and intrigue and betrayal at the Imperial court will see Captain Gabriel Lorca hunted down… only for him to return later, in a manner none could anticipate. Whether you hasten the downfall of the Terran Emperor, get involved in Voq's rebellion, or seek your own way, you arrive here in the year 2252 - two years before Lorca's betrayal and three years before *Discovery's* arrival.

A second option for the **23rd Century** will instead find you in a Terran Empire that seeks to redefine its power structure and determine its way forward. Ambition and cruelty remain constants, but arriving in 2264 will put you three years before James Tiberius Kirk, the merciless Captain of the *Enterprise*, is somehow replaced with his counterpart from an alternate universe… one who will set in motion the events that eventually lead to the Terran Empire's downfall.

Finally, the **24th Century** is no longer the domain of the Terrans. The old empire, weakened by Spock's reforms, has been overrun by its former rivals, the Klingons, Cardassians, Bajorans and others. Now, mankind finds itself the slaves, rather than the slaver… though they are far from the only ones. After all, the Klingon-Cardassian Alliance that now rules the region learned from the best, and are as viciously cruel as the Terrans ever were.
You arrive here in 2368 - three years before several *very* unexpected visitors make their way to Terok Nor, bringing with them the spark of hope that would light the *Terran Rebellion*.

Backgrounds

Now that you know where and when you are, it's time to decide *who* you are… and what role you'll play in this galaxy of tyrants, traitors and slaves. First, you'll have to decide your species - and do remember that the overall level of racism present in this universe makes certain options considerably more dangerous depending on the Stardate you're here. During the height of the Terran Empire, all non-humans were second class citizens, slaves, or even food, while the reign of the Klingon-Cardassian Alliance saw Terrans (and quite a few others) reduced to similar roles.

Any species equivalent to humans (or rather, Terrans), such as Bajorans, Cardassians and Tellarites, may be chosen for **free**.
A species with small but useful benefits, such as the greater strength found in Vulcans and Klingons or the pheromones of a female Orion, will cost you **50CP**.
For **100CP**, you may become a species with several minor advantages or one major advantage over others, such as the innate telepathic abilities of Betazoids or the intelligence, perceptive powers and 'danger sense' of the Kelpien.
For **150CP**, you can become a species with natural abilities that are substantially superior in multiple ways or who possess a single, overwhelming advantage, such as being a Changeling or a Soong-type Android (or whatever the equivalent is in this universe).

You need not limit yourself to genetically 'pure' species for this choice - hybrids with half Terran and half Vulcan ancestry are permitted, as are genetically modified super-beings such as those seen during the Eugenics Wars. Use the above examples to estimate the cost for any species, hybrid or other such option not mentioned here. Species significantly more capable than those costing 150CP are not available. Don't try and game the system by becoming a temporarily depowered Q, please.

Regardless of your choice, you are free to pick your age and gender from any appropriate for an adult of your species.

With that little detail out of the way, it's time to find your place in this galaxy. Each Background option may be taken as a 'Drop-In' or the more classic 'reincarnation' style insertion complete with the history and memories of a life lived in this setting. That being said, do remember that loyalty and obedience are hard-won in this place, and trust is even more scarce. Being an unknown means you'll have to prove yourself… or find yourself either subjugated or eliminated entirely.

Your first option is to be a **Warlord**. As Jonathan Archer once proclaimed, *"Great men are not 'peacemakers'. Great men are conquerors!"*. You recognize that power is both the means and the goal of existence, and that those who will not lead are doomed to follow. You are determined to be the former, exploiting fear and violence to pursue your goals and annihilate those who stand against you - be they 'friend' or foe. You might be a counterpart to Jonathan Archer,

Philippa Georgiou, or Worf, Son Of Mogh - ruthless, cruel, and ambitious, thriving in combat and favoring the direct approach.

Your second choice is to be a **Manipulator**. Weapons, technologies, resources… ultimately, the one thing that determines success is control over *people*. You are a schemer, a liar, a trickster who does their best work by hiding their true goals… be it by working from the shadows or by presenting a face to the rest of the universe that is a mask utterly unlike your true self. You thrive on chaos and dissent, pulling the strings to ensure you always come out ahead, never revealing yourself until it's time for a single, decisive strike. You might be a counterpart to Hoshi Sato, Gabriel Lorca, or Kira Nerys - subtle, unpredictable, and seductive, treating all around them as pawns to be used or discarded.

Though there are many would-be tyrants, they do not stand opposed. As a **Rebel**, you are one of those fighting against the oppression and cruelty so casually enforced by the major factions. It's a hard life, where even the smallest mistake can mean death, but you keep going nonetheless, chipping away at the chains that grind so many into dust one ambush and act of sabotage at a time. Your greatest allies are the downtrodden, the abandoned, dreamers and former slaves wishing for a better tomorrow… and, of course, the cloak of secrecy that protects you from the wrath of your would-be masters. You might be a counterpart to T'Pol, Voq, Son Of None, or Miles 'Smiley' O'Brien - cunning and driven, always seeking that one advantage that could turn things around.

And finally, there is the option to be one of the **Displaced**. Rather than a native to this universe, you are instead someone at home in the alternate reality where humanity founded the United Federation Of Planets. Most likely, you're a member of Starfleet, brought here by some bizarre event and forced to survive in a reality that seems like a twisted mockery of all you hold dear. Your counterparts are individuals such as James Tiberius Kirk, Kira Nerys and Benjamin Sisko… but not the ones anyone *here* would recognize.

Perks

- Fit For Duty (Free for all)

Before even the greenest of crew members sets foot on a starship in this universe, they've usually gone through years of training and education. From particle physics to xenoanthropology and combat tactics to medicine, everyone with any authority in space had better know what they're doing. This purchase grants you a basic level of training in three fields of expertise, at least two of which must be in a single area (Command, Operations, or Science Division). You may gain additional skills and experience at a cost of **50CP** for an extra three further skills. These additional skills can be put into ones you already possess, which will improve your overall level of competence. A single purchase grants you the basic skills expected from someone fresh out of the Imperial Academy (or an equivalent center of learning), two tiers of a skill give you the equivalent of several years of in-the-field experience, and a third level makes you an expert comparable to Charles 'Trip' Tucker (in engineering), Gabriel Lorca (in ship tactics and combat) or Spock (in physics or physical sciences).

Command Skills include the following options. These are the primary skills for officers and purely ship-based specialists.

Ship Command governs leadership skills, commanding other crewmembers and the skills needed to keep a ship operating effectively.

Ship Tactics And Combat covers everything related to space combat, including the use of ship weaponry, predicting enemy movements or attacks, etcetera.

Navigation includes both the piloting of spaceships of various sizes, as well as the skills to plot courses, determine one's location in the galaxy, and the skills necessary to perform various evasive maneuvers.

Intelligence is the art of espionage, counter-espionage, computer hacking and acquiring information from allies and enemies without these individuals realizing you're doing so.

Operations Skills include the following options. These are the primary skills for engineers, security officers, and other talents related to 'keeping things running'.

Engineering is the field of practically applied sciences, including the maintenance of ship systems and the creation of new devices or prototypes.

Communications handles both ship-to-ship communications, as well as the various types of sensors in use today, along with a minor amount of alien languages.

Security covers all direct combat skills, including hand-to-hand and the use of various energy weapons. It also includes physical and mental discipline, guard duties, and boarding operations.

Administration is the field of management, logistics, slave processing, and other talents related to keeping a large organization running smoothly.

Science Division Skills include the following options. These skills, as the name implies, govern the more academic side of things, and are used to analyze and understand the universe in whatever way you're trained in.

Physics governs the underlying laws of the universe, ranging from exotic particles to Warp fields to energy weapons.

Physical Sciences includes more 'practical' sciences such as chemistry, geology and materials science.

Medicine is the field of medical services such as surgery, as well as torture and the analysis of biological lifeforms.

Dimensional Sciences is a more niche field that governs alternate realities, Spore technologies, and a host of other subjects drawn from other fields of science.

- A Major, An Intendant, And A Jumper Walk Into A Bar… (Free for all)

If that sounds like the set-up for a bad joke, it probably is… but with this toggle, you can make it a reality! This toggle allows you to, well, not replace one of the main characters on the show, but it *does* let you become a new, dimensionally displaced counterpart! So yes, Major Kira and

Intendant Kira could visit Quark's alongside *Jumper* Kira, if that's who you choose to be. Given how the Major-Intendant relationship was already a clusterfuck of absolutely *epic* proportions, Quark might not enjoy the punchline, though.
Taking this Perk has the explicit requirement that your choice of species during the 'Background' section of this jump is the species of your counterpart(s) - Bajoran, in this particular example, and that your gender and age are likewise a match.
This Perk only affects your stay here and doesn't 'carry over' into future worlds, for obvious reasons.

- Mirror, Mirror (400CP)

In case the name of the jump didn't make it obvious, this galaxy is only one of at least several - the most famous one being its counterpart where humanity never rose into the Terran Empire and instead created the United Federation Of Planets. But just because there is a mirror universe here doesn't mean such reflections of reality exist elsewhere… or does it? This Perk guarantees the existence of 'mirror universes' in any jump you visit, creating at least one such counterpart to your normal plane of existence but potentially adding many more depending on the setting's local cosmology. You have a certain degree of control over what the 'divergence point' is between these realities, though this normally takes the form of a timeline where everything was the same until a single event somehow went differently, or a literal mirror universe where everyone still exists except their morality is somehow the complete opposite. This Perk does not guarantee you can *reach* these alternate realities, though you'll probably find the means to do so if you're determined. At least several options are available in this very jump, though it is ultimately up to you whether you use these or find your own way.
One note of importance: no matter how many mirror realities you might encounter, these realities will never have another Jumper in them - at most, an (unawakened) counterpart of yours will be present if you have a non-Drop-In background.

- Treknological Aptitude (600CP)

If there's one thing Star Trek is known for, it's spaceships. But another (in)famous aspect is the ability of the various people in the show to come up with brand-new technological or tactical insights in almost no time at all, creating new devices, new modifications and sometimes even entirely new scientific fields 'on the fly'. This Perk grants you something very similar to this capacity for creating 'Treknobabble', allowing you to work alongside people such as Dr. Phlox, Paul Stamets or Miles O'Brien, and not be left wanting when it comes to… well, coming up with crazy ideas of your own. This Perk doesn't really add any new skills or knowledge relating to Star Trek and its myriad technologies (use 'Fit For Duty' for those, instead). Rather, it acts as a kind of refined creativity, cross-referencing and rapid learning ability, allowing you to nigh-instantly combine whatever niche skills or insights you might have in brand new ways. Now get out there, and start making the laws of physics, medicine, and common sense *cry*.

Warlord

- A Step Above The Rest (100CP, free for Warlords)

The galaxy is a violent, merciless place - as it should be. The weak are crushed, the strong survive and *thrive*… and you are determined to be the latter. It all starts and ends with personal ability, and you have trained long and hard to master the art of combat. Be it hand-to-hand battles with knife or Bat'leth, exchanging Phaser fire with assailants from afar, or snapping a man's neck without any weapons at all, you are likely one of the deadliest men or women alive.

- The Ruler's Vision (200CP, discounted for Warlords)

Any fool can be a follower, but to be a leader - a *true* leader - takes talent, skill, and ambition. You are a capable commander at home on the bridge of a starship, but more than that, you know how to inspire your subordinates to aim for something greater than themselves… something that, by right, should be yours. Whether it's a galaxy united in chains under humanity's triumph or a change in leadership for the Empire, you know how to get everyone aimed at the same goal *and* benefit from it yourself.

- Woe To Traitors (400CP, discounted for Warlords)

Ambition is the cornerstone of power, but only one man or woman can stand at the top. All others must submit, be it through willing support and admiration or through *fear*. Intimidation is second nature to you, your ability to keep your subordinates paralyzed with indecision when it comes to possibly acting against you nothing short of inspiring. Literally, in some cases. Likewise, you'll find it considerably easier to gain a reputation among your enemies as well, and with each epithet like 'The Slayer Of Sorna Prime' you achieve for yourself, you'll find that those under your command are that much less likely to act against your wishes.

- The Rules Of Succession (600CP, discounted for Warlords)

Those with the talent, the skill and the experience to do the job can be (somewhat) confident in their position. Those who cannot handle the duty, the danger, or even the rewards get *replaced*. Murdering one's superiors is a time-honored tradition in this galaxy, and few make it far without ever 'clearing' the next step up along the chain of command. You've set your sights high indeed, and you're a master of determining when and how to eliminate your superiors, as well as any rivals that might contest your claim. Furthermore, you'll find that even in less, ah, ruthless environments, you'll be able to get away with actions such as these far more easily, even if just because those who would otherwise arrest you for it are just that afraid of you.

Manipulator

- Aesthetics Of Success (100CP, free for Manipulators)

Though guns and blades offer their own ways to success, as they always have, one truth remains evident: those with beauty and charisma are more likely to succeed than those without. You are one of these individuals, blessed with a great personal magnetism whether you prefer the seductive allure of make-up and enticing outfits or the lantern-jawed image of confidence and courage. Look the part, and the weak-minded are that much more likely to follow your lead.

- Enticing (200CP, discounted for Manipulators)

Though it's obviously best to be both, sometimes it really *is* better to be loved than feared. You are an expert when it comes to making people attracted to you, whether that means romantically or through inspiring loyalty and duty. Platonic love is still useful, after all, and whereas sometimes you might need to strip naked and sleep your way to success, other times it's best to project an image of integrity and responsibility. However fake it may be. A mind hardened with fear and discipline can make men move, but only the *heart* can make them perform miracles in your name.

- Un-Intendant Consequences (400CP, discounted for Manipulators)

The promise of reward or death can motivate just fine, but *true* terror only comes from the unknown. Your rivals and foes will find you exceedingly difficult to predict, your seemingly erratic actions throwing off all but the most observant of spectators. One day, you'll reward someone for initiative and even standing up to you, the next you'll have a man executed for doing the same thing. It's all about misdirection, because the less people can anticipate your actions, the more likely you are to achieve your goals. As a side effect, this also makes those in your service less likely to clue in to the fact their days might be numbered… after all, everyone expects to receive the reward, while surely it's everyone *else* risking punishment and death?

- The Living Proof That Fate Is Real (600CP, discounted for Manipulators)

That's what you are. Your schemes, your plots, your layers upon layers of lies and deceptions… somehow, they seem to work far better than they have any right to. It's like the universe itself conspires to keep your true intent hidden until you need it to be known. Most notably, you are an absolute *master* of getting others to do what you want them to do - often even managing this without them realizing you're the one pushing them down that path. Whether you use this to create new, loyal subordinates by slowly twisting them to your worldview, or if you simply use and discard them as the expendable pawns they are, you are the metaphorical spider in a web, spinning strings to pull for all those around you. With enough care and ambition, even the throne might not be out of your reach...

Rebel

- Worn And Weary (100CP, free for Rebels)

Making it through the day, the week, the year… it's difficult at the best of times, and that's without being hunted by entire fleets at a time or being one of the countless slaves toiling away for their uncaring masters. You've learned to endure, to keep going whatever it takes no matter how ugly it might be. Your physical toughness and endurance are immense, and your mental fortitude is likewise bolstered substantially. However long the road to freedom might be, you're determined to reach its end… one step at a time.

- Fire Wolf (200CP, discounted for Rebels)

A single strike can succeed where dozens fail, provided your target is caught off-guard. The Rebellion can't afford to 'fight fair', and needs to use every advantage it can get. You're a master of guerilla warfare, using ambushes, terrorist strikes and other underhanded techniques like you were born into it, while simultaneously keeping an eye on escape options for you and your

followers. Even with only a handful of allies and a fraction of your oppressors' infrastructure, you could put up a fight that does far more damage than your small numbers should allow for. Given time, you could become such a disruptive influence that the very ruler of the Terran Empire will feel the need to attend to your demise in person.

- Ghost (400CP, discounted for Rebels)

Standing up to those who would treat you as nothing but slaves - at best - is a noble goal, but the fact remains you're still outnumbered and outgunned. The only way to survive is by staying hidden, and you're a master at it. You know just how to protect bases of operations from being discovered, and you're an absolute master at staying undercover even in the middle of your oppressors' seat of power. You could work for months or even years as the unassuming servant of your cruel masters, to the point you might eventually find yourself as their second-in-command. Keep your secrets safe, be careful, stay patient - and remember that freedom *will* be yours in the end.

- Something Better Than This (600CP, discounted for Rebels)

In every revolution, there is one man with a vision. A first step taken to throwing off the chains of entire peoples. Inspiring people to be better is often more difficult than winning the most dangerous battles, yet if this galaxy is ever to be truly free, it *must* be done. Your every action and word seems to push those around you to reach within themselves, finding the strength they need to stand up for what they believe in. A Vulcan becoming inspired by stories of a far-off 'federation', a Klingon fighting to restore the honour of his empire by working together with those who would have been enemies not long before, a battered and beaten Terran slave finding courage in the knowledge that in another galaxy, he could have been a Chief Engineer… big things can come when people dare to *hope* again, and you can help them find it. Where you lead, entire movements can rise to follow in your wake.

Displaced

- We Are Still Starfleet (100CP, free for Displaced)

This reality can wear on one's principles, and keeping your integrity when forced into taking desperate measures while surrounded by such wanton cruelty can be difficult. But you are *Starfleet*, and you do not give up just because things become challenging. Your moral and ethical standards are ironclad, refusing to budge no matter what horrors you see - or are forced to commit. Should you change, that change will come from within, and not because someone or something forces you into a different mould.

- Think On Your Feet (200CP, discounted for Displaced)

You're a stranger in a strange land, a place where standing out means being a target. You can't afford to take your time and learn to 'blend in' - even a single mistake can spell certain doom. That being said, your ability to fill in whatever gaps in your knowledge and understanding you might have is nothing short of profound. Through observation and logical deduction, you'll find you can easily determine where you are, what's expected of you, and how to avoid catching the attention of, say, a cruel slave driver determined to stamp out any laziness or insubordination.

- Change The Present (400CP, discounted for Displaced)

One man cannot summon the future… but one man *can* change the present. Only a handful of Starfleet members have seen this reality, but the impact they've had on its people and events cannot be understated. You will likewise find yourself at the heart of many great things, your actions having far greater consequences than before. Just remember: though making this galaxy a better place is a noble goal indeed, the present can only carry one's actions so far, and this Perk does not make you immune to *unforeseen* consequences. For example, though the Federation's Captain Kirk inspired the Terran Empire's Commander Spock to push the empire along a more compassionate, kind-hearted path, so too would those changes eventually lead to their subjugation at the hands of the Klingon-Cardassian Alliance.

- Designated Hero (600CP, discounted for Displaced)

Hearing the stories of other Starfleet officers who managed to make their way to this realm, it seems all but unbelievable that they survived, let alone made it back home. Yet like these fine men and women, so too does the adventure come naturally to you. Call it skill and determination, call it guidance by the Prophets, call it sheer, dumb luck if you will - but events seem to 'go your way' *far* more often than they reasonably should. Amoral and cruel overlords decide to spare your life for fickle reasons, coincidences and lucky breaks happen at just the right time to give you a way out of impossible situations, and when it comes down to that one, big decision that might save everyone or doom us all, that one-in-a-dozen chance seems to come around more often than not. Just don't *rely* on it - in Starfleet, 'weird' might be part of the job, but luck works best if combined with hard work.

Items And Equipment

All purchased items slowly repair to full functionality, and are replaced after a week if lost or destroyed. You may import any similar items for free to give them this same functionality. For example, if you already have a favorite dagger you could grant it the benefits of 'Lovingly Lethal', or make your magical cellphone the identifier from 'Evidence of Integrity'.

- Star Conquest: The Complete Archives (Free)

Countless children have grown up cheering for their heroes on the screen. Whether it's the wicked cunning of James Tiberius Kirk and his crew, the glorious conquests of the I.S.S. Enterprise, the first battles against the Vulcans that saw began the Terran Empire's ascension or even the formation of the Klingon-Cardassian Alliance and Regent Worf's subjugation of all those who stood against him - Star Conquest was a media franchise that sometimes seemed to *define* what it meant to be 'Sci-Fi'. You receive a full collection of all works from this setting, from the series we're all so familiar with to books, games, and other materials. We'll even throw in the same for its dull and philosophical counterpart known as 'Star Trek'.

- Dressed For Success And Murder (Free)

It might be heartless, it might be evil, it might be psychotic at times, but *damn* if the men and women of the Mirror Universe don't make their wicked ways look good. And you can look the

part, too; this purchase grants you a massive wardrobe - sufficient for both yourself and any crews you might want or need to outfit similarly - that includes all the various uniforms and outfits seen by the main factions in this universe. Whether it's bared midriffs and miniskirts to show the confidence and allure of female officers or some tight-fitting black leather and Nazi-esque motifs to show off your male subordinates' physique, each of these outfits is guaranteed to be intimidating, appealing, and *sexy*. Expect lots of leather, gold accessories, and enough holsters for guns and melee weapons to store a battalion's worth of Phase Pistols.

- I Study War (100CP, free for Warlords)

Though a knife in the back can be a good way to eliminate an enemy, it does little to deter other offenders unless you make a habit out of it. No, you need to be *seen* dealing with your rivals, and in such a way they won't think to cross you. An ordinary Phaser won't do, though the right weapon *can* be the proper tool for the job. With this purchase, you receive a ranged weapon of some kind that's just… scarier, than others of its kind. Perhaps your pistol fires energy pellets that kill your target by roasting them from the inside out, killing them through a drawn-out and excruciating process rather than granting a quick and relatively painless death. Maybe you have a weapon like the self-guiding 'sawblade' Empress Georgiou used, with enough speed to cross a room (twice) in the blink of an eye and enough stopping power to slice through half a dozen men as it travels. It could even be something practical, like a customized Compression Phaser Rifle that just hits harder than it should, or something like the TR-116 to really drive the point home that your victims aren't safe *anywhere*.

- Lovingly Lethal (100CP, free for Manipulators)

Danger can come from anyone, anywhere, at any time. The Bridge, Turbolifts… even the bedroom. You need to be prepared for attackers no matter what you're doing, and this is just the thing to keep up your sleeve - metaphorically or literally. This melee weapon is exceedingly sharp and deadly, and is supremely easy to conceal. Indeed, you could be lounging in your bath, wearing little more than a smile for your guests, yet the moment they need to be put in their place you've got a knife under their chin. It doesn't matter if there was no way you could (reasonably) hide it, the moment you need it you can just pull it out of your hair, your boot, a hidden pouch, or even nowhere at all. It's probably poisoned, too, though whether it's a paralytic to keep them alive for later torture or something more deadly is up to you.

- A Trip Through The Looking Glass (100CP, free for Rebels)

Some of the earliest 'cross overs' between universes took place when Transporter beams received interference from certain types of Ion storms, diverting the signal into an alternate dimension. Eventually, an artificial substitute for this process was (or would be) achieved, as seen when Miles 'Smiley' O'Brien kidnapped an alternate universe's Benjamin Sisko to bring him here during the later part of the 24th century. With this purchase, you receive not only the Transporter modulating device O'Brien built, but also a large amount of information and schematics regarding the underlying scientific principles. A Transporter beam is, ultimately, just an energy signal, after all, and with the information in your hands it will be trivial to adjust the device to operate on other types of energy, such as Subspace communications or even a Phaser. One downside of this technology is that it needs to be configured with the exact

Quantum Resonance of the ‘target’ dimension… a process which is effectively impossible without either being *in* said dimension, or having alternate-universe materials to scan for the necessary signature. This means that this type of technology can’t be used to find or access *new* dimensions - merely those which have already ‘crossed over’ in some way.

- Evidence Of Integrity (100CP, free for Displaced)

Each universe possesses its own Quantum resonance signal, and though it’s not commonly scanned for, it *can* be used to identify interdimensional travelers. You possess a proof of your identity, typically an insignia or comm badge of some kind, that you can use to prove beyond most doubts that you’re… well, not from around here. Surprisingly, people will at least *somewhat* take your word for it even if they don’t have a suitable scanner nearby, though they’ll keep their options open until they’ve got proof. In future worlds, this item will likewise serve as a proof of your identity, replacing passports or other such forms of I.D. as appropriate, even if you don’t strictly have a background or history (such as if you’re a Drop-In).

- Personal Protection (50CP)

Heavy body armor is somewhat rare in this universe, despite the frequent violence, and aside from a brief time in the 23rd century where gold-plated armor was used by high-ranking officers, most such equipment was usually only seen among the Assault Teams and other such combat specialists. With this purchase, you receive a modified uniform that’s been upgraded with a variety of defenses, both overt and subtle. A puncture-resistant armored weave blunts the hits from physical impacts while the (optional) chest plate segments provide even heavier protection for vital organs. The entire uniform contains specialized fibers that disperse the impact of energy blasts, allowing the user to potentially survive multiple Phaser or Disruptor hits with only mild burns. Finally, the areas of the most common ‘sneak attacks’ are further reinforced, and though getting (figuratively or literally) stabbed in the back is still likely to hurt a bit, you’ll find that instead of a mortal wound you instead end up with a bruise… and a chance for a swift and brutal retaliation.

- Knowledge Is Power (50CP)

Often overlooked because it’s not as ‘flashy’ as a good weapon, being able to effectively track targets can be very useful for a wide variety of goals. You can’t be a bounty hunter and kidnap some gullible Ferengi if you can’t find the right one, no? This Tricorder allows you to scan for a wide range of energy types, species, exotic particles, and so on - the full list would be far too long to put here. Even better, this particular scanner is *far* more difficult to jam than the normal version, so you’ll probably have a decent chance of finding whatever rebels you’re looking for even if they’re hiding behind a cloaking screen of some sort… though doing that is probably going to be fairly short range. Bring a gun.

- ‘Something About Your Maternal Ancestor’ (50CP)

Even the Terran Empire knew that even if all other sentient beings are only good for being slaves, you still need to be able to *talk* to them so they can do what they’re told. The Universal Translator is vital for this process, and though it would rapidly become commonplace on starships or even integrated into personal comm badges, this particular variant is especially

effective. Capable of analyzing new languages at an extreme pace, it even comes with all relatively common languages spoken pre-installed. This database is automatically updated whenever you visit a new universe, and the translator can even handle non-auditory forms of communication, like sign language or pheromones. Never again will you need to fear misinterpreted orders or an inability to respond to someone's insults in kind. Though a Phaser might still be a more appropriate response to those.

- Creative Bio-Applications (50CP)

Though human experimentation and torture are obviously the most educational and fun, sometimes you need something a bit more *exotic*. This collection of cages, terraria and other such storage systems contains a wide selection of unusual animals - perfect for honing your surgical techniques and otherwise getting your 'mad doctor' on. They're all bound to be useful somehow, be it because of excruciatingly painful venom you can use for interrogations, a natural suitability for hybridization and creating new crimes against nature, or just because they scream so beautifully when you cut them open.

- Torment Unending (100CP)

Originally developed by Dr. Phlox and Major Reed, the 'Agony Booth' is a sophisticated imprisonment and torture device that quickly became the default form of imprisonment and interrogation in the Terran Empire. Taking the form of a reinforced glass cell, it allows the operator to subject the interred victim to intense pain, while simultaneously recording physiological and neurological readings to fine-tune the experience. As a result, the Agony Booth can operate on a victim nigh-indefinitely, continually ensuring the maximum impact while never letting victims get used to the pain or pass out from the experience.
Unlike the conventional variant of the Agony Booth, this particular system is guaranteed to work on *anyone* or *anything*. Terrans, Vulcans, robots, energy beings, and even more esoteric subjects… all will suffer if interred within this device, no matter their nature or (in)ability to feel pain.

- A Captain's Wrath (200CP)

Insidious and terrifyingly effective, this device is simply referred to as the 'Tantalus Field'. Used by Captain James Tiberius Kirk to keep his crew in line despite their hatred for him, this system is effectively a combination of surveillance suite and energy weapon. Capable of observing and targeting others across an entire ship, the Tantalus Field allows the user to spy on suspicious subordinates and enemies alike. Once activated, the device can annihilate the selected target without any detectable energy emissions or other forms of 'tracing'. Effectively, to observers the victim seems to simply vanish into thin air, never to be seen or heard of again. Its esoteric functioning means it's nigh impossible to find the emitter device, though it is too large to be used as a hand-held weapon. Perhaps you can find a way to control it remotely, or place a loyal and trusted ally at the controls?

Ship Builder

In this galaxy, the impact of individuals with the cunning and the power to change history itself cannot be overstated… and quite often, the means with which they gained such power was through unique and often unusually powerful spaceships. Whether you choose to become the Captain of one of such extraordinary vessels or instead prefer a more standard ship to call your own, this section grants you the ability to create your own vessel (or fleet) you can use to impose your will upon the cosmos.

The size and power of all purchased options will depend on your ship's Hull type, as well as how many (if any) purchases of 'Temporal Anomaly' you take, though you are free to decide the exact details regarding total size, placement, and so on. All suggested numbers are merely the 'default' state before such alterations are considered. A Battleship could take the default three Phaser weapons from each purchase of Direct Energy Weapons, for example, or it could instead be fitted with a larger number of *Cruiser-grade* Phasers in a 'quantity over quality' approach.

You receive a **1000SP** stipend for free, and may convert CP to SP at a 1:1 rate (though you may not convert SP to CP). All options may be purchased multiple times, improving each purchased upgrade's effectiveness as appropriate, though if you decide to purchase multiple ships each ship is upgraded individually and purchased upgrades are not shared. You may combine purchases here with those of Companions, though Companions do not receive their own stipend.

Your ship will slowly repair itself and replace spent fuel, torpedoes, and smaller craft over the course of a single year (though active effort, for example by your crew, can vastly speed up this process). Likewise, if the ship is lost or destroyed entirely, it will be completely replaced after a year, including lost crewmembers.

THE SHIP

The base 'frame' that all other parts rely on, this section determines the overall size and purpose of your vessel. Just remember: though larger vessels are often more prestigious, even a Light Cruiser can tip the balance of power if used well.

- Imported Ship Hull (Variable Cost)

If you already possess a ship of your own, you might wish to upgrade it with technologies from this setting instead of creating an entirely new vessel. Importing a ship does not cost SP by default, but also does not grant it any of the normally free or discounted purchases (such as a Warp Core) that regular ship hulls receive. Alternatively, you may pay the listed price of one of the Hull types given below, granting you both the free purchases suited for a ship of that size and increasing the size of your imported vessel (and all of its systems) to the new ship class's suggested size. Importing a ship into a smaller Hull type than it already is does not reduce its size, and merely provides discounts as appropriate.

Any purchases that indicate required prerequisites may waive those requirements if your imported ship already has a similar type of system. For example, if your vessel already makes use of a bank of missile launchers, it would not need to buy 'Torpedo Launchers' to make use of 'Tri-Cobalt Weaponry'. Ships purchased in a Supplemented jump while using the Supplement Mode can be imported here as well.

- Small Craft (50SP)

Though not often used independently and most typically found in a support role for larger vessels, smaller Warp-capable starships still exist. Including examples such as the various shuttle types, the Danube-class Runabout and dedicated combat fighters, these vessels are small but potentially quite effective, while their limited size makes them quite cheap to build and maintain. They can become remarkably potent ships if designed well, but due to their limited capacity Small Craft can't be equipped with the Mycelium Super-Reactor, Spore Drive, Laboratory Space, Hangar Bays or Foundries. Likewise, they are usually limited to much lower Warp speeds.

- Light Cruiser Hull (200SP)

The smallest ships commonly used by the Terran Empire and its foes, this ship class includes examples such as the 22nd century *Enterprise*, and the 24th century *Defiant*. These ships come in sizes of approximately 150 to 300m total. However, despite their small size they should not be underestimated; they are often specialized for a specific purpose, and a well-made light warship of this class can potentially outgun and outlast much larger and more 'generalized' ships.
Light Cruisers, thanks to their specialized nature, receive one (additional) free purchase of several options depending on their purpose. You may opt for a warship and receive 100SP of free upgrades chosen from the 'Weapons And Defenses' section to create a small but powerful combat vessel. Alternatively, a science vessel will instead receive 100SP worth of free upgrades chosen from the 'Science And Research' section, focusing on technological superiority rather than direct subjugation.

- Heavy Cruiser Hull (400SP)

Most larger ship types seen in the interstellar factions of the Alpha and Beta quadrants are Heavy Cruisers. Averaging lengths of up to 800m, these ships tend to be large and powerful, but less nimble than Light Cruisers and built to handle multiple kinds of challenges. Examples of this ship class include the *Discovery* and the 'Constitution' line of ships, the most notable one being the 23rd century *Defiant,* built by the feeble trans-dimensional counterpart of the Terran Empire yet proving itself more than a match for the Terran Empire's enemies when brought back to the 22nd century.
Heavy Cruisers receive one free purchase from the 'Weapons And Defenses' section and one free purchase from the 'Science And Research' section, both of which must be priced at 100SP or less.

- Battleship Hull (600SP)

Rare, ominous and feared for very good reason, these ships are some of the largest and most powerful in use across the quadrant. Reaching sizes of up to 2km, even just one of these

behemoths can strike fear into an enemy fleet. The iconic example of this ship class is the massive flagship used by Regent Worf during his rule over the Klingon-Cardassian Alliance. Unlike Light and Heavy Cruisers, ships of this hull class receive no additional free upgrades beyond those all ships receive. Instead, their overall size doubles the effectiveness of all upgrades priced at 100SP, such as increasing the size of Hangar bays or allowing it to use the Tholian Web Generator with two different projectors (potentially generating a more 'complete' web without the need for extra ships).

- Dreadnought Hull (800SP)

Considered the largest conventional ship type seen in recent (or future) history, each Dreadnought is a one-of-a-kind vessel, often a prototype. Potentially reaching as long as 5km in a single vessel, these hulls are less spaceships and more mobile cities or military bases. The main example of this ship class is the *I.S.S. Charon*, the palace-ship from which empress Georgiou ruled the Terran Empire in the 23rd century.
Ships of this hull class receive no free upgrades, but their overall size quadruples the effectiveness of all upgrades priced at 100SP, similar to the Battleship option above.

- Station Hull (400SP)

Rather than a spaceship, this option instead makes you the owner or commander of a station not unlike the (in)famous Terok Nor orbiting the planet Bajor. Larger and substantially stronger than most ships, stations such as these form vital economic, industrial and military centers… though they obviously remain in one location rather than venturing forth to conquer their lessers. Having your own little kingdom to run might still be its own reward, no?
Stations receive a free 'Hangar Bay' purchase, and their overall size quadruples the overall effectiveness of all upgrades priced at 50SP or 100SP, similar to the Battleship and Dreadnought options above. However, due to their stationary nature stations may not purchase *any* drive systems or upgrades, such as a Warp Drive. They also cannot employ a Ship Cloak.

- Temporal Anomaly (200SP)

Much like travel 'sideways' between realities is possible, if difficult, so too do ships occasionally travel forwards or backwards in *time*. The U.S.S. Defiant was but a single ship, brought from the future of an alternate reality, yet that one ship proved advanced enough (or possibly will yet prove itself, depending on when you arrive here) to change the course of history on its own. Likewise, this option allows you to improve your ship by making all of its systems approximately one century more advanced than its peers at your current time in history. Considering the rate of technological advancement in this setting and the fact that many ships contain a sizable (though not altogether *complete*) database of common technologies in use by their faction, few assets can have as big an impact as this.
This upgrade improves all purchased options aside from ship size, and may be bought multiple times with the effects stacking. However, it cannot improve your ship beyond what can be found in the mid twenty-fifth century, one century more advanced than the ships seen during the conflict between the Terran Rebellion and the Klingon-Cardassian Alliance.

POWER AND ENGINES

The beating heart of any starship in this setting, these systems usually require more space and manpower than most other ship facets put together.

- Matter-Antimatter Warp Core (50SP, one purchase free)

The beating heart of every ship in the Terran Empire, the Klingon-Cardassian Alliance, and most other interstellar nations, these enormous generators provide the power necessary for starships to function. Though details vary from type to type, all such Warp cores function through the mutual annihilation of matter and antimatter, usually for the generation of highly energetic 'Electro Plasma' funneled into other ship systems for power. They have a fairly large output and high efficiency, but refueling can be difficult without a dedicated supply of antimatter and catalysts such as Dilithium. The volatile nature of the antimatter reserve also means that serious complications inevitably turn *explosive*, and the alarm of a 'Warp Core breach' is enough to make even the most hardened engineers fear for their lives, and usually necessitates ejecting the entire Warp Core assembly. An uncontained breach is effectively guaranteed to annihilate the ship, as well as most other nearby vessels, though exceedingly talented (or insane) Captains have used this fact to turn the entire core into an improvised but extremely potent explosive.
Repeat purchases will grant you either a second Warp Core to use as a backup or a secondary power system, or it will improve one of your existing Cores with substantially greater output.

- Quantum Singularity Core (50SP)

A more advanced power core favored by Romulan ships, the Quantum Singularity Core houses an artificially created and stabilized black hole rather than the more standard matter-antimatter reaction chamber. By carefully controlling the addition of reaction mass and channeling the singularity's emissions into the power system, these reactors can provide a sizable power output without any of the inherent risks that come with the use of antimatter. Consequently, these reactors are much more reliable and stable, which can be critical for maintaining a strong and carefully regulated power flow without sudden power spikes or other fluctuations. Furthermore, the core can effectively be fuelled by *any* matter, rather than requiring the complex supplies of antimatter and Dilithium catalysts that regular Warp Cores need. This makes the drive far less logistically challenging and much better-suited for long-term independent operation.
However, the core's nature means that it's impossible to shut down or eject like a conventional Warp Core, and a new Quantum Singularity Core likewise can't be started up without a similarly large investment of power.

- Mycelium Super-Reactor (300SP)

Created by the brilliant, if treacherous, Dr. Stamets for the imperial palace-ship *Charon*, this massive generator requires no fuel. Instead, it taps directly into a transdimensional 'Mycelial network' by taking advantage of the multi-dimensional nature of the *prototaxites stellaviatori* fungus and its spores. Generating vast amounts of power that eclipse even the output of the largest matter-antimatter reactors, the Mycelium Super-Reactor's dimensional nature grants it limited protection from conventional attack and makes it nearly impossible to destroy outright.

That said, while the reactor is both far more powerful and resilient than ordinary power systems, if the system *is* destabilized its destruction is similarly more potent than an ordinary Warp Core detonation.
This variant super-reactor generates its own Mycelial network to draw power from, allowing it to operate without the disastrous consequences the Charon's reactor caused. This also ensures the reactor remains functional in any reality where the network is either inaccessible or non-existent.
This purchase requires a 'Laboratory Space' upgrade dedicated to mycelial spore sciences to function.

- Reinforced Power Systems (50SP)

Though hardly as awe-inspiring as having a second power core or several extra Disruptor arrays, this kind of system-wide upgrade can be worth its weight in Gold-pressed Latinum. During dangerous or unexpected situations, it can be vital to ensure that your ship just… works. Backup power storage and redundant EPS conduits allow your ship to remain functioning even when lesser vessels would have lost entire subsystems to damage, extensive safety systems and emergency containment can minimize the risk to your power generation to vastly reduce the risk of a Warp Core breach or similar incident, and you'll even find your Bridge consoles to be far less prone to explode into the faces of whatever hapless Ensign was seated at them. Safe, stable, reliable. It's not flashy, but robust power can win *wars* if used well, especially if you decide to embrace the risks anyway and begin running at higher than 100% power...

- Thrusters And Impulse (50SP, one purchase free, cannot be installed on Station Hulls)

These small but highly efficient slower-than-light engines are used to maneuver when ships are not at Warp. Usually based on some form of fusion exhaust, these engines can push a ship to a decent fraction of lightspeed, though they cannot reach faster-than-light speeds. Depending on the exact ship configuration, maximum Impulse speeds usually top out at no more than a quarter to half of lightspeed.
Nonetheless, though they are entirely ineffective for longer journeys, these engines are *vital* for ships seeking to perform any kind of meaningful evasion in combat. All ships receive basic propulsion by default; however, additional purchases will improve the acceleration, top speed, and overall 'reflexes' of the ship they are installed in.

- Warp Drive (50SP, one purchase free, cannot be installed on Station Hulls)

Though ship speeds and their equivalent 'Warp Factor' calculations have changed over the years, the underlying principle to the most common form of Faster-Than-Light travel in the galaxy remains the same. By generating a 'Warp field' that envelops the entire vessel in a bubble of Subspace, ships with this type of drive can travel at dozens to hundreds of times the speed of light with relative ease.
All vessels come with a Warp Drive for free, though the maximum speed depends in part on the power, size and sophistication of the ship's engines. Your vessel can achieve approximately 125 times light speed (Warp 5) if built in the 22nd century, ships from the 23rd century can achieve approximately 500 times light speed (Warp 7), while ships from the 24th century can travel 1500 times faster than light speed (Warp 9) by default with only their free Warp Drive purchase.

However, these are only the ‘average’ values for top speed - numerous ships possess superior drive systems that allow them to travel faster than this. Likewise, normal ‘cruising’ speed may be lower than this to reduce power consumption or wear on the engines.
With additional purchases, your ship is retrofitted with more powerful engines, increasing your maximum Warp speed by a factor of two per purchased upgrade. For example, a 23rd century vessel with one upgrade could travel at 1000 times the speed of light.

- Unconventional Drive Systems (200SP)

Warp Drives are by far the most common faster-than-light starship drive in the setting, but other, more esoteric engines do exist. This upgrade covers a number of alternative drive variants, which will grant your ship a second form of interstellar travel. The exact method and speed of this drive system will depend on the technology you choose to base it on, which must be a type of faster-than-light engine seen in the Star Trek shows. However, the trade-off for such systems is often that they are more limited in their use, or present risks not present for conventional Warp Drives.
For example, the Subspace Vortices used by the Xindi were considerably faster than conventional Warp travel, but left ships effectively blind while in-transit and caused potentially severe instability based on the ship’s size. Likewise, Quantum Slipstream drives could only be used sparingly - attempting to travel too far at once or using the drive too frequently could easily result in the complete destruction of the vessel. Transwarp Conduits and Subspace Corridors such as those used by the Borg and Vaadwaur were some of the fastest systems seen on the show, but were reliant on an existing Transwarp infrastructure, making this system effectively useless outside of its covered regions.

By default, this secondary drive system is approximately twice as fast as your maximum Warp speed, with further increases depending on how the drive functions and what its inherent drawbacks are. The more severe the limitations imposed on your installed drive system are, the higher its potential top speed will be.
This upgrade cannot be used to acquire a Spore Drive, nor will it enable a ship to cross dimensional barriers or travel through time. Additional purchases do not improve its speed (this is directly dependent on your Warp Drive speed above), but will instead grant additional types of faster-than-light drive systems.
This upgrade *can* be installed on Station hulls, but cannot be used to transport the station itself. For such an upgrade, it instead allows the station to act as a stable gateway for a Transwarp Conduit or similar type of infrastructure, ‘launch’ ships over certain distances, or otherwise provide more advanced transportation to nearby ships. Instead of purchasing Warp Drive upgrades, use the ‘Non-Specialized Ship Alterations’ option to determine its speed and range limits.

- Spore Drive (400SP, cannot be installed on Station Hulls)

Created by the mirror counterpart of the Mycelium Super Reactor’s creator and using the same Mycelial Network to function, the *Displacement Activated Spore Hub Drive* is one of the most advanced drive systems ever developed in the quadrant. Although it requires a substantial amount of preparation to use, the ‘Spore Drive’ can nigh-instantaneously transport a ship

hundreds or even thousands of light years in a single ‘jump’, without traversing any of the space in between the departure and arrival points. However, while this drive is far faster than any Warp Drive currently in use, it is also highly challenging to use safely. Each jump requires a carefully calculated activation sequence complex enough to overwhelm even a starship’s main computer, as well as meticulously prepared mycelial spores to ‘connect’ to the Mycelial Network - a process which requires either directly connecting a living, sentient being to the network, or the use of a specialized Dark Matter-based resonator interface. Even minor errors in the process can result in devastating consequences for both ship and crew, including lethally twisting and mutilating all living beings on board while ‘in transit’, causing the ship to be partially or wholly trapped in the Mycelial plane, or causing the entire ship to be shunted from its reality of origin into a ‘mirror universe’. That said, these feats *can* be achieved on purpose with enough skill and backing information, though accurately determining a destination across dimensional barriers may require substantial testing and an even greater computational challenge.
Nonetheless, the Spore Drive provides effectively unmatched mobility and strategic potential. This particular variant of the Spore Drive also effectively generates its own ‘Mycelial plane’ for the network, allowing it to operate without negative consequences for the network *and* enabling the Spore Drive’s functionality in realities where the network is either inaccessible or non-existent. That said, while the dangers of a miscalculated jump remain, causing the ship to reach into the network directly or shunt itself into a new reality is only possible if such realities actually exist. Otherwise, the ship (or parts of it) may simply find its constituent particles scattered across the galaxy or erased from existence entirely.
This purchase requires a ‘Laboratory Space’ upgrade dedicated to mycelial spore sciences to function, as well as either the first tier of the ‘Mind Machine Interface’ upgrade or a second ‘Laboratory Space’ upgrade dedicated to Dark Matter research.

WEAPONS AND DEFENSES

- Direct Energy Weapons (50SP, one purchase free)

The mainstay armament of modern starfaring vessels, all interstellar factions in the galaxy possess some variant of these weapon types. Each fires either a continuous beam or a ‘pulse’ blast of energy at lightspeed with a high degree of accuracy, making them excellent precision weapons. Beam weapons are usually more accurate and reliable, while ‘pulse’ weapons are more damaging with a loss of precision. Three such weapons are most commonly seen, and are available for purchase here.
Phasers are the preferred weapon of the Terran Empire, and are the most advanced and versatile energy weapon in service. They can be modified for a wide range of effects or exotic energy properties, and they excel at taking advantage of any enemy weaknesses you might discover.
Disruptors are heavy weapons with somewhat greater firepower than a Phaser, though they pay for this by sacrificing most of its counterpart’s versatility. If the Phaser is a rapier to punch through an enemy armor’s weaknesses, the Disruptor is a battleaxe meant to overwhelm anything in its path through sheer brutal power.
Finally, *Plasma Cannons* are far weaker than both other weapon types in terms of firepower, and also lack the Phaser’s capacity for exotic effects and modification. However, their small

size, robust functionality, and comparatively ‘low tech’ systems make Plasma Cannons vastly more reliable and energy-efficient. A ship with Plasma Cannons can keep firing long past the point a Phaser bank or Disruptor array would overload or fail, and can make up the difference in damage per shot by generating an unmatched volume of fire. As a result, these weapons are the best option against weakly or unshielded targets, such as enemy strike craft, asteroids, or planetary targets in need of orbital bombardment.
Each purchase grants you three Phaser cannons, three Disruptors, or twelve Plasma Cannons.

- Torpedo Launchers (50SP)

The counterpart to direct energy weapons, torpedoes are heavy missile weapons that can deal a vast amount of damage on impact. However, their ‘area of effect’ means they are unsuited as precision weapons, and the torpedo’s slower speed means it can be more difficult to hit nimble targets (although torpedoes can maintain FTL speeds if fired at Warp). They are usually carried in limited numbers and reserved for more challenging or dangerous foes, though specialized warheads give them a certain degree of versatility as well. Common variants include the Plasma and Photon torpedoes, with Quantum torpedoes becoming available in the late 24th century. Moderately effective against shielded targets, an unshielded ship will rarely survive a barrage of these explosive missiles.
Each purchase grants you two torpedo launchers and a decent supply of torpedoes of a type of your choosing.

- Tricobalt Weaponry (150SP)

A considerably heavier weapon system than classic torpedoes, Tricobalt warheads are an exotic weapon system only used in dedicated weapons of war. Though already equivalent to antimatter weapons in terms of conventional firepower, Tricobalt’s defining feature is that it causes potentially devastating Subspace effects when detonated. These Subspace distortions can further damage sophisticated systems, and under certain circumstances, the detonation can create an Interphasic Rift - a Subspace anomaly capable of swallowing entire ships whole… and potentially releasing them into entirely different realities, decades or more into the past or the future. That said, this method of crossing dimensional boundaries or traveling through time is risky at best - the only known case where this event occurred caused the entire crew of the affected ship to suffer a violent and incurable insanity, leading to the deaths of all crewmembers on board as they turned on eachother.
To fire these weapons directly, you will require at least one purchase of the ‘Torpedo Launchers’ upgrade.
To safely traverse an Interphasic Rift, you will need an additional purchase of ‘Shielding’ designed to eliminate the neurological impact of the rift. You will also need an additional purchase of ‘Sensors’ dedicated to Interphasic and trans-dimensional scanning - entering a rift without such systems will make navigation effectively impossible, and could result in extreme, unpredictable displacements in both space and time.

- Web Generator (100SP)

A powerful, if somewhat difficult to deploy, energy weapon capable of ‘ensnaring’ entire ships, this weapon is mainly fielded by the Tholian Assembly. Creating a geometric network of

high-intensity energy strands around a target, a completed web is both self-sustaining and extremely difficult to destroy from the inside. Furthermore, any ship attempting to fly through the filaments is effectively shredded to pieces. Negating most forms of attack by caught vessels, the web doesn't stop ships from firing *into* the sealed area. As a result, any ship trapped by a Tholian Web is effectively stuck and left incapable of attacking outside the web, while the capturing ships can engage it without risk of retaliation.
The main downside of the Web Generators is that it takes a short amount of time to create the web, making it most effective against ships that cannot avoid the web - for example because their drives have already been disabled. In addition, a single generator can't create a web effectively, and multiple generators are required to completely enclose a target. A single ship can only fully envelop a target if it is much larger than its victim and using multiple generators. Otherwise, supporting vessels, drone ships, or fighter craft equipped with their own Web Generators are required. The more ships or generators are available for the creation of a web, the faster the filaments are created and the larger the web's maximum size will be.

- Shielding (50SP, one purchase free)

All ships get some amount of shielding, but when it comes to survivability in battle, more is always better. Shields serve to deflect or absorb incoming fire, be it from energy weapons, torpedoes, or just about any other harmful effect - even incoming asteroids. They're highly adaptable and effective against most dangers, but they are also somewhat vulnerable to dampening fields and other disruption attacks, and most hits do cause a kind of feedback in the shielded vessel. Even if shields are only reduced to, say, ninety percent of their total effectiveness by a Disruptor blast or torpedo impact, such an attack can still (and often does) cause dangerous power surges in the energy grid, knock out fragile components, and even make the entire ship shake hard enough to rattle the crew despite the fact none of the incoming fire reached the hull.
Shields are usually distributed by section, such as forward, port, starboard, and aft shielding, each of which can fail independently (though they can support one another to some extent as well). Each additional purchase adds sufficient shield power to increase your total shields by one hundred percent, though you may use this to reinforce certain sections instead of making the upgrade ship-wide if you insist. Perhaps you're fond of going on the offensive, and want your front to be as well-protected as you can get it? You can also use this to add specialized shield generators instead, which are more effective against a specific hazard (such as certain radiation types or weapons) at the cost of a performance hit against all other risks.

- Superior Resilience (50SP)

A ship's shields deflect most hostile fire and other dangers, but a solid hit can still cause substantial damage even with the shields at (nearly) full strength - to say nothing of what happens when the shields begin to fail and fire gets through entirely. Eventually, your ship will have to rely on its innate resilience, and with this upgrade it's one *tough* ship. Upgraded structural integrity systems can mitigate damage to some extent, ablative armor can boil away while leaving more vital systems unaffected, and some ships are simply designed from the ground up to be a tough nut to crack. This upgrade is less effective than shields in terms of total survivability, but it is far more reliable - there are plenty of ways to disrupt or knock out a ship's

shields, but you'll have to work a lot harder to find a 'trick' to beat a vessel that can take multiple Photon Torpedoes to the hull and keep going. It also provides a minor improvement to shield effectiveness - the feedback caused by a hit to the shields can be weathered more effectively thanks to this upgrade, much like direct weapons fire is dispersed. With enough purchases, this upgrade could even make *ramming* a viable tactic… if not one to use frequently unless you're downright suicidal.

- Internal defenses (50SP)

While ship-to-ship combat makes up the grandest battles in history, smaller skirmishes are fairly common as well - and many of those take place on these very same ships. Boarding actions, armed insubordination, slave revolts… the inside of a ship can be as dangerous as the void between the stars. So why not come prepared? This upgrade grants you a variety of smaller-scale defenses to protect your ship's internals. Shield emitters designed to seal off critical areas of the ship, automated turrets that rip apart boarders and other hostile forces, heavy gravitic plating to leave foes crushed against the floor (or the ceiling)... each might come in handy from time to time, provided you make sure it's never turned *against* you. You may choose to heavily fortify a single area, such as the bridge, throne room, or main engineering section, or instead opt for a more widespread but less overwhelming set of defenses across your entire ship.

- Ship Cloak (300SP, cannot be installed on Station Hulls)

Though rarely seen in the field, Cloaking Devices *have* been instrumental in critical battles throughout history. Whether it is a captured Suliban device, one of the variants used by the Romulans, or even a Klingon device brought over from another reality, your ship is equipped with one of these mysterious devices. It is capable of hiding your entire vessel from nearly all detection, slipping through all but the most dedicated efforts with the most advanced sensor equipment with ease. Indeed, in most cases the necessary technology to detect state-of-the-art cloaked ships simply doesn't exist, at least without more advanced 'future tech' or the design specs being stolen by a spy. However, for all their tactical and strategic advantages, Cloaking Devices such as these do have a serious Drawback - they prevent a ship from activating shields so long as it remains cloaked, leaving the user much more vulnerable if they *are* somehow detected. Likewise, though ships can still travel at Warp and Torpedoes can still be fired without revealing the ship, using other high-energy systems like Phasers will usually fail due to interference from the cloak... or allow others to immediately detect you even if they do work.

SCIENCE AND RESEARCH

- Sensors (50SP, one purchase free)

The vastness of space means that the old 'Mark I eyeball' doesn't get you very far, and so every spaceship comes equipped with a wide variety of sensor systems to observe the universe around them. Quite versatile but somewhat finicky, conventional sensors can detect a wide range of particles and effects, but often need to be adjusted to a single purpose for maximum effectiveness. As a result, many more esoteric or rare events are not normally scanned for. Conventional sensors can potentially scan as far as a dozen light years out, though doing so

requires a substantial amount of time and prevents detecting fine details. Closer distances allow for faster and more accurate readings, though unusually strong interference from, for example, Delta radiation can be a problem regardless.
All ships come with the basic multi-purpose Sensor package for free. Additional purchases allow you to improve your ship's existing sensor array for improved accuracy and reliability, or can instead be used to install specialized Sensor suites for specific purposes. These systems are vastly superior in range, speed, and accuracy than if the normal array is used, but are obviously only suited for one purpose. Examples of the latter include survey sensors for planetary analysis, sensors dedicated to rare particle types like Tachyons (often a byproduct of earlier models of Cloaking Devices and a by-product of temporal effects), Subspace and Warp anomalies, as well as specialized systems for more easily detecting and analyzing trans-dimensional effects.

- Medical Facilities (50SP)

The field of medicine is as important as ever, with recent breakthroughs like the Agony Booth putting physicians on the forefront of scientific advancement once again. Although each ship usually has a small Medbay for emergency medical support, this upgrade provides your ship with a much larger, state-of-the-art medical bay suited for all kinds of human experimentation, torture, and yes, providing better medical care to crewmen if you *really* want to keep them alive for some reason. Treatment times may improve if you Phaser anyone ahead of you in the queue, though excessive 'line skipping' may hurt ship performance - and possibly crew morale.

- Laboratory Space (100SP)

The preferred habitat of eggheads, mad scientists, monstrous specimens and the occasional crime against humanity, these facilities contain the most advanced scientific equipment seen on starships. With enough space for some extensive prototyping and a small but capable staff, each lab you purchase here comes with one specialization, such as starship engineering, biological weapons, particle physics, or mycelial spore science - though many can improvise other experiments as well if one needs to 'dabble' a bit.

- Reach (50SP)

Most larger vessels have some means to interact with other ships, structures and asteroids, such as the classic 'Tractor Beam' or even just a set of magnetized grappling hooks. However, these systems tend to be fairly weak in most cases - shielded vessels and particularly large or unstable targets can easily disrupt any attempt to move them - if not negate the attempts entirely. This upgrade grants you one such system, with further upgrades providing a more potent design. This could be by enhancing the existing system, by incorporating additional emitters to allow you to more easily haul heavy or dangerous objects around, or similar improvements of your choice. A 'standard' Tractor Beam can move objects of approximately one-quarter your ship's size and mass. Each purchase doubles these limits and makes the Tractor Beam more stable when used against shielded or esoteric materials. The upper limit of this system is the manipulation of objects approximately four times your ship's size - additional upgrades will make the system more reliable, but incapable of affecting even larger targets.

- Inescapable Grasp (100SP)

Few things are as frustrating as catching up to your foes, only to see them go to Warp and leave you empty-handed. However, this galaxy has seen its fair share of ship-disrupting technologies, and with this upgrade your ship now carries one of these. Perhaps it's a built-in hacking signal added onto your Tractor Beam, or a wide-radius dampening field that leaves ships without power. You could even install a Subspace distortion generator that leaves ships incapable of jumping to Warp, but whatever the case may be, this system ensures that once you've got a target in your sight, they'll *stay* there. That being said, the overall effectiveness of this type of system does rely on a target's size and power - a Shuttlecraft is far easier to 'catch' than a Heavy Cruiser, after all.

This type of system is usually incorporated into an existing weapon or support system. A large field generated by your ship will be the weakest option by far, but has no requirements. A second option is to enhance your direct energy weapons to disable targets on impact, providing a more potent effect at the cost of being able to affect fewer ships at a time and needing to shoot (and hit) your target first. This variant requires at least two purchases of 'Direct Energy Weapons'.

Finally, adding a disabling effect to an existing 'trap' system is the most powerful and effective variant available, but requires a single purchase of either 'Reach' or 'Web Generator' (which is upgraded with this disabling subsystem). However, due to its design this type can only affect a single ship at a time.

Additional purchases of this upgrade can either strengthen the existing technology, provide a copy for use against multiple targets, or provide a second (or third, etc.) variant of your choice.

- Scientific Applications (50SP)

All ships have a Navigational Deflector (or simply 'Deflector Dish'), or an equivalent, that is used to prevent in-flight collisions and generate protective barriers. However, its ability to generate and direct large amounts of energy does make it a frequent target of improvised modifications and other tweaks as well. This purchase grants your ship a secondary deflector dish with a modular design, allowing for quick and easy modifications 'on the fly' without risking or shutting down the main dish. Though not as effective as dedicated weaponry or other systems, its versatility makes it remarkably useful nonetheless. If you need to generate a powerful graviton beam in a hurry, project a coordinated burst of anti-tachyons, boost sensor systems or shields for a bit, or just send a really big subspace signal ahead of the ship for some reason, this is the upgrade to get.

- Mind-Machine Interface (100SP)

Only seen in a rare handful of cases, this technology is designed to directly connect a sentient being's Central Nervous System to a ship's main computer. Relying on either a direct, invasive, 'needle' approach into the arms or spine, or a non-invasive headband or helmet like device, it allows the connected user to directly interface with a ship's systems… or, potentially, to let the ship augment its computational abilities by tapping into the user's brain.

A single purchase of this upgrade grants an interface capable of controlling a small handful of ship systems at a single time, such as a ship's weapons, the engines and Spore Drive, or the

Warp Core and power systems. It also allows the user to directly tap into a ship's computer data, such as navigational information or engine calibrations.
A second purchase further enhances the mind-machine interface to the point that a user could, theoretically, control the entire ship as an extension of their own self. Depending on the user's mental capacities, this potentially eliminates the need for a crew altogether on smaller vessels. Nonetheless, it may not be possible for the user to pay attention to all systems simultaneously, and a supporting crew is still recommended in case of accidents, system damage due to enemy action, or simply for due prudence.
Each purchase can install multiple Mind-Machine Interfaces throughout the ship (for example one on the Bridge, one in Main Engineering, etc.), though multiple users attempting to control a system simultaneously is not recommended.

MISCELLANEOUS UPGRADES

Somewhat lacking in common aspects, there's nonetheless numerous other improvements one could make to their ship. From industrial facilities to copious amounts of alcohol, this is where you go to make your ship something more than just a flying set of guns and science equipment.

- A Worthy Vessel (Free)

A ship should show its Captain's power and influence, not to mention their allegiance. This purchase allows you to modify the interior and exterior of your ship to bring it in line with whatever aesthetics you feel are suited for it. Ominous, gloomy lighting and the traditional blade-and-earth symbol are popular with the Terran Empire, as are flickering, red force fields. A throne-like Captain's chair (or actual throne) is the perfect place for you to show your authority as subordinates or slaves grovel at your feet, and maybe you want some more golden accents or green coloration to hammer your allegiance home as well? This option doesn't have much of an impact on ship performance, but it's a good way to blend in (or stand out), and nothing's stopping you from incorporating designs that make it just a bit more comfortable… say, if you've got light-sensitive eyes.

- Dimensional Salvage (Free)

Even if you decided not to import an existing ship (or even if you did), you might still have a collection of powerful, useful, or just plain *weird* technologies lying around. You may freely incorporate any existing devices you own into your ship. This 'upgrade' is meant for modifications like installing alternate power generators, specialized weapons or new space-age alloys from a different sci-fi setting, incorporating an existing A.I. into the ship's computer core, and so on. All such upgrades must already exist as components you can readily access, such as having them stored in your Warehouse. Merely being able to build them at a moment's notice (such having the ability to program a new A.I. for the example above) is not sufficient.
Any incorporated devices will be repaired or replaced as normal so long as they remain part of the ship, unless their specific nature does not permit this. Devices incorporated into your ship are not duplicated, so you don't receive a free copy of your super-laser or what have you just by installing the first one into your ship.

Upgrades are *not* guaranteed to 'play nice' with existing Star Trek technologies, and no guarantees are made regarding how much or how little space is available for such alterations. Tinker at your own risk, and try not to overload the E.P.S. conduits with too many jury-rigged changes.

- Permanent Incarceration (50SP)

The standard method of imprisonment since the mid-22nd century, this facility contains row upon row of Agony Booths, ideally suited for housing a sizable number of political dissidents, prisoners of war, insubordinate crewmen, and more. Ordinarily kept operational by a small team of torturers and physicians, this prison does not require much in the way of conventional defenses… though a paranoid captain might want to put some loyal security guards in place regardless.

- Holodeck (100SP)

Though only a poor substitute for torturing *real* prisoners, the holographic systems in these entertainment rooms are nonetheless quite good for maintaining ship morale. Though typically found in sizes around those of a decent cargo bay, Holodecks can range from anywhere between the size of a small room to those capable of swallowing an entire building. Functioning through a combination of holographic imagery, variable force fields, advanced computing and the occasional bit of replicator support, a Holodeck can recreate almost any environment - including living beings such as a city's inhabitants - that's been programmed into it. Though realism depends on the quality of the created work, a well-made Holodeck program can be effectively indistinguishable from reality using normal senses. The Holodeck can even fake being 'larger on the inside', owing to the fact occupants need not remain at the exact distance they *think* they are from one another. Holodecks come with optional safety features to prevent physical or mental harm… though why anyone would *use* those instead of relishing the experience in full is a question lost to history.
The Holodeck comes complete with a computer system that can convert existing media to 'Holo-novels' or similar forms of holographic content, though any blanks not covered by the original will need to be 'filled in' with approximations. The Holodeck's computers are sophisticated enough it can create (and maintain) true A.I., be it directly or from existing non-sentient characters, though safety measures prevent this from happening by accident.

- Hangar Bay (100SP)

Many of the larger vessels seen today come with a small docking and maintenance area for shuttles and other small spacecraft. That said, it can be worthwhile to expand or improve this section of your ship for a variety of reasons. Each time you purchase this upgrade, your ship receives a moderately sized hangar with enough space for up to two shuttles, fighter craft, or the 'Worker Bees' which are used for maintenance of your ship's exterior. This includes maintenance and repair facilities, supply stores, and everything else you might need to keep these smaller craft in service. It includes a handful of such craft, though vessels on par with the Runabout are not included - Shuttle size or below only, please.

- Foundry (100SP)

It's inevitable your ship will get damaged during your time here - whether you're stamping out traitors to the Empire, hunting down Terran rebels, or simply seek to survive in a galaxy bent towards violence and war, nothing remains untouched by Phaser fire indefinitely. And even when you're not repairing battle damage, perhaps you'll have other projects to keep your engineers busy? This upgrade grants you a sizable workshop designed for large-scale engineering work, containing all the welding gear, alloy synthesizers, assembly gantries, resource storage and more you'll need to build some pretty impressive gear. Depending on the time of your arrival (or your ship's construction era, anyway), you might even find yourself with a heavy-duty Replicator system. Regardless of the exact details, this section can be used to construct the various smaller components used throughout your ship, such as hull plating, power conduits, and so on, as well as single-use weaponry such as torpedoes. This upgrade also allows for more civilian-oriented factory work, like the creation of a slave-staffed ore refinery similar to that seen on Terok Nor. This upgrade can also be combined with the 'Hangar Bay' upgrade above, if you desire, which effectively turns your vessel into a (small) shipyard of sorts and allows you to more easily harvest materials from space, be they mineral-rich asteroids or the scorched remnants of an enemy battlecruiser.

- Non-Specialized Ship Alterations (Variable Cost)

There are any number of further modifications, improvements, vanity projects or other details one might find in a starship, and it is impossible to list them all. This option allows you to further customize your vessel with more niche modifications not mentioned above, including altering existing systems with some new function. Depending on the overall level of impact, the cost of each such modification is as follows:

Components or changes you might already expect and which don't have any particular impact on how well your ship operates are **Free**. This might be things like a small mess hall staffed by a (slave) bartender, a gym or sparring area for your combat crew, and so on.

For **50SP** per modification, this includes changes or upgrades that are fairly normal or sensible but have a noticeable impact on your overall ship design. Examples include specialized atmospheric sections for aquatic species or the extreme temperatures suited for Tholians, a multitude of civilian shops and services for a space station, reduced crew needs due to large-scale automatization, or large amounts of cargo space for transportation, smuggling, or ferrying planetary invasion forces (contents not included).

Finally, for **100SP** you may incorporate more far-reaching alterations that wouldn't be seen on many ships in this setting, such as more widely-incorporated holographic emitters, making your entire ship into multiple modular components similar to how the *Enterprise-D* and the *Prometheus* could split the ship into multiple sections entirely, or combining multiple Direct Energy Weapons into a single, spinal-mounted long-range energy 'artillery' rather than keeping them as the more standard turrets.

Any upgrade substantially more powerful than this level, or any of the other 100SP options outlined in this section, is not available here.

CREW

No matter how inspiring, powerful or advanced a ship may be, it would be nothing without a crew to run it. There are various options available here, though in all cases the crew are *followers*, not Companions, and as such any who die are replaced with new individuals; there is no continuation beyond what you provide for them.
You may - if you wish - tweak the exact details of these options if your sensibilities don't align with the 'might makes right' philosophy of this universe. Perhaps your purchase of 'Slaves' is a recently liberated group instead of one you're putting to use yourself, or your Basic Staffing is from the United Federation Of Planets much like someone with the 'Displaced' Background?

- Basic Staffing (Free)

They get the job done, but usually that's about it. These are your standard enlisted newcomers, fresh out of the Imperial academies, Cardassian training centers, or what have you. They're competent, but they don't have much in the way of experience. Of course, that also means few of them will get any ideas about advancement through stabbing you in the back (metaphorically or literally), and they're far easier to mold into a group of loyal subordinates who might back *you* if you, say, commit treason and try to take over the Terran Empire. Any lost crewmembers are replaced within a week, though they do not keep any changes.

- Slaves (50SP)

Though the roles may switch from one period in history to the next, it's universally true that you are either in power, or you are a slave. Whether you serve the Terran Empire and keep a cadre of alien servants or you sate your bloodlust on your human victims as any good Klingon or Cardassian, this purchase grants your ship a sizable complement of slaves - fully subjugated and unlikely to rebel any time soon. Some might be used as servants for officers, handling the boring or unbecoming tasks their masters should not waste their time on. Others are treated as entertainment, often including torture and sexual services (though the occasional pit fight is not unheard of either). A few, such as the Kelpien, are even culled for food, though chefs capable of preparing them just right can be difficult to find. Any lost slaves (and you'll likely lose quite a few) are replaced within a week, each new one as spineless as the last… unless you want one that can give you a challenge, for some reason.

- Combat Specialists (50SP)

Though every ship has at least *some* combat-capable forces like ship security (to say nothing of the Klingons, who might as well have an entire shipload of front-line brawlers), it can be worthwhile to invest in some dedicated combat units. Whether it's several dozen elite Imperial troopers, a detachment of specially trained MACOs for ship boarding or infiltration, or just a number of Assault Teams to crack heads wherever you send them, having some tough, well-armed and loyal soldiers in your employ can make all the difference. Even if they don't have any aliens to exterminate at a given time, they'll also prove useful preventing any thoughts of insurrection or treason aboard your own ship - it's hard to plan a mutiny when there's an armed trooper in every room, after all…

Each purchase gets you a sizable complement of combat troops, with the exact number depending on the size of your ship and crew. Each purchased group receives a single specialty, such as capturing enemy vessels, counter-espionage and suppressing dissent, or groundside operations.

- Hardened (200SP)

Having a competent but still *new* crew can get the job done, but experience can make the difference where even advanced technology and the element of surprise might be insufficient. With this upgrade, your entire crew becomes a collection of some of the most battle-hardened and experienced individuals around. Your Chief Engineer has been modifying Warp Engines on the fly since he was ten, your Tactical Officer has fought in four different wars - each against wildly different enemies, and so on. There are few things that will truly surprise them, and their ability to adapt to rapidly shifting circumstances thanks to 'having seen it all' makes them invaluable when you need a ship's crew you can count on. Just make sure none of them get any ideas about sitting in the big chair, though. They're loyal, not stupid.

Companions

- A Loyal Following (variable cost)

Though one person *can* make the difference, it's rare they do everything alone. With this purchase, you can import existing companions or create new ones according to your wishes. Each receives a background and 300CP to spend on purchases, with the ability to take Drawbacks for further points. Why not get a loyal team at your back as you make your play for the throne? Or maybe you've got a band of rebels by your side as you try to overthrow your so-called masters?
You can import or create a Companion for 50CP each, or pay 200CP for up to eight at once.

- Warped Reflections (variable cost)

Rather than creating entirely new individuals through the option above, you can also choose to recruit an existing character from this setting. For 50CP per individual or 200CP for up to eight at once, you may bring along anyone you meet as a new Companion. If you wish, you may combine the price of this option with 'A Loyal Following' above, in case you want to mix-and-match.
Furthermore, you can use this to recruit mirror versions of existing characters - even versions never seen on the show - though this doesn't give you any means of reaching their home reality. Characters from the wrong time period will simply be temporally displaced somehow.

Yes, this means you could recruit eight different versions of Intendant Kira, all of whom would probably *love* you for the chance to meet more of themselves… well, when they're not too busy loving *each other*, anyway. That narcissism is one hell of a thing.

Yes, this also means you could recruit mirror versions of *yourself*, though they'll still only be the in-setting version and aren't a second Jumper.

Individuals recruited through ‘Warped Reflections’ receive no CP and can take no Drawbacks, but will receive all purchases that are discounted for whatever Background most closely matches their identity for free. To continue the example, the Intendant Kira we all know and love (but not as much as she loves herself) will receive all Manipulator-related purchases for free.

Supplement Mode

The ‘Mirror Universe’ has plenty of adventure to be had, though I suppose it’s understandable you’re more familiar with the Federation side of things. If you *insist* you can link this jump to that feeble reflection of this reality, turning this jump into a Supplement instead of an independent jump.

As a Supplement, you can combine the Mirror Universe jump with any other Star Trek jump, such as the jump for Enterprise or the Next Generation/Deep Space Nine era. CP totals for each jump are kept wholly separate - you cannot spend CP from this jump on the Supplemented jump or vice versa.

Your starting time in this jump must always be a match for whatever time period the Supplemented jump takes place in. Your starting location will always be the Mirror Universe counterpart to the starting location of the Supplemented jump, though you are guaranteed to encounter *one* chance to cross realities even if such opportunities otherwise wouldn’t have existed. Drawbacks will apply to both realities - either the ‘problem’ exists on both sides, or the issue can travel across dimensions whenever you do. Jumping to another reality will not be an easy solution.
Any starting location in the Mirror Universe, or Drawback enforcing such, may not be selected for obvious reasons. Other Drawbacks relating to the Mirror Universe are permitted, but may need to be adjusted to account for your differing circumstances.

Your Background will be a blend of your choices here and in the non-mirror jump, so someone who is both a Rebel on this end and a Starfleet Officer on the other might be a particularly *rebellious* Starfleet Officer or even a Rebel who managed to switch universes to join Starfleet somehow. Feel free to work out the exact details as you see fit and to handle any inconsistencies in whatever manner you believe makes sense.

You may use the Supplement Mode any number of times, but only once for each other Star Trek jump. You may also, if you wish, use the Supplement Mode to Supplement a part of the Star Trek setting that does not (yet) have a jump, as well as parodies, fan-made alternate realities and other such non-canon media, including fanfics that (at least for a large part) take place in the Star Trek setting. Treat this as a normal Supplement Mode except you make no purchases or choices for the ‘base’ jump.

You and any of your Companions will not receive the base CP or SP allotments after your or their first visit to this jump (whether as a Supplement or as a normal jump), though taking Drawbacks can still provide additional points. That said, Drawbacks provide bonus points only

once - taking the same Drawback again during a later visit will not provide you with any further benefits.

Drawbacks

There is no limit to how many Drawbacks you take, though do remember that this galaxy doesn't leave much room for mistakes…
Ship-based Drawbacks grant SP, which may only be used in the Ship Builder section. Should you decide to use a different ship during your time here, their effects will partially apply to whatever other ship(s) you travel on instead - though they won't apply to hostile ships, in case of infiltration or imprisonment. Like other Drawbacks, their effects end once you've completed your time in this jump.

- Redacted History (+0CP)

Star Trek has a long and storied history, but it's not always clear what did and didn't actually happen - certainly not in this place, given how often the historical record gets 'updated' to suit the current leadership's needs. This 'Drawback' acts as a toggle, allowing you to decide which series or events in Star Trek are 'canon' for your stay here. Perhaps the events of Star Trek: Discovery never happened, or you never read the various Star Trek books and don't want to get blindsided by events shown there? You can likewise use this toggle to make events from your previous visits to the Star Trek setting, be it here or in the 'prime' universe, carry over into your current stay.
If this jump is used as a Supplement this Drawback can't be used to ignore the Supplemented material.

- Imperial Aesthetics Decree (+0CP)

Star Trek's been going on for some time now, and one could be forgiven for thinking that, say, theTV series from the sixties and the movie series from the early twenty-first century are entirely different realities altogether given how different they look. You know, aside from that 'alternate timeline' thing. But it shows up elsewhere as well, and it can get so very confusing.
This toggle allows you to decide the general aesthetics of ships, cast, alien races and so on, to bring everything in line with the looks of one of the Star Trek shows or other materials. Want to have the Gorn be just a man in a lizard suit, with most planets looking like a movie set with paper mache rocks? Done. Prefer the spectacle and holograms of the Star Trek: Discovery style? No problem. Turn the entire setting into something out of the Lower Decks cartoons? ...if you insist.

- I Don't Have A Qlue (+0CP)

Though they haven't been seen on this side of the dimensional divide, rumors persist of nigh-godlike entities referring to themselves only as 'Q', who meddle in the affairs of mortals whenever they feel events aren't unfolding as they should - or when they simply want some entertainment. Your unusual nature as a Jumper might trigger *either* of those criteria… so with this toggle, it's guaranteed that you won't become a target of these 'Q', or similar kinds of vastly powerful reality warpers, simply because you exist and actually do things. Seeking them out or

similar kinds of actions might still lead to a visit - though whether it's entertaining for you, them or both remains left unsaid - but you otherwise won't need to worry about their interference 'just because'. Likewise, you're safe from the numerous stable time loops that keep popping up - there's no need to worry about issues like accidentally and retroactively erasing all life in the galaxy five billion years ago just because your actions prevented a time traveler from the 37th century from being born, traveling back in time, and stopping the disaster before it happened.

- Captain Jumpy (+100CP)

Great actions often lead to great nick-names, both among friends and enemies. 'The Slayer Of Sorna Prime'. 'The Witch Of Wurna Minor'. … *'Captain Killy'*?
Well, congratulations: you now have your very own nickname, and whatever it might be it's absolutely *hilarious*. Intimidating or respectful, not so much. Good luck making a (better) name for yourself when the moment someone hears about you they start snickering. Maybe you can start by murdering enough people that the 'joke' takes on an entirely new, more terrifying level?

- A Man Of Integrity (+100CP)

Honour, loyalty, *integrity*… they're not very common in this universe, but they do exist. You yourself prove this quite thoroughly, but that's not always a good thing. Your willingness to trust others and rely on their better sides is now far more likely to backfire. Not necessarily *directly*, like them betraying your trust and trying to eliminate you when you show any weakness, but the galaxy has a way of punishing those unwilling to consider *all* sides of a problem - including the innate potential for cruelty and malice in others.

- I Like To Think It Makes Me Look Mysterious (+100CP)

One of the few biological differences between Terrans and the humans found in the United Federation Of Planets is that the former are more sensitive to light. As a result, the overall levels of illumination tend to be a bit darker than they are in the next reality over… though it seems that difference has *really* gone overboard now. Everything, everywhere, is intensely, ridiculously gloomy. Any attempt to increase light levels will just cause backfire, like power fluctuations in the EPS grid instantly burning out any extra lights you might install. Likewise, any ability you might have had to counter this oppressive darkness, like night vision goggles or super-sight, ceases to function. Perhaps you could harness your need to watch your step to make your slow, ponderous walks look more intimidating?

- In Chains (+100CP)

There are winners and there are losers, and you belong squirrely in the latter category. Events at the start of your arrival ensure that you are captured (or even always were) a slave, toiling away for whatever brutish masters control the region at this particular point in time. If you want to get anywhere, you'll have to free yourself first - and since the overseer is not one to look kindly on insubordination or 'slacking off', it won't be easy coming up with an escape plan.

- Just Kidding (+100CP)

If there's one unfortunate tendency of the men and women holding power in this universe, it's their habitual drive to *gloat* and devise suitably horrific ends for whoever crossed them. Cruelty

is an art form, and many seek to be masters of sculpting pain… but not all. Sometimes, you've got a Captain or other ruthless bastard who simply decides that they hate poetic justice, ironic fates and all that stuff. So instead of trying for some elaborate, karmic fate that might give you a chance to escape or 'earn your forgiveness', they just have you shot with a Phaser.
With this Drawback, that latter scenario is now effectively guaranteed. Your enemies won't monologue at you, give you time to make a speech about the reasons for your betrayal, or otherwise spare any time. You just get shot, or stabbed, or whatever other method they may find most expedient or practical in the situation at hand. Try not to give your rivals any openings, and think twice before you set that insurrection in motion. Mercy is for the weak, and this galaxy *abhors* weakness.

- The Science Directorate Has Determined… (+100CP)

...that alternate universes do not exist, evidence to the contrary notwithstanding. And where you're concerned, they might as well be right - at least sometimes. For the duration of your stay, you are completely incapable of intentional dimensional travel by any means, be they technologies or events seen in this setting or by using powers or methods from elsewhere in your chain. The only times you can still travel from one reality to another is when another Drawback (such as Reflected) enforces such events.

- Blind Spot (+200CP)

Jonathan Archer had the rumors of the Defiant, the beating heart of his ambitions. Gabriel Lorca had the counterpart to his Michael Burnham, the one person he'd turn to his side no matter what. Kira Nerys only loved herself, yet came to experience the glory of knowing there were *two* of her. Events and individuals that somehow, somewhere, caused them to abandon all sense of caution and restraint and do something they *knew* might cause disaster. Or at least they should have. And like them, you just can't help it. There is something, somewhere, that you obsess over, and it will cause no end of problems for you. No amount of reasoning will change your mind, no amount of advice will maintain your 'common sense' when this one, critically important thing is involved. And whoever or whatever it is… it'll never go away for good, even if the only alternative is bringing in a copy from an alternate reality.

- Reflected (+200CP)

There's a reason this place is called the *Mirror* Universe, and you get to see both sides of the divide. And then some. You seem cursed to always run into anomalies, schemes, or just random coincidences that lead to you switching from one reality to another. Even if you have an easy way to get back, such as a functioning Spore Drive, there always seems to be a reason for you to get involved first - maybe you'd never forgive yourself if you abandoned the group of slaves you ran into on your arrival, or some wretched alien has incurred your wrath and you *will* see their head on a spike before you go home?
The circumstances causing these 'cross over' events will always catch you off guard, though they'll never be (immediately) lethal to you. No guarantee you won't get shot on the other side if you piss people off, though. Or if you're a species the locals don't like.

- My Grandchildren'd Glow In The Dark (+200CP)

Perhaps you've been exposed to enough Delta Rays to have your genome light up like a Christmas tree, perhaps it's caused by an Agony Booth session gone wrong, or you might simply be wholly unused to the kind of hard work that goes into running a starship - to say nothing of the slave work in the ore refinery pits. Your physical abilities have taken a *major* dive, and though you won't necessarily be in any pain, your strength, endurance and reflexes are bad enough even the most timid Ensign could probably shiv you without issue. And you look the part, too, with enough scars to make it quite obvious what a target you are.

- Shattered Mirror (+200CP)

Logic suggests that if *one* mirror universe exists, then others may exist as well… and you're now the living proof that this theory is entirely correct. Approximately once per month, though at a completely unpredictable time and through equally uncertain methods, new alternate reality duplicates of you will arrive in your current reality. Some might be hideously evil, others paragons of justice and honor, and some might just be downright *weird*, but they all share one particular aspect: each and every one of them is obsessed with you for some reason. They're guaranteed to cause no end of problems (though not all of them necessarily equally so), even if only because people have trouble identifying which of you is which at times. If nothing else, at least they're not Jumpers themselves so they don't have your powers or other advantages, just their Star Trek selves. Good luck dealing with all the chaos, and get used to seeing your face staring back at you *without* you looking in the mirror.

- Painted Rust (+200CP)

This universe is filled with countless monsters, and unflinching cruelty is the order of the day. Yet underneath it all… that confidence, that courage, that strength is nothing but painted rust - a thin veneer hiding an existence of *fear*. You can never rest, never take your eyes off those around you, never take off the mask, because whatever you're hiding, whatever vulnerabilities you might possess… any who would take advantage of it will see the *moment* you let your guard down, peeling away the facade to reveal the weakness below. One misstep where you reveal you don't want to see innocent men and women die a cruel death, and every would-be tyrant will force your hand by threatening to slaughter civilians. Show you care about someone specific, and you'd better be prepared for ever-more horrific threats to their wellbeing if you do not submit.

- Empire's Most Wanted (+300CP)

Little mercy is seen in this galaxy, and none of it is ever extended to ones such as you. Much like Lorca, Voq and Sisko you've done something few other individuals can boast about: you've earned the unrelenting wrath of one of the largest factions in the quadrant, and they *will* have your head, no matter the cost. Whether you've become the highest priority target for the Terran Empire, a traitor or rebel sought by Regent Worf himself, or you've angered a similarly powerful entity elsewhere (the Romulan Star Empire, perhaps?), this organization will sacrifice any number of ships, expend any resources, cross any line to bring about your end. If you're lucky, you'll die quickly and painlessly. If not… well, in this place there are many fates worse than death.

- One Year, Two Hundred And Twelve Days (+300CP)

That's the amount of time it took for Captain Gabriel Lorca to make his way back to the Charon and rescue his followers. Those same followers spent the entirety of that time imprisoned in Agony Booths, a torment you will now get to experience first-hand. Whether this time period occurs before your nominal 'start' of this jump (and hence doesn't count for how long you've stayed) or the timer begins to run at the same time your 'true' jump duration does… you'll be suffering for one year, two hundred and twelve days. No power or ability you possess can negate the agony you'll experience, and the booth itself cannot be shut down, destroyed, or escaped by any means. The torture is guaranteed to leave your sanity intact - the Agony Booths wouldn't be as terrifying if they simply broke their victims entirely - but even so… can you withstand a torment of this magnitude? Yes? Then start screaming, and we'll see you again when your sentence has run its course.

- Imperial Cuisine (+300CP)

You are deserving of only the finest food this galaxy has to offer, demanding only the best and noblest of sustenance. Regardless of how much (or how little) you eat of 'lesser' meals, you require at least an human adult's daily caloric intake of tissues harvested from sapient individuals. Likewise, all these meals must be 'fresh' - you would never lower yourself to consuming preserved foods. This means you can't simply kill one person and expect to dine on them for several days. Kelpien are supposed to be a true delicacy, though other species will do in a pinch. Not meeting these dietary requirements will result in rapid and severe symptoms of starvation, potentially even resulting in your death if you 'go without' for too long.

- Anomaly Magnet (+300CP)

Adventure, excitement, spoils, enthusiastic company in the bedroom… it pays to be at the heart of the action, where you can prove yourself and reap the rewards. But there's only so many times you can cheat death and walk away rich… or is there? Well, you're going to find out. For the duration of your stay here, you are guaranteed to encounter bizarre spatial anomalies, run into dangerous aliens, be forced to exorcise the psychic Scottish space ghost lover of your Chief Medical Officer, quell robotic uprisings, make First Contact, handle dangerous glitches in the Holodeck or otherwise go through events comparable to that of the average Star Trek episode. And about as often, too, with the mean time between crises being somewhere around one week or so. Sure, you might be able to use at least *some* of them to your advantage, but is that enough to keep you going when your ship's about to be eaten by a sentient nebula? Again?

- Quantum Stability (+300CP)

Moving from one reality to the next can be a harrowing experience… something you yourself might have some insight into, no? But this time it seems to have been particularly difficult, and the interaction of your otherworldly nature and the particular laws of physics in this place have left you without any of the Perks, Items or other advantages you carried with you through the chain but moments ago. Though your memories and mundane skills remain, you are otherwise reduced to nothing but your Body Mod and whatever purchases you've made for this jump. This Drawback cannot be taken by Companions, only the Jumper. It affects both you and your Companions equally, and grants Companions an additional 150CP instead.

- Spoils Of War (+100SP)

Your ship might be powerful, it might be awe-inspiring, it might be terrifying… but it's not actually *your* ship. Not yet, at least. Rather than beginning this jump with your ship in your possession, you will instead have to claim it from a group that *really* doesn't want you to have it. Much like Archer had to fight tooth and nail to steal the 24th-century *Defiant* from the Tholians, so too will you have to infiltrate or fight a hostile faction to take what's rightfully yours. Expect fierce opposition, but then… the reward is worth the cost, isn't it?

- Ravaged (+100SP)

Some forms of dimensional travel are (reasonably) safe, while others will kill the entire crew. Whatever *your* ship experienced, if it even crossed over at all, left it as barely more than a pile of debris. Although basic life support and power still function and you're not looking at an imminent Warp Core breach, most other ship systems are badly damaged and in need of urgent repair. Sensors are offline, attempting to go to Warp has a good chance of overloading half the power grid, and don't even *think* about trying to get into a fight with your Shields at no more than ten percent and all your weapons being unresponsive.

- EPS Failure (+200SP)

Flying a starship takes a tremendous amount of energy, so is it any surprise that energy weapon impacts, power surges, and other such hazards typically translate to overloading instruments and exploding Bridge consoles? It's not, at least not for you. Your ship seems particularly prone to these issues, with even relatively minor hiccups causing sparks to fly. Anything serious? Expect rumbling floors knocking half the ship off their feet, the sudden venting of (mildly hazardous) gas and the occasional red-shirted Ensign getting blown across the room whenever you take a bad hit.

- Uninvited Guests (+200SP)

Indeed. It seems like one of those sub-human aliens, or perhaps a Terran infiltrator, has gotten into your ship and decided to make a mess of things. Perhaps it's even a Gorn. Whatever the case may be, your ship is getting sabotaged left, right and center. It's not going to self-destruct any time soon, but you'll need to find the saboteur before you can get anything done. They're very hard to track - internal sensors were probably the first thing they hit - and every moment you wait before shoving them into an Agony Booth just gives them more time to set up booby traps, disable systems, or even knock out life support.
Even once you've eliminated this threat, your ship seems to be much more vulnerable to events such as infiltration, boarding actions and other forms of hostile invasion.

- Seeing Double (+300SP)

Some ships are truly one-of-a-kind, be it because they were found in this reality through exceedingly rare circumstances, or because only a single vessel was ever made. Yours… is not one of these. Perhaps a duplicate crossed over from another reality, or yours is the 'foreigner' here instead? Regardless of the exact reason, a second ship, equal to yours in every way, exists somewhere in this universe. Held by a faction that's hostile to you no matter who you are

or where you go, they'd very much like to make sure that only *one* ship remains. Theirs. They'll stop at nothing to destroy yours - and you along with it.
This second ship is unhindered by any ship-based Drawbacks you've taken, and will automatically engage an unpreventable self-destruct if you manage to capture it or otherwise take full control.

- Beacon (+300SP)

Interdimensional travel is a strange thing, and though some ships or individuals are *obviously* not in the right place, others can easily fit in. Your ship, however… never will. As a side effect of its creation, it generates an immensely powerful Quantum Signature that can be detected over immense distances. In effect, it is a giant neon sign proclaiming its otherworldly nature, ensuring that no matter where (or in which universe) you are, everyone from the Terrans to Klingons and the Romulans to the Ferengi will be able to detect something's wrong. And they'll come looking, even if it means crossing half the Quadrant.

Ending

So, you've survived. Perhaps you've even thrived - destroyed your foes, eliminated your rivals, or even claimed the Imperial throne for yourself? No matter. All stories have an end, and now that your time in this universe is up, it's time to make a choice. Regardless of what you decide to do, all Drawbacks are revoked.

Do you **move on**, past even the dimensions hidden here, beyond the depths of Subspace? Then continue on your chain, and travel on to your next jump using whatever process your chain employs. In the infinite possibilities of the multiverse, there are always more worlds to conquer...

Or perhaps you want to **stay here**? Dark as it might be, perhaps you've found yourself at home in this place. Or maybe you've traversed the barriers between dimensions, and would like to see where the United Federation Of Planets takes you? Then you may stay here, in this setting, for the remainder of your days.

And perhaps the casual torture, the violence, the seductive treachery and random acts of cruelty were enough to make you realize it's time to **go home**? Then return to the universe of your origin, and leave your jumping days behind you forever. This is the only option you may choose if you died during your time here.

Notes

No, you won't gain any unique or super-special powers by choosing the right option for 'A Major, An Intendant And A Jumper Walk Into A Bar…'. Stop trying to loophole your way into being a Q, damn it!

The Ship Builder can't possibly cover all options, and should not be considered 'restrictive' in terms of what you are *allowed* to buy - if you're unsure how to achieve what you're looking for, modify whatever options most closely match your intended design using your best judgement. That said, all options are based on the feats shown by the Federation, the Terran Empire and the Klingon-Cardassian Alliance. Getting ships to match the Borg, Iconians, Sphere Builders or other such exceptionally advanced foes will be very difficult and, likely, exceedingly expensive in terms of upgrades.

When in doubt, fanwank responsibly but have fun.

Yes, you can use Supplement Mode to visit 'Star Trek-adjacent' settings such as (mirror-verse sides of) *Galaxy Quest*, *The Orville* or *Star Wreck: In The Pirkinning*. Only those that are obviously and explicitly related to, or parodies of, actual Star Trek shows and movies, however - simply being a Sci-Fi setting isn't enough so please don't try and go for a Mirror Verse Star Wars or something like that.

Yes, two of the most important ships to be involved in cross-dimensional shenanigans were *both* called 'Defiant'. Yes, it's confusing at times. Deal with it.

Technologies acquired from this setting (be it this particular reality or the 'main' Star Trek galaxy) will continue to work in future settings unless those settings specifically have aspects that would interfere with them (like active divine intervention preventing any form of FTL). Warp drives keep flying, Subspace communications can send and receive signals just fine, and genetic augmentations or Agony Booths continue to work as normal even for non-Star Trek humans, for example. This includes non-fiat backed variants of items or ship parts bought for CP, including copies you've made yourself, though no guarantees are made as to how easy any of them are to 'reverse engineer'.

The current (probably slightly incomplete, given I haven't read any ST books) list of methods to travel to and from the Mirror Universe are:

- Detonate a Tricobalt warhead in certain types of gravity well and traverse the resulting interphasic rift
- Send a Transporter beam through specific types of ion interference or ion storms
- Travel through the Bajoran Wormhole and have the Prophets let you out in the 'wrong' reality
- Use a Transporter reconfigured with O'Brien's trans-dimensional modulator
- Use a Spore Drive to jump through the mycelial network into the 'pocket' representing the target dimension

EXAMPLE BUILDS OF EXISTING STAR TREK SHIPS (To Do)

Please note: these builds are all *estimates*, and may be partially or wholly incorrect depending on how much or how little I've missed from their canon depictions and how well my assumptions match their true capabilities - many of the builds here were made based on what I remember

from the shows and some searching on Memory Alpha. Treat the listed upgrades and accompanying costs as guidelines at most, and feel free to make your own adjustments based on what you need (or remember from the shows).

22nd CENTURY

- Enterprise - Enterprise (400-600SP, circa season 3-4)

Light Cruiser plus standard 'freebies', Torpedo Launchers, Superior Resilience but *no* Shielding, Reach, Hangar Bay, Combat Specialists (Season 3's MACOs and Mirror Universe Enterprise's Assault Teams). Optionally include Hardened crew for the Enterprise itself.

- Enterprise - Xindi probe (700SP, not including speed and temporal upgrades)

Small Craft plus standard 'freebies', Unconventional Drive Systems (Xindi Vortex Drive) plus an unknown number of Warp Drive upgrades, Direct Energy Weapon x8, Non-Specialized Ship Alterations (Convert power core and energy weapons into a single, continuous beam weapon), potentially Temporal Anomaly depending on how much 'future' tech was incorporated into the Xindi designs.

- Enterprise - Xindi Planet-killer (2500SP or higher)

Dreadnaught plus standard 'freebies', Warp Core x2, Reinforced Power Systems, Warp Drive x10, Shielding x4, Unconventional Drive Systems (Xindi Vortex Drive), Direct Energy Weapon x10, Non-Specialized Ship Alterations x2 (Convert power core and energy weapons into a single, continuous beam weapon, heavy automation), potentially Temporal Anomaly depending on how much 'future' tech was incorporated into the Xindi designs.

- Enterprise - Romulan 'imposter' drone ship (1150 SP)

Light Cruiser plus standard 'freebies', Thrusters And Impulse x3, Direct Energy Weapons x2, Ship Cloak, Sensors x3 (long-distance comms), Mind Machine Interface tier 2, Non-Specialized Ship Alterations x4 (change Cloaking Field to holographic 'mimicry' effect, similar adjustments to energy weapons, heavy automation, convert the Mind-Machine Interface to remote control).

23rd CENTURY

- Star Trek - Constitution Class (1150-1350SP, pre-refit)

Heavy Cruiser plus standard 'freebies', Direct Energy Weapons x5, Torpedo Launchers x3, Shielding x2, Laboratory Space x4, Reach, Hangar Bay. Enterprise also has a Hardened crew, while the Defiant (as seen in the 22nd Century Mirror Universe) has Temporal Anomaly.

- Star Trek 2009 - Narada (2300SP or more)

Dreadnaught plus standard 'freebies', Temporal Anomaly, an unknown number of Warp Drive upgrades, Unconventional Drive Systems (Borg-derived Transwarp), Torpedo Launchers x6, Shielding x2, Superior Resilience, Inescapable Grasp (distortion field), Hangar Bay, Foundry x2, Non-Specialized Ship Alterations x3 (Borg-derived self-repair and systemic upgrades).

- Star Trek 2009 - Jellyfish (1000SP or more)

Small Craft plus standard ‘freebies, Temporal Anomaly, an unknown number of Warp Drive upgrades, Torpedo Launchers x2, Tricobalt Weaponry x3, Permanent Incarceration, Non-Specialized Ship Alterations (Replaces Tricobalt Weaponry and Permanent Incarceration with Red Matter exotic ‘weapons’ and storage systems).

- Star Trek Into Darkness - Vengeance (1700SP or more)

Battleship plus standard ‘freebies’, Warp Drive x2, Reinforced Power Systems, *at least* Direct Energy Weapons x6, Torpedo Launchers x4, Shielding x4 and Superior Resilience x4, Hangar Bay, Non-Specialized Ship Alterations (heavy automation, reduced crew requirements).

- Discovery - Discovery (1400SP, circa Season 1)

Heavy Cruiser plus standard ‘freebies’, Spore Drive, Torpedo Launchers, Sensors x2, Medical Facilities, Laboratory Space x4, Mind Machine Interface tier 1, Hangar Bay.

- Discovery - The Sarcophagus (1500SP or more)

Battleship plus standard ‘freebies’, *at least* Direct Energy Weapons x3, Torpedo Launchers x2, Superior Resilience, Ship Cloak, Reach, Hangar Bay.

- Discovery - Klingon ‘Cleave Ship’ (1150SP or more)

Battleship plus standard ‘freebies’, Superior Resilience x5, Ship Cloak, but likely holds substantial further upgrades.

- Discovery - Charon (2350SP plus weapons and defenses)

Dreadnaught plus standard ‘freebies’, Mycelium Super-Reactor, Reinforced Power Systems x2, unknown but presumably high numbers of weapon and defense upgrades, Internal Defenses x2, Ship Cloak, Medical Facilities, Laboratory Space, Permanent Incarceration, Hangar Bay, Slaves, Combat Specialists x4, Hardened.

24th CENTURY

- The Next Generation - Galaxy class (1350SP)

Heavy Cruiser plus standard ‘freebies’, Direct Energy Weapons x4, Torpedo Launchers, Shielding x2, Sensors x2, Medical Facilities, Laboratory Space x4, Holodeck, Hangar Bay x2, Non-Specialized Ship Alterations (Saucer separation systems, modular design with unfilled space). The Enterprise-D also has ‘Hardened’ crew.

- The Next Generation - Sovereign class (1550SP)

Same as the Galaxy class, but with an additional Direct Energy Weapons x2, Torpedo Launchers x2, and possibly other upgrades.

- The Next Generation - Klingon Bird Of Prey (550SP)

Light Cruiser plus standard ‘freebies’, Impulse And Thrusters x2, Torpedo Launchers, Ship Cloak, Combat Specialists (assuming the ‘standard’ Klingon warrior crew)

- The Next Generation - Romulan D’Deridex Warbird (1200SP or more)

Heavy Cruiser plus standard ‘freebies’, replace the default Warp Core with a Singularity Core, Direct Energy Weapons x4, Torpedo Launchers x2, Shielding x2, Ship Cloak, Reach, Hangar Bay. Possibly Medical Facilities, and likely further upgrades not seen on the show (notably ship interiors).

- The Next Generation - Borg Cube (4000-4500SP minimum, Borg Sphere not included)

Dreadnaught plus standard ‘freebies’, Reinforced Power Systems x2, unknown numbers of Warp Drive upgrades, Unconventional Drive System (Borg Transwarp and Transwarp Conduits), *at least* Direct Energy Weapons x4, Superior Resilience x4, Internal Defenses x2, Sensors x4, Medical Facilities (for assimilation), Laboratory Space x4, Reach x4, Inescapable Grasp x2, Scientific Applications, Mind Machine Interface tier 2, Permanent Incarceration, Hangar Bay x2, Foundry x2, Non-Specialized Ship Alterations (Vinculum-directed hive mind, adaptive systems, distributed ship components, self-repair, and a wide range of other Borg upgrades), Hardened crew and possibly Combat Specialists depending on your interpretation. Total cost may be substantially higher due to large ‘unknowns’ about their full capabilities.

- The Next Generation - Borg Sphere (3500-4000SP minimum)

Similar purchases and assumptions as the Borg Cube, except in a Heavy Cruiser frame rather than a Dreadnaught.

- Nemesis - Scimitar (3000SP approximate or more)

Battleship plus standard ‘freebies’, Quantum Singularity Core, Warp Drive x2, Direct Energy Weapons x16, Torpedo Launchers x13, Tricobalt Weaponry, Shielding x3, Ship Cloak, Hangar Bay, Non-Specialized Ship Alterations (allow for combat while cloaked, replace Tricobalt weapons with a biogenic pulse weapon). Likely with further upgrades not seen on-screen.

- Deep Space Nine - Deep Space Nine / Terok Nor (1250SP, approximate)

Station plus standard ‘freebies’, Direct Energy Weapons x6, Torpedo Launchers x3, Shielding x3, Superior Resilience, Sensors x2, Medical Facilities, Laboratory Space, Reach, Scientific Applications, Holodeck, Hangar Bay x3. Deep Space Nine also had Non-Specialized Ship Alterations (civilian shops and services), while Terok Nor had fewer weapons but came with Foundry x3 and Slaves (ore processing).

- Deep Space Nine - Defiant (800-1200SP)

Light Cruiser plus standard ‘freebies’, Warp Core x3, Thrusters And Impulse x2, Direct Energy Weapons x5, Torpedo Launchers, Shielding x3, Superior Resilience x4. Depending on which episode you’re looking at, the *Defiant* also has a Ship Cloak and/or a Hangar Bay.

- Deep Space Nine - The Regent’s Flagship (1050-1350SP or more)

Battleship plus standard ‘freebies, Direct Energy Weapons x3, Torpedo Launchers x2, Superior Resilience x2, Hangar Bay, and Combat Specialists (assuming the ‘standard’ Klingon warrior crew), plus likely a number of further upgrades not seen on-screen such as internal facilities or slaves. A Ship Cloak upgrade is optional (though you’ll get one that hasn’t been sabotaged like Rom’s).

- Voyager - Voyager (850SP, start of Season 1, no Borg upgrades or Delta Flyer)

Light Cruiser plus standard ‘freebies’, Warp Drive x3, Direct Energy Weapons x3, Torpedo Launchers, Tricobalt Weaponry, Sensors x2, Laboratory Space, Holodeck, Hangar Bay.

- Voyager - Voyager (1000SP, end of Season 7)

As above, plus Non-Specialized Ship Alterations and Temporal Anomaly (various future and Borg technologies) as well as Superior Resilience (ablative armor generators) but *no* Tricobalt Weaponry.

- Voyager - The Caretaker’s Array (2250SP or more)

Station plus standard ‘freebies, Warp Core or Singularity Core x3, Sensors x6, Unconventional Drive Systems (galaxy-range displacement wave), Medical Facilities, Reach, Inescapable Grasp, Holodeck, Non-Specialized Ship Alterations (Tetryon power instead of matter-antimatter, long-range energy transmission to Ocampa, large number of upgrades to improve the displacement wave’s range and speed), and likely further upgrades not seen on-screen.

- Voyager - Delta Flyer (550-600SP)

Small craft plus standard ‘freebies’, Thrusters And Impulse x2 (x3 for the second version), Direct Energy Weapons x3, Torpedo Launchers x2, Shielding x3, Superior Resilience, Non-Specialized Ship Alterations (Borg-derived systems).

- Voyager - Nova Class (550SP)

Light Cruiser plus standard ‘freebies’, Direct Energy Weapons x3, Torpedoes, Laboratory Space x2, Hangar Bay.

- Voyager - Prometheus (1250SP)

Heavy Cruiser plus standard ‘freebies’, Direct Energy Weapons x6, Torpedoes x3, Shielding x2, Superior Resilience, Hangar Bay, Non-Specialized Ship Alterations (‘Assault Mode’ that splits the ship into three Light Cruisers, widespread holographic systems, extreme automation).

- Voyager: Elite Force - ‘Dreadnaught’ Artillery Ship (1350SP)

Battleship with standard ‘freebies’, Reinforced Power Systems, Torpedoes x5, Superior Resilience x3, Internal Defenses, Hangar Bay, Non-Specialized Ship Alterations (convert the ‘Torpedoes’ purchase into a single, spinal mass driver firing torpedo-like artillery shells, heavy automation and use of robotics).

- Voyager: Elite Force - The Forge (2750SP)

Station plus standard ‘freebies’, Direct Energy Weapons x3, Torpedoes x3 (estimated), Superior Resilience x5, Internal Defenses, Medical Facilities x3 and Laboratory Space x2 (cloning facilities), Reach, Inescapable Grasp x5 (ship ‘graveyard’ dampening field), Mind Machine Interface tier 2 (Vor’Soth), Hangar Bay x3, Foundry x3, Combat Specialists x4.

- Fan-made - Invincible Class (4500SP, not including attendant ships)

By request, based on https://memory-gamma.fandom.com/wiki/Invincible_class. Battleship plus standard ‘freebies, Warp Core x2, Warp Drive x2, Unconventional Drive Systems (Quantum Slipstream Drive), Direct Energy Weapons x16,Torpedoes x10, Shielding x5, Superior Resilience x5, Sensors x2, Medical Facilities, Laboratory Space x10, Holodeck, Hangar Bay x6, Non-Specialized Ship Alterations (quantum micro-torpedo launchers to replace some of the conventional Torpedo upgrades, inclusion of fleet command infrastructure).