

Planet Killer

Battleship; Commissioned: ~30,000 B.C.E.

Propulsion Data

Impulse System: RSM (.75c) (D) [-24]
 Warp System: PB-1 (1/2/4) (A) [-72]

Hull Data

Structure: 65 [249 space][4 space remains]
 Size/Decks: 13/None
 Length/Height/Beam: 2,772 /607/607 m
 Complement: None

Tactical Data

Pure Antiproton Beam: (x1/F) [-60]
 Penetration: 9/9/8/0/0
 Neutronium Hull: (FF) [-27]
 Protection/Threshold: 25/9

Operational Data

Atmosphere Capable: No [0]
 Cargo Units: 130 [0]
 Life Support: Class 5 (F) [-11]
 Operations System: Class 5 (F) [-11]
 Sensor System:
 Class 5a (+5/+4/+3/+2/+1/F) [-5]
 Separation System: No [0]
 Shuttlebay: No [0]
 Shuttlecraft: n/a
 Tractor Beams: 1 f [0]
 Transporters: None [0]

Miscellaneous Data

Maneuver Modifiers: +4C, +1H, +4T
 Traits: Hardened System (All) [-30]
 Dampening Field [-5]

Mission

The Planet Killer's mission is unknown. It is an automated device that consumes entire planets for fuel.

Features

The Planet Killer has a single offensive weapon, a pure antiproton beam capable of devastating amounts of damage, easily able to slice entire planets apart. Defensively, the Planet Killer is protected by a solid neutronium hull, making it effectively impenetrable to damage from its exterior. Due to the nature of the ship's systems, the Planet Killer emits a dampening field that makes communications difficult when in near proximity, while simultaneously shutting down enemy propulsion systems.

Background

Little is known of the Planet Killer's origins, save that based on analyses of its trajectory, it is believed to have originated outside the Milky Way galaxy.

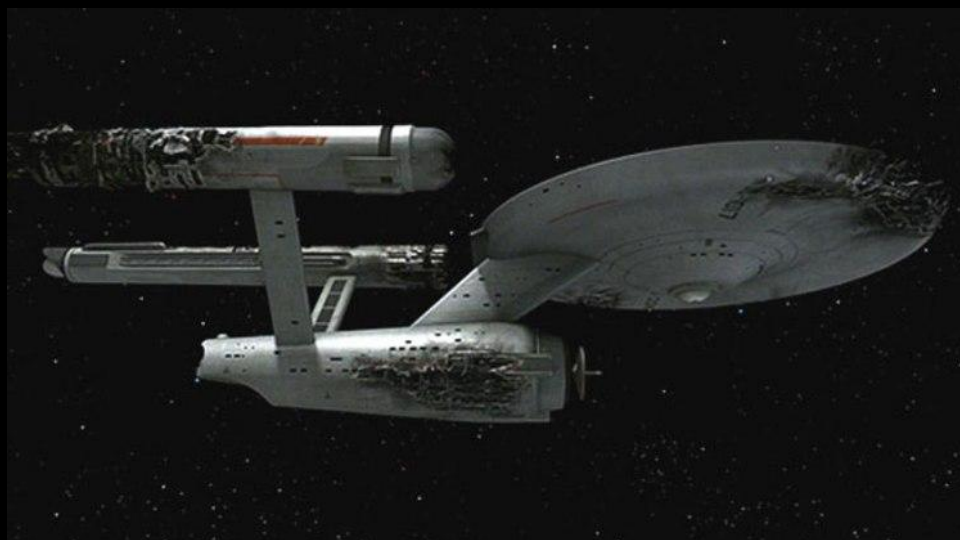
Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Unknown	N/A	Disabled by Captain James T. Kirk aboard the <i>Constellation</i> (2267).

Appearances

<u>Series</u>	<u>Episode</u>
TOS	The Doomsday Machine

Damaged Constitution-class starship *Constellation*.



New Systems

Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Pure Antiproton Beam	60	120	13	-

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

Defensive System Costs

Type	Space	Protection Rating	Min./Max. Threshold	Reliability	Availability
Neutronium Hull	Size x2	25	6/9	FF	-

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

Starship Traits

Edge	Prerequisite	Effect
Dampening Field	-	Enemy ships have +5 TN to all subspace communications when within Medium range or closer. Enemy propulsion systems suffer 1 point of damage per round of combat within Point Blank range.

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