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

#### 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

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

#### 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 [0]
- **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

<table>
<thead>
<tr>
<th>Name</th>
<th>Registry</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unknown</td>
<td>N/A</td>
<td>Disabled by Captain James T. Kirk aboard the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Constellation (2267).</td>
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</tbody>
</table>

Appearances

<table>
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<tr>
<th>Series</th>
<th>Episode</th>
<th></th>
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</thead>
<tbody>
<tr>
<td>TOS</td>
<td>The Doomsday Machine</td>
<td></td>
</tr>
</tbody>
</table>

Damaged Constitution-class starship Constellation.
New Systems

Alien Beam Weapon Costs

<table>
<thead>
<tr>
<th>Type</th>
<th>Space</th>
<th>Offensive Value</th>
<th>Minimum Size</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pure Antiproton Beam</td>
<td>60</td>
<td>120</td>
<td>13</td>
<td>-</td>
</tr>
</tbody>
</table>

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

Defensive System Costs

<table>
<thead>
<tr>
<th>Type</th>
<th>Space</th>
<th>Protection Rating</th>
<th>Min./Max. Threshold</th>
<th>Reliability</th>
<th>Availability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Neutronium Hull</td>
<td>Size x2</td>
<td>25</td>
<td>6/9</td>
<td>FF</td>
<td>-</td>
</tr>
</tbody>
</table>

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

Starship Traits

<table>
<thead>
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<th>Edge</th>
<th>Prerequisite</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dampening Field</td>
<td>-</td>
<td>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.</td>
</tr>
</tbody>
</table>

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