

STAR TREK ROLEPLAYING GAME

TIME TRAVEL SOURCEBOOK

STARSHIP CHARTS & TABLES

Temporal Displacement Drive System Costs

SYSTEM	SPACE	TIMEJUMP	MAX. SIZE	RELIABILITY	AVAILABILITY
TDD-X1	4	+3 / +2 / +2	5	F	2782
TDD-X2	4	+4 / +3 / +2	7	FF	2812
TDD-V	5	+5 / +3 / +2	8	G	2914
TDD-VII	6	+5 / +4 / +3	11	GG	3009

Operations & Life Support Costs

TYPE	SPACE	RELIABILITY	AVAILABILITY
Class-5R	7+half Size	FF	2439
Class-6	8+half Size	FF	2502
Class-6R	9+half Size	G	2580

Sensor System 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
Class-7	8	+7/+6/+5/+4/+3	GG	2580

Temporal Sensor Costs

TYPE	SPACE	BONUS	RELIABILITY	AVAILABILITY
Class-1	3	+3/+2/+1	EE	2810
Class-2	4	+4/+3/+2	F	2831
Class-3	5	+5/+4/+3	F	2842

Advanced Sub-light Drive Costs

System	Space	Rating	Max. Size	Reliability	Availability
HID-2	9	.95	14	G	2521
HID-V	9	.97	14	GG	2780
HID-VII	10	.97	17	H	2832

Quantum Slipstream Drive Costs

System	Space	Speed (MCU)	Max. Size	Reliability	Availability
QSD Mk1	4+1/2 Size	9.999990	10	CC	2403
QSD Mk2	5+1/2 Size	9.999991	10	D	2427
QSD Mk3	6+1/2 Size	9.999995	13	E	2473
QSD Mk4	6+1/2 Size	9.999995	14	EE	2508
QSD Mk5	7+1/2 Size	9.999995	14	F	2520
QSD Mk6	8+1/2 Size	9.999996	14	FF	2784
QSD Mk7	9+1/2 Size	9.999997	15	G	2836

Defense Systems Costs

Type	Space	Protection	Threshold	Reliability	Availability
FCS-2	20	24	5 / 10	FF	2580
FCS-5	22	27	6 / 12	G	2756
TDS-1*	9	29	10 / 15	GG	2784
TDS-2*	9	31	12 / 17	H	2820
TDS-3*	9	34	18 / 21	H	2940

* Temporal Shields do not take up much space as they generate their power from the main shield grid. A basic shielding system must thus be installed prior to installing Temporal Shielding. Temporal Shielding is Adaptive, and regenerative as are all the defense screen types listed here. All of these defenses are regenerative and can adapt to repeated attacks reducing damage taken from a subsequent hit by the same weapon or weapon type by 50%.

Advanced Beam Weapon / Phaser Costs

Type	Space	Offense Value	Min. Size	Availability
Type XXI	9	40	11	2600
Type XXIII	9	43	12	2723

Temporal Disruptor Cannon Costs

Type	Space	Offense Value	Min. Size	Availability
TD-Type I	3	50	3	2784
TD-Type II	7	55	8	2820
TD-Type III	8	65	10	2842
TD-Type V	9	75	12	2951

Advanced Chroniton Torpedo Launcher Costs

Type	Space	Offense Value	Min. Size	Availability
C-C (micro)	4	6	3	2450
C-D	18	14	8	2600
C-Da	20	16	10	2782
C-E	21	21	12	2835

Expanded Reliability Modifiers

System Rating	Reliability Modifier
FF	+11
G	+12
GG	+13
H	+14
HH	+15
I	+16
II	+17
J	+18