



## Zalkonian Warship

Dreadnought; Commissioned: 2360

### Hull Data

Structure: 35 [99 space][3 space remains]  
 Size/Decks: 7/30  
 Length/Height/Beam: 500 /90/180 m  
 Complement: 600 + 1,800 soldiers

### Tactical Data

Phasers: Type X (x4/C) [-20]  
 Penetration: 6/5/5/0/0  
 Other Weapon: Suffocation Beam [-20]  
 Penetration: Special  
 Deflector Shield: FSQ (D) [-11]  
 Protection/Threshold: 17/4

### Propulsion Data

Impulse System: FIG-4 (.9c) (D) [-5]  
 Warp System: LF-44 (6/9.5/9.7 MCU) (C)[-8]

### Operational Data

Atmosphere Capable: No [0]  
 Cargo Units: 70 [0]  
 Life Support: Class 3 (D) [-6]  
 Operations System: Class 3 (D) [-6]  
 Sensor System:  
 Class 3a (+3/+2/+1/0/0/CC) [-4]  
 Separation System: No [0]  
 Shuttlebay: 2v [-4]  
 Shuttlecraft: 14 size worth  
 Tractor Beams: 1 f, 1 a [-1]  
 Transporters:  
 5 standard, 5 emergency, 5 cargo [-6]

### Miscellaneous Data

Maneuver Modifiers: +4C, -3H, +4T  
 Traits: ACB Jacketing [-5]

## Mission

The Zalkonian Warship is the top-of-the-line starship in the Zalkonian Space Navy, designed to safeguard the handful of systems controlled by Zalkonia.

## Features

The Zalkonian Warship is equipped with powerful Type X phaser arrays, an equally powerful deflector shield grid, and features a fast impulse drive and a warp drive that can achieve speeds in excess of warp 9.7. With its standard systems, the warship nearly equals the Federation's Galaxy-class starship.

The Zalkonian Warship does feature one weapons system unknown to the Federation, its suffocation beam, which proved devastating in its first use against a Federation starship.

## Background

The Zalkonians keep to themselves, and have colonized only a handful of star systems. What they do have, they guard fiercely with the help of the Zalkonian Warship. Most aggressor species near their territory find it too much trouble to impinge upon Zalkonian space as a result.

## Ships in Service

<u>Name</u>	<u>Registry</u>	<u>Notes</u>
Zunwon	Z.W. 0406	Under the command of Sunad, disabled the crew of the <i>Enterprise-D</i> (2366).

## Appearances

<u>Series</u>	<u>Episode</u>
TNG	Transfigurations Zunwon confronting the <i>Enterprise-D</i> .



## New Systems

### Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Suffocation Beam	20	See below	7	-

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

### Suffocation Beam

The suffocation beam causes all living, breathing targets within the ship targeted to make a stamina test against TN 20, with failure indicating asphyxiation as indicated on p. 228 of the Narrator's Guide. Due to the power requirements involved, use of the suffocation ray during a round precludes the use of all other weapon systems. The beam has a maximum range of Short.

Prior to the *Enterprise-D's* encounter in 2366 with this weapon, Starfleet ships are considered to be without shields against its attacks. A TN 20 Systems Engineering (Deflector Systems) test can determine the nature of the limitation while an extended test of the same kind with a total TN of 80 is required to implement the solution (every attempt represents six hours).

By 2367, all Federation shields have compensated for the suffocation beam, and function as normal.