



Romulan Drone Ship

Fast Attack Ship; Commissioned: 2154

Propulsion Data

Impulse System: SBC (.5c) (B) [-3]
 Warp System: WE-5 (3/4/5 OCU) (B) [-7]

Hull Data

Structure: 10 [29 space][2 space remains]
 Size/Decks: 2/5
 Length/Height/Beam: 35/15/10 m
 Complement: see below

Operational Data

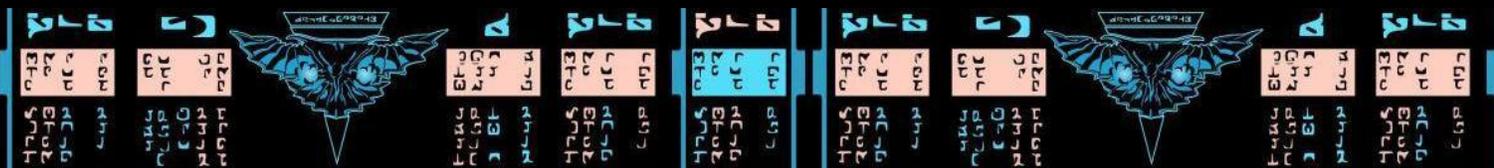
Atmosphere Capable: No [0]
 Cargo Units: 2 [0]
 Cloaking Device: No [0]
 Life Support: Basic (A) [0]
 Operations System: Class 1 (B) [-2]
 Sensor System: Class 1 (+1/0/0/0/0/B) [-1]
 Separation System: No [0]
 Shuttlebay: No [0]
 Shuttlecraft: N/A
 Tractor Beams: 1 av [0]
 Transporters: 1 standard [0]

Tactical Data

Disruptors: RPF0-0 (x3/B) [-9]
 Penetration: 3/3/2/0/0
 Hull Polarization: HPG Mk 2 (B) [-5]
 Protection/Threshold: 10/1

Miscellaneous Data

Maneuver Modifiers: -2C, +3H, +1T
 Traits: Auto-Repair [-5]
 Multispectral Emitter [-5]
 Telepresence [-5]
 Intricate System (Auto-Repair, Telepresence x2) [+15]



Mission

The Drone Ship's mission is to destabilize any alliance between the Humans, Vulcans, Andorians, and Tellarites.



Background

The Romulans have always employed stealth and misdirection to further their interests, and there is no finer example of that than the Drone Ship. With this new design, the Romulan Star Empire believes it has within its grasp the means to destabilize the local species to such a degree that they will never present a threat to Romulan interests.

Features

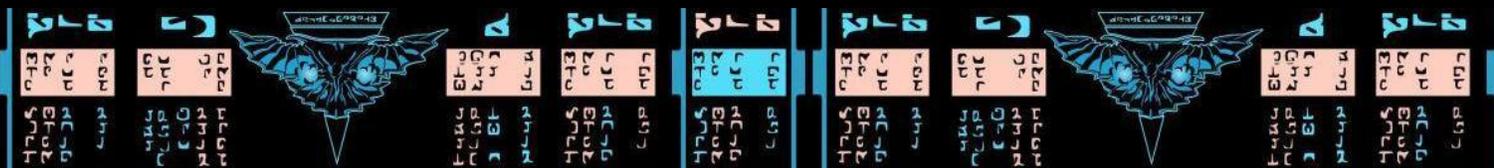
The Drone is equipped with a pair of powerful disruptors that give it the strike capability of a capital ship. The most interesting features of the Drone are also its most unique. The ship's auto-repair functionality, allows it to repair during combat. The Drone Ship's multispectral emitters allow it to masquerade as virtually any other ship. The potentially most powerful feature of the Drone Ship is its telepresence system, allowing the starship to be remotely piloted from as far away as two sectors.

Unfortunately for the Romulans, the design, while impressive, is not without some serious faults. While undeniably useful, the telepresence system is extremely temperamental. Even were its reliability not an issue, the telepresence system requires a telepathic pilot, and a strong one at that, something decidedly lacking in the vast majority of the Romulan population.

Unlike many other Romulan ships of its era, the Drone Ship's limited size and lack of crew allow it to be equipped with a much faster warp drive than its more ungainly and crewed sister ships. Analysts suspect this is due to Romulan technology lagging in the area of inertial dampeners.

Ships in Service

Name	Registry	Notes
Drone 01	N/A	Attempted to sabotage the formation of the Coalition of Planets, but was destroyed by Drone 02 (2154).
Drone 02	N/A	Destroyed by Drone 01 (2154).



Appearance

Series

ENT

Media

T.V. "Babel One"; T.V. "United"; T.V. "The Aenar"

Drone 01 attacking Enterprise NX-01



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New Systems

Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
<i>Romulan Disruptors</i>				
RPFD-0 ¹	3	3	2	2154

Note: Use this table to supplement Table 1.21 in the *Starships* supplement.
 1: Use Table 1.17 in the *Starships* supplement to determine penetration values.

Starship Traits

Edge	Prerequisite	Effect
Auto-Repair	-	The ship has limited self-repair abilities. Following the rules for system repair (<i>Narrator's Guide p. 122</i>) and emergency repair (<i>Narrator's Guide p. 123</i>), the ship may repair any damage with a TN of 15 or less. The ship's total skill bonus for this test is +7.
Multispectral Emitter	-	The ship may disguise itself visually as virtually any other ship (up to its size +6). An appropriate TN 12 System Operation (Sensors) test will reveal the ship's true power signature.
Telepresence	Telepathic pilot	The ship may be remotely piloted up to two sectors distant. The TN for the telepathy test varies as indicated in the grid below.

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

Telepresence TN

	1 ship controlled	2 ships controlled
Same sector	10	15
1 sector distant	15	20
2 sectors distant	20	25

