

STAR TREK DECIPHER

Star Trek Boomers and Merchants supplement

Charting course through hostile waters,
keeping the dream alive

Somaticon, Arizahn

2011

DEDICATED TO THE MEMORY OF MY GREAT UNCLE WHO SERVED IN THE
MERCHANT MARINES



Antares sub type Specifications

Production Data:

Origin: Luna Shipyards
Class and Type: Antares Class Cargo ship

Year Launched: 2342

Hull Data:

Structure: 25
Size/Decks: 5/5
Length/Height/Beam: 270/75/40 Meters

Complement: 20/45

Operational Data:

Transporters: 4 Standard, 4 Emergency

Cargo Units: 80

Shuttlebay: 1 A

Shuttlecraft: 5 size worth

Tractor Beams: 1 FV, 1A

Separation System: None

Sensor System: Class 2 [+2/C]

Operations System: Class 2 [0]

Life Support: Class 2 [0]

Propulsion System:

Impulse Engines: SBD [.6B] [0]

Warp Drive: LF-6 [Warp, 3/4/5]

Tactical Data:

Phaser Arrays: Type IV [X2/B]

Penetration: 4/3/3/0/0

Hull Polarization: HPG -mk3 [B]

Protection Threshold: 11 0/1

Deflector Shield: PFF 2a [B]

Protection Threshold: 13/3

Miscellaneous Data:

Manoeuvre Modifiers: +2C, +0H, +2T

Traits: prototype sublight engine

History:

In the early days of the Romulan War an ECS convoy came under attack by a squadron of warbirds. The convoy consisted of six freighters and two escorts. During the attack the Romulans managed to successfully bait away the two escorts leaving the convoy running for the nearest safe zone a Mutara type nebula 4 light-years' away. As the remaining Romulans moved in for the kill the ECS Antares moved to engage the Romulans buying time for the escorts to return and allow the rest of the convoy to run for cover. Captain Donaldson had offered his crew to escape, they refused. The Antares succeeded in driving off the Romulans but the ship and her crew were lost in the engagement. From that day forth Luna Shipyards has named every hull in honour of their sacrifice. This has led to some confusion as many of their hulls ended up being bought by several species including the Bajoran, the Petarian and the Klingon governments.

Notes: The Petarians are notoriously frugal with their purchases. Their vessels usually have Spartan accommodations and the cheapest equipment possible.



Galactic Trade Associations

There are many bodies throughout known space which are responsible for the overseeing of trade and commerce. Each of these organisations grants benefits and sometimes hidden drawbacks. Examples include working for the Petarians a species notorious for using cheap and obsolete equipment, working for the Klingon's can be dangerous especially if dealing with corrupt officials and working for the Orion syndicate which will result in suspicion from most species and can even lead to your vessel being seized.

The Federation Merchant Service came into being around the same time as the federation. The Earth Cargo service was totally sublimated into the organisation a move which neither the Tellarites, the Andorians nor the Vulcans followed. The Bajoran ministry of trade is responsible for all trade into and around their influence. After the occupation the ministry started to rebuild however most of their ships are old and for the most part obsolete. The Ferengi Commerce Authority is nominally responsible for all trade carried out by the Daimon's in reality though most Daimon's only pay lip service at best and line their own pockets.

The Rigellian Commerce agency and the Orion Syndicate both operate within the same sphere of influence. The syndicate is engaged in legitimate activities as well as criminal activities such as piracy. Stracian Merchant

Guild has a good standing in the stellar community and their ships tend to be welcome in most ports. The Star Merchant Guild was reborn during the Dominion war. The agency came into being during the Earth Romulan war and was founded by the family members of the SS Antares. The Star Merchant guild rose to prominence during the 'Cold War' period in the 2260's operating along the Federation, Klingon border and deep inside the area known as the triangle. During this period only Star Merchant guild ships appeared to be free from pirate raids or attacks by major powers. This was due to a carefully negotiated deal which granted them immunity as long as they clearly carried no military cargoes. Strangely the Khitomer accords brought an end to the same passage and the guild started to fall in membership. The Dominion war saw a resurgence in the popularity and membership grew. What no one knew was that the Donaldson family which came to prominence had signed a non aggression treaty with the Dominion. Ironically only the Cardassians seemed to ignore their promised neutrality. The Bajoran ministry of trade refuses to deal with the Star Merchant Guild.

New Edge: Guild Membership. You are a member of one of the trade organisations. You are guaranteed a trade contract with this agency and are given a ship unless you have your own. Gain +2 to one skill when dealing with this group. You can take this multiple times the second pick grants ally status probably with an official in the organisation.

New Edge: Masters Licence. You have a recognised Masters licence which allows you to pilot or captain a starship depending on your skills. This licence can be revoked if you are caught in any illegal activities.

Free Traders and Merchant Marines

Trade and exploration are meat and parcel for most star faring races. A small number prefer to remain isolated however the vast majority of galactic civilisations engage in trade, diplomacy and cultural exchanges.

While Starfleet vessels have ample cargo storage, trade and transportation is more of a tertiary role. Most Starfleet transportation is carried out by robot cargo haulers. Most civilian and other non military high priority cargoes are delivered by the merchant marine corps or by Free traders.

Free Traders are by their name individuals who have acquired a trade licence as well as a captain's licence. Not all Free Traders have their own ships indeed some will be loaned a vessel by which ever galactic power hires them to haul cargo.

In the 2260's the Federation created the Far Stars project part of its aim was to make it easier for the civilian market to gain easier access to starships. The majority of these vessels were either modular in nature or older decommissioned Starfleet vessels. During the Dominion War this project was halted so as to divert all available resources to repair and rearmament.

The Merchant Marine corps is a different organisation. Every galactic power has a form of Merchant navy, for the Klingon's it tends to be minor houses or a punishment for unruly crews. This tends to be the end of many careers and most captains will take excessive risks to redeem their honour. Engaging in acts of piracy and personal ambitions. The Romulans use conquered races for carrying their cargoes. They primarily use a species called the Corvallen's for cargo and trade. The Federation runs its Merchant Marine corps slightly differently.

The merchant marine corps also known as the Federation merchant service is a large logistic body. During peace time the FMS operates as a civilian body whose starships follow a similar command structure to Starfleet. Many personnel who serve in the FMS can eventually transfer to Starfleet should they so choose an example of this is Lieutenant Carstairs who served onboard the USS Enterprise. The FMS is divided equally between freighters and survey vessels the designations between both also vary. Starships with an SS prefix tend to be Survey vessels and FMS for freighters, although the latter can change especially as several member worlds will fly these freighters under their own prefixes whilst they operate in their region. There has been a theory that the FMS grew out of the Earth Cargo Service. This is partly correct. During wartime the FMS becomes an extension of Starfleet its vessels used for military cargo, troop deployment and importantly civilian rescue. For many worlds their first contact has been with an FMS survey crew unfortunately these first contacts have not always ended peacefully. Roma Magna and Angel One are examples of badly handled first contacts.

Smugglers and bounty hunters are further examples of individuals who ply the space lanes. Smugglers tend to have fairly fast starships both at warp and impulse. Bounty hunters can reach where no galactic government can legally interfere. The Klingon's, Romulans and Orion's have all made use of Bounty Hunters.

New career Packages

These new career packages are entirely optional however they can be used to develop small survey ship crews, freighter crews and other explorers. This can be useful for a group that do not want to be part of a major fleet.

New Development package

Merchant Guild "Brat"

Your parents, indeed your entire family have been in the business for generations trade is in the blood. You have been exposed to freighter crews, cargo manifests and principles since childhood.

Pick 1 Skill: Administration +2, Business +2, Computer Use +2, Language (any) +2

Pick 3 skills: Engineering Skill (any) +1, Influence +1, Knowledge (any)+1, Science (any)+1, Negotiate +1, Repair +1

Pick 1 Edge: Bold, Contacts, Skill Focus (eloquent), Suit Trained, Dodge, Guild Membership

Freebooter packages

Free Trader

The space lanes call out to you. Your ship is your home. With no allegiance to a planetary body, instead you go wherever the work takes you. From time to time you may end up working for one of the trade and commerce companies but only on your conditions.

Favourite Attribute: Intelligence/Presence

Favoured Reaction: Savvy

Tier 1: Connections, Business Acumen, Starship Protocol, Tactics

Tier 2: Astrogation, System Technician

Tier 3: Procurement

Professional Skills

Administration, Computer Use, Negotiate, Persuasion, System Operations (Flight Control), Appraise, Inquire, Science (Space), Engineering (Systems)

Skills: Administration+1, Computer Use +2, Space Sciences (any) +3, System Engineering (any) +2, System Operations (Flight Control) +3, Persuasion +2, Negotiate +1.

Pick 5: +1 any Professional Skill

Pick 1 Edge: Wealth, Contacts, Friendly, Lightning Reflexes, Shrewd.

Scoundrel

Some people would call you anti social, but you call yourself a free spirit. You owe no obligation to anyone but yourself. No job is too big or too small, and when in doubt you are not above getting your hands dirty. Whether it's starting a fight or ending one, you are up to it.

Favourite Attribute: Agility/Presence

Favoured reaction: Quickness

Tier 1: Con artist, lurking in shadows, scoundrels luck, atmospheric craft

Tier 2: Street Smart, Johnny on the spot, Jury Rig

Tier 3: Signature Style

Professional skills

Appraise, armed combat, conceal, forgery, inquire, observe, stealth, system operations, system engineering, space science

Skills: Appraise +2, Armed Combat +2, Conceal +1, Forgery +1, Inquire +1, Observe +2, Stealth +1, System Operations (Flight Control) +3, System Engineering (flight control) +3, Space Science +1.

Pick 5: +1 any professional skill

Pick 1 edge: Blend In, Skill Focus (seductive), Innovative, Wealth, Lightning Reflexes.

Merchant Marine packages

Merchant Marine command

You are a ship captain whether the ship is one you own or one that belongs to a government you are its captain. The men and women who serve under you look to you for leadership.

Favourite attribute: Presence

Favoured reaction: Willpower

Tier 1: Connections, Starship Duty, Starship Protocol, Engineering Certification

Tier 2: Merchant Knowledge, System Technician, Intrepid

Tier 3: Command

Professional skills

Appraise system operations, culture, armed combat, administration, survival, repair, space science or system engineering and negotiate.

Skills: Appraise +3, System Operations (any) +3, Culture +1, Armed Combat +1, Computer Use +2, Administration +1, Survival +1, Repair +1, Space Science/System Engineering +2, Negotiate +1

Pick 5: +1 any professional skill

Pick 1 Edge: Command, Contacts, Sense of Direction, Wealth, Shrewd.

Merchant Marine engineer

The heart of the ship without your skills it would seem that the vessel would never get anywhere.

Favourite attribute: Intellect

Favoured reaction: Stamina

Tier 1: Connections, Engineering Certification, Engineering Expertise

Tier 2: Merchant Knowledge, Jury Rig, Miracle Worker

Tier 3: System Overhaul

Professional skills

Appraise, Armed Combat, Culture, Computer Use, Language, Observe, Construction, System Operations, System Engineering, Repair

Skills: Appraise +2, Armed Combat +2, Culture +1, Computer Use +1, Language +1, Observe +2, Stealth +1, System Operations (any) +3, System Engineering (any) +3, Repair +1.

Pick 5: +1 any professional skill

Pick 1 edge: Curious, Skill Focus (craftsman), Innovative, Unyielding, Lightning Reflexes.

Merchant marine Operations/Burser

You are responsible for the operations on either a survey vessel or a freighter, you make sure everything is secured properly and keep an eye on the crew. For many you are the closest thing to a ship's doctor.

Favourite attribute: Intellect

Favoured reaction: Any

Tier 1: Connections, Duty Officer, Station Proficiency, General Medicine

Tier 2: Diagnosis, System Technician, Intrepid

Tier 3: Professional Edge

Professional skills

Appraise, armed combat, athletics, energy weapons, first aid, observe, survival, system operations, system engineering, unarmed combat

Skills: Appraise +2, Armed Combat +2, Athletics +1, Energy Weapons +1, First Aid +1, Observe +2, Survival +1, System Operations [any] +3, System Engineering [any] +3, Unarmed Combat +1.

Pick 5: +1 any professional skill

Pick 1 edge: Athletic, Bold, Innovative, Lightning Reflexes, Skill Focus.

Merchant marine survey officer

You are responsible for setting the ground work in planetary surveys. You get to meet new cultures and explore new worlds. Yours is sometimes the first face that new races see.

Favourite attribute: Intellect

Favoured reaction: Stamina

Tier 1: Connections, Journeyman, Field Research

Tier 2: Merchant Knowledge, Science Tech, Scientific Protocols

Tier 3: Theorize

Professional skills

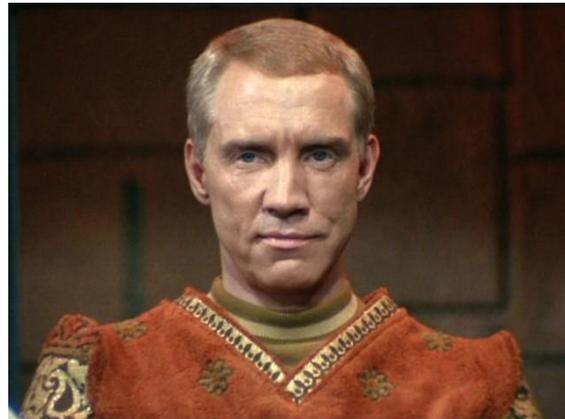
Computer use, armed combat, culture, social science, planetary science, observe, life science, system operations, system engineering, survival

Skills: Computer Use (retrieve) +2, Armed Combat +2, Culture +1, Social Science +1, Planetary Science (any) +1, Observe +2, Life

Science +1, System Operations (Sensors) +3, System Engineering (sensors) +3, Survival +1.

Pick 5: +1 any professional skill

Pick 1 edge: Cultural Flexibility, Great Thinker, Innovative, Friendly, Meticulous.



R, M Merick captain of the SS Beagle



Captain Ramsey of the FMS Odin