

**Table of Contents**

Introduction ..... 2

Reliability Modifiers..... 3

Operations & Life Support Costs ..... 3

Sensor Costs ..... 3

Sublight System Costs..... 3

FTL Propulsion System Costs..... 4

Beam Weapon Costs ..... 4

Missile Weapon Costs..... 4

Defensive System Costs ..... 5

Alien Beam Weapon Costs..... 5

Alien Missile Weapon Costs ..... 5

Transphasic Torpedoes ..... 5

25<sup>th</sup>/26<sup>th</sup> century beam and missile weapons..... 6

Starship Traits ..... 7

## Introduction

This little document contains rules expansions for the CODA Star Trek roleplaying game by Decipher. This is an entirely unofficial fan-made document, and no copyright or trademark infringements are intended.

### Reliability Modifiers

System Rating	Reliability Modifier
FF	+11
G	+12

Note: Use this table to supplement Table 1.4 in the *Starships* supplement.

### Operations & Life Support Costs

Type	Space	Reliability
Class 5R	7 + half size	FF

Note: Use this table to supplement Table 1.6 in the *Starships* supplement.

### Sensor Costs

Type	Space	Bonus	Reliability	Availability
Class 6	6	+6/+5/+4/+3/+2	FF	2439
Class 6a	7	+6/+5/+4/+3/+2	G	2502

Note: Use this table to supplement Table 1.7 in the *Starships* supplement.

### Sublight System Costs

System	Space	Rating	Maximum Size	Reliability	Availability
Impulse Drives					
FII	8	.9	11	DD	2386
FIJ	8	.92	12	EE	2400
FIK	9	.95	13	FF	2439
HID-1	9	.95	14	G	2478

Note: Use this table to supplement Table 1.10 in the *Starships* supplement.

### FTL Propulsion System Costs

System	Space	Speed (MCU)	Maximum Size	Reliability	Availability
Quantum Slipstream Drives					
QSD Mk 2	5 + half size	9.99999	10	D	2427
QSD Mk 3	6 + half size	9.999995	13	E	2473
QSD Mk 4	7 + half size	9.999995	14	F	2518
QSD Mk 5	8 + half size	9.999999	17	G	2572

Note: Use this table to supplement Table 1.11 in the *Starships* supplement.

### Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Phasers				
Type XVI	9	15	7	2401
Type XVII	9	16	5	2419
Type XVIII	9	17	4	2446
Type XIX	9	18	8	2486
Type XX	9	19	11	2550

Note: Use this table to supplement Table 1.15 in the *Starships* supplement.

### Missile Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Torpedo Launchers				
Mk 195	7	15	4	2400
Mk 240	7	17	5	2430
Mk 285	7	19	6	2490
Mk 1 Singularity	7	24	8	2550

Note: Use this table to supplement Table 1.16 in the *Starships* supplement.

### Defensive System Costs

Type	Space	Protection Rating	Min./Max. Threshold	Reliability	Availability
<i>Deflector Shields</i>					
FST*	19	20	4/8	F	2421
FSU*	19	22	4/9	F	2471
FCS-1**	20	24	5/10	FF	2550

*Note:* Use this table to supplement Table 1.19 in the *Starships* supplement.

\* = This shield grid is regenerative.

\*\* = This shield grid is regenerative and adaptive. Adaptive shields reduce damage taken from weapons it has previously been struck with by 50% (round down).

### Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Cardassian/Klingon</i>				
C/K-GDM-7	7	13	8	2379/2366
C/K-GDC-3	12	18	10	-/2385

*Note:* Use this table to supplement Table 1.21 in the *Starships* supplement.

### Alien Missile Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Klingon Launchers</i>				
KP-14	12	18	6	2376

*Note:* Use this table to supplement Table 1.22 in the *Starships* supplement.

### Transphasic Torpedoes

This torpedo generates a destructive subspace compression pulse in a multitude of phase states. Shields can only block one subcomponent of the pulse. Each torpedo has a different Transphasic configuration, thus preventing the Borg from adapting to the weapon.

Prerequisite: Mk 95 DF torpedo launcher or greater; 2378 and onwards

Effect: Ignore target's shield threshold. Against Borg vessels, the Transphasic torpedoes deal twenty times their normal penetration value.

**25<sup>th</sup>/26<sup>th</sup> century beam and missile weapons**

Offense Value	Beam Penetration	Quantum Penetration	Singularity Penetration	Reliability
24 or less	6/6/6/0/0	8/8/8/8/8	9/9/9/9/9	AA
25-39	7/7/6/0/0	9/9/9/9/9	10/10/10/10/10	AA
40-54	8/7/7/0/0	10/10/10/10/10	11/11/11/11/11	BB
55-79	8/8/8/0/0	11/11/11/11/11	12/12/12/12/12	BB
80-104	9/9/8/0/0	12/12/12/12/12	13/13/13/13/13	CC
85-129	10/10/9/0/0	13/13/13/13/13	14/14/14/14/14	CC
130-154	11/10/10/0/0	14/14/14/14/14	15/15/15/15/15	DD
155-179	11/11/11/0/0	15/15/15/15/15	16/16/16/16/16	DD
180-204	12/12/11/0/0	16/16/16/16/16	17/17/17/17/17	EE
205-229	13/12/12/0/0	17/17/17/17/17	18/18/18/18/18	EE
230-254	13/13/13/0/0	18/18/18/18/18	19/19/19/19/19	FF
255 and up	14/14/13/0/0	19/19/19/19/19	20/20/20/20/20	FF

## Starship Traits

Edge	Prerequisite	Effect
Ablative Generator	Vessel built in 2404 or later	When active, increase ship's structure by 25.
Ablative Generator Mk 2	Vessel built in 2456 or later	When active, increase ship's protection by 5 (to a maximum of 25) and increase its structure by 25.
Ablative Generator Mk 3	Vessel built in 2534 or later	When active, increase ship's protection by 5 (to a maximum of 25) and increase its structure by 50.
Ablative Generator Mk 4	Vessel built in 2651 or later	When active, increase ship's protection by 5 and increase its structure by 50.

*Note: When including these edges, use the rules found on page 142 of the Star Trek RPG Narrator's Guide*