

United Federation of Planets

StarFleet Security Ensign (trooper)					
Control	11	Command	1	Stress	12
Daring	10	Conn	2	Soak	0
Fitness	9	Engineering	2		
Insight	8	Security	3		
Presence	9	Science	1		
Reason	8	Medicine	2		
UA Strike	4x	1H, Knockdown, Nonlethal			
Ty 2 Phaser	6x	1H, Charges 5			
Traits	One Species				
Values	—				
Focus	One Focus				
Spl Rules	—				

StarFleet Bridge Officer Ensign (trooper)					
Control	11	Command	2	Stress	9
Daring	10	Conn	3	Soak	0
Fitness	8	Engineering	2		
Insight	8	Security	1		
Presence	9	Science	2		
Reason	9	Medicine	1		
UA Strike	2x	1H, Knockdown, Nonlethal			
Ty 1 Phaser	3x	1H, Charges 3			
Traits	One Species				
Values	—				
Focus	One Focus				
Spl Rules	—				

StarFleet Sciences Ensign (trooper)					
Control	9	Command	1	Stress	9
Daring	8	Conn	2	Soak	0
Fitness	8	Engineering	2		
Insight	10	Security	1		
Presence	9	Science	3		
Reason	11	Medicine	2		
UA Strike	2x	1H, Knockdown, Nonlethal			
Ty 1 Phaser	3x	1H, Charges 3			
Traits	One Species				
Values	—				
Focus	One Focus				
Spl Rules	—				

Errata Notes	
Additional Trait swapped for one focus as per errata on the BBS.	
Engineering Ensign added as per errata on the BBS	

USS Lexington — Constitution Class [Starship][23C]					
Commo	8	Command	2	Stress	10
Computers	8	Conn	3	Soak	3
Engines	8	Engineering	4	Scale	3
Sensors	8	Security	2	Power	7
Structure	8	Science	3	Crew	6
Weapons	8	Medicine	2		
Phaser	6x	Energy, R=M, Versatile 2			
Photon	6x	Torpedo, R=M High Yield, 3 Salvoes			
T tractor	3	—			
Foci	Long Range Navigation Sensors, Long Range Warp Drive, Expanded Labs				
Spl Rules	Independent Phaser Power: The Phaser emitters aboard Constitution-class starships have their own power supply. This removes the Power Requirement for making Attacks with the Phasers, but also prevents additional Power from being spent to boost the Phasers.				
Subcraft	4x Class F Shuttles				

StarFleet Engineering Ensign (trooper)					
Control	10	Command	1	Stress	9
Daring	8	Conn	2	Soak	0
Fitness	8	Engineering	3		
Insight	9	Security	1		
Presence	9	Science	2		
Reason	11	Medicine	2		
UA Strike	2x	1H, Knockdown, Nonlethal			
Ty 1 Phaser	3x	1H, Charges 3			
Traits	One Species				
Values	—				
Focus	One Focus				
Spl Rules	—				

StarFleet Medical Ensign (trooper)					
Control	9	Command	2	Stress	9
Daring	9	Conn	1	Soak	0
Fitness	8	Engineering	2		
Insight	11	Security	1		
Presence	8	Science	2		
Reason	10	Medicine	3		
UA Strike	2x	1H, Knockdown, Nonlethal			
Ty 1 Phaser	3x	1H, Charges 3			
Traits	One Species				
Values	—				
Focus	One Focus				
Spl Rules	—				

USS Thunderchild — Akira Class [Starship][24C]					
Commo	9	Command	3	Stress	13
Computers	10	Conn	2	Soak	6
Engines	9	Engineering	3	Scale	4
Sensors	9	Security	4	Power	6
Structure	9	Science	1	Crew	8
Weapons	12	Medicine	2		
Phasers	8x[A]	R=M, Energy, Versatile 2			
Photon T.	8x[A]	R=M, Torpedo, High Yield, 3 Salvoes			
Quantum	10x[A]	R=M Torpedo, Vicious 1, Calibration, High Yield, 3 salvoes			
Traits	Battlegroup Command, Enhanced Tactical Systems, Mass Evacuation Facilities				
Spl Rules	<p>Rapid-Fire Torpedo Launcher: The Akira-class is armed with a rapid-fire Torpedo launching module, designed to accommodate both photon and quantum torpedoes. Whenever the Akira-class makes an Attack with a Torpedo weapon, and spends one or more additional Salvoes, reroll any number of d20s when making the attack.</p> <p>Ablative Armour: The Akira-class is reinforced with layers of ablative armour that help protect the ship even when the shields are down. The ship has two additional Soak.</p>				
Subcraft	10x Type 8 Shuttles, 2x Danube Class Runabouts				

USS Bellerophon — Intrepid Class [Starship][24C]					
Commo	9	Command	2	Stress	14
Computers	11	Conn	3	Soak	3
Engines	10	Engineering	3	Scale	3
Sensors	10	Security	2	Power	6
Structure	7	Science	4	Crew	6
Weapons	9	Medicine	1		
Phasers	5x[A]	R=M, Energy, (Area 1 or Spread 1), Versatile 2			
Photon T.	6x[A]	R=M, Torpedo, High Yield, 3 Salvoes			
Tractor	3	—			
Foci	Class 9 Warp Core, Bioneural Gelpack Computers, Emergency Medical Hologram				
Spl Rules	<p>Multi-spectrum Shielding: The advanced deflector shields of the Intrepid-class allow it to explore dangerous phenomena in relative safety. The Bellerophon's Shields are five higher than normal.</p> <p>Advanced Warp Drive: The Intrepid-class has top-of-the-line Warp Drive, from a reliable, efficient warp core, to variable-geometry nacelles allowing the most effective warp fields. Whenever the ship spends one or more Power to go to Warp, roll 1[CD] for each point of Power spent; for each Effect rolled, the ship regains one Power.</p>				
Subcraft	4x Type 8 Shuttles				

USS Venture — Galaxy Class [Starship][24C]					
Commo	10	Command	4	Stress	15
Computers	10	Conn	2	Soak	4
Engines	9	Engineering	3	Scale	4
Sensors	9	Security	3	Power	6
Structure	12	Science	3	Crew	8
Weapons	9	Medicine	3		
Phasers	7x[A]	R=M, Energy, (Area 1 or Spread 1), Versatile 2			
Photon T.	7x[A]	R=M, Torpedo, High Yield, 3 Salvoes			
Tractor	3	—			
Foci	Diplomatic Facilities, Battle Bridge, Expansive Sickbay				
Spl Rules	<p>Saucer Separation: In emergencies and important situations, the saucer section of a Galaxy-class can separate from the engineering section. Each section has the same values, though they are only Scale 3 each. The saucer section, which contains the crew quarters and recreational areas, does not have the capacity to go to Warp. Separating is a Reason + Engineering Task with a Difficulty of 2, assisted by the ship's Structure + Engineering, performed from the Operations station. Reconnecting requires the same Task with Difficulty 1, but from crew in both parts of the ship; if either Task fails, the reconnection fails.</p> <p>Modular Laboratories: The laboratories of a Galaxy-class Starship are designed to be customised to suit the needs of individual scientific teams, and they rarely stay the same for more than a few months. At the start of each mission, the vessel gains a Focus in a single scientific discipline for the duration of that mission.</p>				
Subcraft	6x Type 7 Shuttles, 4x Type 6 Shuttles, 1x Danube Class Runabouts				

Klingon Empire

Klingon Warrior [Trooper]

Control	9	Command	1	Stress	13
Daring	11	Conn	2	Soak	1
Fitness	11	Engineering	1		
Insight	8	Security	2		
Presence	10	Science	0		
Reason	8	Medicine	0		
UA Strike	3x[A]	1H, Knockdown, Nonlethal			
Mek'Leth	4x[A]	1H, Vicious 1			
Disruptor	5x[A]	1H, Vicious 1			
Traits	Klingon, Aggressive				
Spl Rules	<p>Warrior's Spirit: When a Klingon attempts a Melee Attack, and purchases one or more additional dice with Threat, the Klingon may re-roll any number of d20s.</p> <p>Klingon Resilience: A Klingon's Soak is increased by +1 against Attacks to Stun.</p>				

Klingon Officer [elite]

Control	9	Command	2	Stress	14
Daring	12	Conn	1	Soak	1
Fitness	11	Engineering	2		
Insight	8	Security	3		
Presence	11	Science	1		
Reason	8	Medicine	1		
UA Strike	4x[A]	1H, Knockdown, Nonlethal			
Bat'l'eth	6x[A]	2H, Vicious 2			
Disruptor	6x[A]	1H, Vicious 1			
Traits	Klingon, Aggressive, Honorable				
Values	Today is a Good Day to Die!				
Foci	Stubborn, Melee Attacks				
Spl Rules	<p>Warrior's Spirit: When a Klingon attempts a Melee Attack, and purchases one or more additional dice with Threat, the Klingon may re-roll any number of d20s.</p> <p>Klingon Resilience: A Klingon's Soak is increased by +1 against Attacks to Stun.</p> <p>Lead by Example: When the Klingon Officer makes a successful Attack, they may spend two Momentum to assist another Klingon's next Attack with his Daring + Command.</p>				

D7 Battlecruiser [Starship][23c][24c]

Commo	7	Command	2	Shields	9
Computers	7	Conn	3	Soak	3
Engines	8	Engineering	2	Scale	3
Sensors	7	Security	2		
Structure	7	Science	1		
Weapons	8	Medicine	1		
Disruptor C	7x[A]	Energy, R=C, Vicious 1			
Phaser Em	6x[A]	Energy, R=M, Versatile 2			
Photon T	6x[A]	Torpedo, R=M High Yield, 3 Salvoes			
Foci	Maneuverable, Rugged Systems				
Spl Rules	—				

K'vort Class Bird of Prey [Starship][24c]

Commo	9	Command	2	Stress	11
Computers	8	Conn	2	Soak	3
Engines	9	Engineering	2	Scale	3
Sensors	8	Security	3		
Structure	8	Science	2		
Weapons	9	Medicine	1		
Disruptor C	8x[A]	Energy, R=C, Vicious 1			
Photon T	7x[A]	Torpedo, R=M High Yield, 3 Salvoes			
Foci	Maneuverable, Rugged Systems				
Spl Rules	<p>Cloaking Device: The vessel may spend 3 Threat to attempt an Engines + Security Task with a Difficulty of 1 to become cloaked. While cloaked, the vessel cannot attempt any Attacks, nor can it be the target of an Attack unless the attacker has found some way of detecting the cloak. While cloaked, a vessel is considered to have 0 Shields and 0 Soak. It takes a Minor Action to decloak.</p>				

B'Rel Class Bird of Prey [Starship][23c][24c]

Commo	9	Command	2	Shields	8
Computers	8	Conn	2	Soak	2
Engines	7	Engineering	2	Scale	2
Sensors	8	Security	2		
Structure	6	Science	1		
Weapons	8	Medicine	1		
Disruptor C	6x[A]	Energy, R=C, Vicious 1			
Photon T	6x[A]	Torpedo, R=M High Yield, 3 Salvoes			
Foci	Maneuverable, Rugged Systems				
Spl Rules	<p>Cloaking Device: The vessel may spend 3 Threat to attempt an Engines + Security Task with a Difficulty of 1 to become cloaked. While cloaked, the vessel cannot attempt any Attacks, nor can it be the target of an Attack unless the attacker has found some way of detecting the cloak. While cloaked, a vessel is considered to have 0 Shields and 0 Soak. It takes a Minor Action to decloak.</p>				

Errata Note Names B'Rel and K'vort switched as per erratum on the forum.

Romulan Star Empire

Romulan Uhlan (trooper)

Control	11	Command	0	Stress	11
Daring	8	Conn	2	Soak	1
Fitness	9	Engineering	1		
Insight	8	Security	2		
Presence	9	Science	0		
Reason	10	Medicine	1		
UA Strike	3×[A]	1H, Knockdown, Nonlethal			
Dagger	3×[A]	1H, Vicious 1, Hidden 1			
Disruptor	5×[A]	1H, Vicious 1			
Traits	Romulan, Suspicious				
Spl Rules	<p>Stealth and Guile: When attempting to remain hidden or unnoticed, a Romulan can spend one Threat to increase the Difficulty of enemy Tasks to detect them by one.</p> <p>Wary: Whenever a Romulan attempts a Task to notice or detect an enemy or hazard, they may re-roll one d20.</p>				

Romulan Centurion (elite)

Control	9	Command	2	Stress	12
Daring	11	Conn	1	Soak	0
Fitness	8	Engineering	2		
Insight	10	Security	3		
Presence	10	Science	1		
Reason	9	Medicine	1		
UA Strike	4×[A]	1H, Knockdown, Nonlethal			
Disruptor	6×[A]	1H, Vicious 1			
Traits	Romulan, Suspicious, Ruthless				
Values	I will not fail in my Duty to the Empire.				
Foci	Paranoid, Guerilla Tactics				
Spl Rules	<p>Stealth and Guile: When attempting to remain hidden or unnoticed, a Romulan can spend one Threat to increase the Difficulty of enemy Tasks to detect them by one.</p> <p>Wary: Whenever a Romulan attempts a Task to notice or detect an enemy or hazard, they may re-roll one d20</p>				

Bird of Prey Class [Starship][23c]

Commo	6	Command	2	Shields	10
Computers	8	Conn	1	Soak	3
Engines	6	Engineering	2	Scale	3
Sensors	8	Security	3		
Structure	7	Science	2		
Weapons	9	Medicine	1		
Plasma	7×[A]	Torpedo, R=M, Spread,, Vicious 1, Calibration, 3 Salvoes			
Foci	State of the Art, Stealth System				
Spl Rules	<p>Prototype Cloaking Device: The vessel may spend 3 Threat to attempt an Engines + Security Task with a Difficulty of 1 to become cloaked. While cloaked, the vessel cannot attempt any Attacks and it cannot travel at Warp speeds, nor can it be the target of an Attack unless the attacker has found some way of detecting the cloak. While cloaked, a vessel is considered to have 0 Shields and 0 Soak. It takes only a Minor Action to decloak.</p>				

D'deridex Class [Starship][24c]

Commo	9	Command	3	Shields	14
Computers	10	Conn	2	Soak	4
Engines	9	Engineering	2	Scale	4
Sensors	9	Security	3		
Structure	11	Science	2		
Weapons	9	Medicine	1		
Disruptors	7×[A]	Energy, R=M, Vicious 1			
Tractor Bm.	4	—			
Plasma Torp	7×[A]	Torpedo, R=M, Spread, Vicious 1, Calibration, 3 Salvoes			
Foci	Imposing Design, Quantum Singularity Reactor				
Spl Rules	<p>Cloaking Device: The vessel may spend 3 Threat to attempt an Engines + Security Task with a Difficulty of 1 to become cloaked. While cloaked, the vessel cannot attempt any Attacks, nor can it be the target of an Attack unless the attacker has found some way of detecting the cloak. While cloaked, a vessel is considered to have 0 Shields and 0 Soak. It takes a Minor Action to decloak.</p>				

Cardassian Union

Cardassian Soldier [trooper]

Control	11	Command	2	Stress	10
Daring	10	Conn	1	Soak	0
Fitness	8	Engineering	1		
Insight	8	Security	2		
Presence	9	Science	0		
Reason	9	Medicine	0		
UA Strike	4x[A]	1H, Knockdown, Nonlethal			
Disruptor Rfl	6x[A]	1H, Vicious 1			
Traits	Cardassian, Disciplined				
Values	—				
Foci	—				
Spl Rules	<p>Ambushes and Traps: Whenever a Cardassian uses the Ready action to ready a Ranged Attack, that Ranged Attack gains one bonus d20.</p> <p>Loyalty and Discipline: Whenever a Cardassian receives assistance from a leader, the Cardassian may re-roll any number d20s on that Task.</p>				

Galor Class Cruiser [Starship][24c]

Commo	9	Command	2	Shields	10
Computers	8	Conn	2	Soak	3
Engines	9	Engineering	3	Scale	3
Sensors	7	Security	2		
Structure	8	Science	1		
Weapons	9	Medicine	1		
Disruptors	6x[A]	Energy, R=M, Vicious 1			
Phasers	5x[A]	Energy, R=M, Versatile 2			
Tractor Beam	3	—			
Foci	Squadron Coordination, Versatile Design				
Spl Rules	—				

Cardassian Officer [elite]

Control	11	Command	2	Stress	11
Daring	8	Conn	1	Soak	1
Fitness	9	Engineering	2		
Insight	8	Security	3		
Presence	9	Science	2		
Reason	10	Medicine	1		
UA Strike	4x[A]	1H, Knockdown, Nonlethal			
Dagger	4x[A]	1H, Vicious 1, Lethal, Hidden 1			
Disruptor Rfl.	7x[A]	2H, Vicious 1			
Traits	Cardassian, Disciplined, Suspicious				
Values	Cardassians did not choose to be superior, fate made us this way.				
Foci	Mental Discipline, Vigilance				
Spl Rules	<p>Ambushes and Traps: Whenever a Cardassian uses the Ready action to ready a Ranged Attack, that Ranged Attack gains one bonus d20.</p> <p>Loyalty and Discipline: Whenever a Cardassian receives assistance from a leader, the Cardassian may re-roll any number d20s on that Task.</p>				

Borg Collective

Borg Drone (All)

Traits	Borg Drone, Hive Mind
Spl Rules	Adaptive Shielding: Borg Drones cannot resist Injury. However, each time a single Borg Drone within a scene is Injured by a ranged weapon, roll 1[CD] for each Drone Injured by that type of weapon. If an Effect is rolled, then all Borg Drones in that scene become immune to that type of ranged weapon. Assimilation: A character Injured by Assimilation Tubules has been injected with Borg Nanoprobes, starting the process of assimilation. This process is extremely difficult to reverse, and means that the assimilated character will become a Borg Drone very soon. Threat Protocols: Borg Drones will not Attack or take any other hostile or tactical actions unless attacked first, or directed to do so by the Collective (this direction costs 1 Threat per Drone)

Borg Tactical Drone (trooper)

Control	11	Command	0	Stress	15
Daring	10	Conn	2	Soak	3
Fitness	12	Engineering	1		
Insight	6	Security	3		
Presence	6	Science	2		
Reason	11	Medicine	1		
UA Strike	4x[▲]	1H, Knockdown, Nonlethal			
Assimilation Tubules	6x[▲]	1H, Intesne, Deadly, Debilitating			
Traits	Borg Drone, Hive Mind				
Values	—				
Foci	—				
Spl Rules	Adaptive Shielding	Assimilation			
	Inured to Fear & Pain	Machine 3			
	Night Vision	Threat Protocols			

Borg Technical Drone (trooper)

Control	11	Command	0	Stress	11
Daring	10	Conn	2	Soak	2
Fitness	10	Engineering	3		
Insight	6	Security	1		
Presence	6	Science	2		
Reason	12	Medicine	1		
UA Strike	2x[▲]	1H, Knockdown, Nonlethal			
Assimilation Tubules	3x[▲]	1H, Intesne, Deadly, Debilitating			
Plasma Cutter	5x[▲]	Size 3, Piercing 3, Cumbersome, Deadly			
Traits	Borg Drone, Hive Mind				
Values	—				
Foci	—				
Spl Rules	Adaptive Shielding	Assimilation			
	Inured to Fear & Pain	Machine 2			
	Night Vision	Threat Protocols			

Borg Medical Drone (trooper)

Control	11	Command	0	Stress	11
Daring	10	Conn	2	Soak	2
Fitness	10	Engineering	2		
Insight	8	Security	1		
Presence	6	Science	1		
Reason	12	Medicine	3		
UA Strike	4x[▲]	1H, Knockdown, Nonlethal			
Assimil. Tubules	3x[▲]	1H, Intesne, Deadly, Debilitating			
Traits	Borg Drone, Hive Mind				
Values	—				
Foci	—				
Spl Rules	Adaptive Shielding	Assimilation			
	Inured to Fear & Pain	Machine 3			
	Night Vision	Threat Protocols			
	Reclamation: A Borg Medical Drone may attempt a Reason + Medicine Task with a Difficulty of 0 on an Injured Borg Drone within Reach. If successful, the Injured Drone dies, and its parts are reclaimed. Any Momentum generated is added directly to Threat				

Borg Sphere (Starship)

Commo	10	Command	2	Stress	18
Computers	11	Conn	2	Soak	5
Engines	12	Engineering	2	Scale	5
Sensors	10	Security	2		
Structure	16	Science	2		
Weapons	9	Medicine	2		
Cutting Beam	7x[▲]	Energy, R=C, Vicious 1			
En Drain Wp	7x[▲]	Energy, R=M, Piercing 1, Dampening			
Tractor	4	—			
Foci	Squadron Coordination, Versatile Design				
Spl Rules	Advanced Transporters: The vessel can beam targets to and from shielded targets, though the Difficulty of such attempts increases by one. Collective Mind: The large number of Drones aboard the Borg Sphere allows it to adapt to circumstances quickly; all Tasks attempted by the Borg Sphere count as having a relevant Focus. Regenerative: When a Borg Sphere succeeds at a Task to repair a Breach, spend two Threat to make that Breach fully repaired, rather than simply patched.				

Dominion

Jem'Hadar Warrior [trooper]					
Control	10	Command	1	Stress	16
Daring	11	Conn	2	Soak	2
Fitness	13	Engineering	2		
Insight	7	Security	3		
Presence	8	Science	1		
Reason	8	Medicine	1		
UA Strike	4×[A]	1H, Knockdown, Nonlethal			
Blade	5×[A]	1H, Vicious 1			
Plasma Rifle	7×[A]	2H, Vicious 1, Debilitating			
Traits	Jem'Hadar, Violent				
Values	—				
Foci	—				
Spl Rules	Inured to Fear Inured to Pain The Shroud: A Jem'Hadar may spend 2 Threat as a Minor Action to become virtually invisible, increasing the Difficulty of all Tasks to observe, locate, or target the Jem'Hadar by three. This effect ends when the Jem'Hadar makes an Attack or takes a Minor Action to end the effect. The Jem'Hadar loses this ability when deprived Ketracel-White.				

Jem'Hadar First [elite]					
Control	10	Command	2	Stress	16
Daring	11	Conn	2	Soak	2
Fitness	13	Engineering	2		
Insight	7	Security	3		
Presence	9	Science	1		
Reason	8	Medicine	1		
UA Strike	4×[A]	1H, Knockdown, Nonlethal			
Kar'takin	6×[A]	2H, Vicious 1, Cumbersome			
Plasma Pistol	6×[A]	1H, Vicious 1, Debilitating			
Traits	Jem'Hadar, Violent				
Values	We are now dead; we go into battle to reclaim our lives.				
Foci	Discipline, Melee				
Spl Rules	Inured to Fear Inured to Pain The Shroud: A Jem'Hadar may spend 2 Threat as a Minor Action to become virtually invisible, increasing the Difficulty of all Tasks to observe, locate, or target the Jem'Hadar by three. This effect ends when the Jem'Hadar makes an Attack or takes a Minor Action to end the effect. The Jem'Hadar loses this ability when deprived Ketracel-White.				

Vorta Advisor [elite]					
Control	10	Command	3	Stress	8
Daring	7	Conn	2	Soak	0
Fitness	7	Engineering	2		
Insight	9	Security	1		
Presence	11	Science	2		
Reason	10	Medicine	1		
UA Strike	4×[A]	1H, Knockdown, Nonlethal			
Traits	Vorta, Cunning, Manipulative				
Values	I Live to Serve the Founders				
Foci	Diplomacy, Deception				
Spl Rules	Heightened Senses [Hearing] In the Name of the Founders: When using the Direct Task to command other servants of the Dominion, a Vorta may roll two d20s instead of only one.				

Jem'Hadar Fighter [Starship]					
Commo	7	Command	1	Stress	9
Computers	7	Conn	2	Soak	2
Engines	8	Engineering	2	Scale	2
Sensors	9	Security	3		
Structure	6	Science	1		
Weapons	9	Medicine	1		
Disruptor C	7×[A]	Energy, R=M, Vicious 1			
Phased Polaron Em	6×[A]	Energy, R=M, Piercing 2			
Photon Torp	7×[A]	Torpedo, High Yield, 1 Salvo			
Foci	Evasive Maneuvers, Close Assault				
Spl Rules	Advanced Transporters: The vessel can beam targets to and from shielded targets, though the Difficulty of such attempts increases by one.				