STAR TREK
ROLEPLAYING GAME

EXPANDED RULES

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Introduction

This little document contains rules expansions for the CODA Star Trek roleplaying game by Decipher. This is an entirely unofficial fan-made document, and no copyright or trademark infringements are intended.

Reliability Modifiers

System Rating	Reliability Modifier
FF	+11
G	+12
GG	+13
H	+14
HH	+15

Note: Use this table to supplement Table 1.4 in the *Starships* supplement.

Operations & Life Support Costs

Type	Space	Reliability
Class 5R	7 + half size	FF
Class 6	6 + half size	G

Note: Use this table to supplement Table 1.6 in the *Starships* supplement.

Sensor Costs

Type	Space	Bonus	Reliability	Availability
Class 6	6	+6/+5/+4/+3/+2	G	2439
Class 6a	7	+6/+5/+4/+3/+2	FF	2502
Class 7*	7	+7/+6/+5/+4/+3	H	2565
Class 7a*	8	+7/+6/+5/+4/+3	GG	2628
Scout classification vessels purchase sensor systems at -1 space cost (minimum cost of 1).				

Note: Use this table to supplement Table 1.7 in the *Starships* supplement.
* = Temporal sensors.

Temporal Sensors

Temporal sensors allow a starship to scan unimaginably vast distances spatially and temporally. Using temporal sensors is similar to standard sensors, save that the TN is modified by the target's spatial and/or temporal range modifier. It should be noted that scanning into one's future is considerably more difficult than into one's past, thus all TN modifiers are doubled if the temporal coordinates are in the future.

Spatial Range	Temporal Range	TN Modifier
< 100 light-years	< 10 years	+1
101 to 1,000 light-years	11 to 100 years	+2
1,001 to 10,000 light-years	101 to 1,000 years	+3
10,001 to 100,000 light-years	1,001 to 10,000 years	+4
100,001 to 1,000,000 light-years	10,001 to 100,000 years	+5
1,000,001 to 10,000,000 light-years	100,001 to 1,000,000 years	+6

Cloaking & Masking System Costs

System	Space	Rating	Maximum Size	Availability
Class 6 Cloak	8 + Size	26	12	2365
Mono-Refracting Plating Mk 2	Size	16	-	2382
All scouts and frigates purchase cloaking devices at -1 space cost (minimum cost of 1).				

Note: Use this table to supplement Table 1.9 in the *Starships* supplement.

Sublight System Costs

System	Space	Rating	Maximum Size	Reliability	Availability
Impulse Drives					
RSM-a	7	.75	11	D	2259
FII	8	.9	11	DD	2386
FIJ	8	.92	12	EE	2400
FIK	9	.95	13	FF	2439
HID-1	9	.95	14	G	2478
HID-2	10	.99	15	GG	2517
HID-3	10	.99	16	H	2556
HID-a	9	.99	2	A	2595
HID-b	8	.99	4	AA	2634
HID-c	7	.99	6	B	2673
HID-d	6	.99	8	BB	2712
HID-e	5	.99	10	C	2751
HID-f	4	.99	12	CC	2790
All destroyers and escorts pay -1 space cost for sublight engines (minimum cost of 1).					

Note: Use this table to supplement Table 1.10 in the *Starships* supplement.

Alien Sublight System Costs

System	Space	Rating	Maximum Size	Reliability	Availability
Cardassian/Klingon					
C/K-HEU-8	8	.95c	12	E	-/2381
Romulan					
Class 5A	8	.92c	14	E	2397
All destroyers and escorts pay -1 space cost for sublight engines (minimum cost of 1).					

Note: Use this table to supplement Table 1.13 in the *Starships* supplement.

Warp Propulsion System Costs

System	Space	Standard/Sustainable/Maximum Speed	Maximum Size	Reliability	Availability
Warp Drives (Original Cochrane Unit Scale)					
LN-64 Mod 3a	6 + half size	7/9/12	11	D	2259
Warp Drives (Modified Cochrane Unit Scale)					
LF-62 Mod 1	8	9/9.9/9.99	11	F	2390
LF-70	9	9.2/9.99/9.999	12	G	2402
All fast, far, and light vessels pay -1 space cost for warp propulsion systems (minimum cost of 1).					

Note: Use this table to supplement Table 1.11 in the *Starships* supplement.

Alien FTL Propulsion System Costs

System	Space	Standard/Sustainable/Maximum Speed	Maximum Size	Reliability	Availability
Klingon (Modified Cochrane Unit Scale)					
STN10	9	8/9.4/9.9	12	F	2387
Romulan (Modified Cochrane Unit Scale)					
Type 6C2	8	6/9/9.9	10	D	2379
All fast, far, and light vessels pay -1 space cost for warp propulsion systems (minimum cost of 1).					

Note: Use this table to supplement Table 1.14 in the *Starships* supplement.

Other FTL Propulsion System Costs

System	Space	Speed (MCU)	Maximum Size	Reliability	Availability
Quantum Slipstream Drives					
QSD Mk 1a	4 + half size	9.99999	9	D	2408
QSD Mk 2	5 + half size	9.99999	10	D	2427
QSD Mk 3	6 + half size	9.999995	13	E	2473
QSD Mk 4	7 + half size	9.999995	14	F	2518
QSD Mk 5	8 + half size	9.999999	17	G	2572
Temporal Displacement Drives					
TDD Mk 1	1 + half size	Special	1	C	2593
TDD Mk 2	2 + half size	Special	3	CC	2685
TDD Mk 3	3 + half size	Special	5	D	2775
TDD Mk 4	4 + half size	Special	7	DD	2869
TDD Mk 5	5 + half size	Special	9	E	2957
All fast, far, and light vessels pay -1 space cost for FTL propulsion systems (minimum cost of 1).					

Note: Use this table to supplement Table 1.11 in the *Starships* supplement.

Temporal Displacement Drives

Temporal Drives allow a starship to instantly appear within a certain spatial and/or temporal range. The use of the temporal drive requires two tests. The first determines whether the drive achieves its targeted spatial and temporal coordinates and is fulfilled through a propulsion engineering test against TN 20 + the target's spatial and/or temporal range modifier. The second test determines whether the temporal drive has been damaged by its usage and is accomplished via a reliability check (TN 20 + spatial and/or temporal range modifier). It should be noted that traveling into one's future is considerably more difficult than into one's past, thus all TN modifiers are doubled if the temporal coordinates are in the future.

Spatial Range	Temporal Range	TN Modifier
< 100 light-years	< 10 years	+1
101 to 1,000 light-years	11 to 100 years	+2
1,001 to 10,000 light-years	101 to 1,000 years	+3
10,001 to 100,000 light-years	1,001 to 10,000 years	+4
100,001 to 1,000,000 light-years	10,001 to 100,000 years	+5
1,000,001 to 10,000,000 light-years	100,001 to 1,000,000 years	+6

Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Phasers (Use Table 1.18 to determine penetration values)				
Type VIII (micro)	5	8	2	2371
Mega-Phasers (Use Table 1.18a to determine penetration values)				
Type IX (micro)	6	9	2	2401
Type XVI	9	15	7	2401
Type XVII	9	16	5	2409
Type XVIII	9	17	4	2446
Type XIX	9	18	8	2486
Type XX	9	19	11	2550
Subatomic Disruptors (Use Table 1.18c to determine penetration values)				
Type A	4	16	1	2801
Type B	5	25	3	2825
Type C	6	36	5	2850
Type 1	3	15	1	2901
Subatomic Disruptors (Use Table 1.18d to determine penetration values)				
Type A1	2	12	1	3001
Type A2	3	21	3	3025
Type A3	4	32	5	3050
All heavy vessels purchase beam weapon arrays at -1 space cost (minimum cost of 1) each.				

Note: Use this table to supplement Table 1.15 in the *Starships* supplement.

Missile Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Multifunction Torpedo Launchers (Use Table 1.18 to determine penetration values)				
Mk 110 (micro)	2	2	-	2374
Mk 195	7	15	4	2400
Advanced Chroniton Torpedo Launchers (Use Table 1.18 to determine penetration values)				
C-D	20	15	10	2395
Advanced Chroniton Torpedo Launchers (Use Table 1.18a to determine penetration values)				
C-Da	10	8	5	2404
C-E	13	16	7	2504
Advanced Chroniton Torpedo Launchers (Use Table 1.18b to determine penetration values)				
C-F	10	15	6	2604
C-G	12	25	8	2704
Advanced Chroniton Torpedo Launchers (Use Table 1.18c to determine penetration values)				
C-H	10	30	5	2804
C-I	11	35	7	2904
Advanced Chroniton Torpedo Launchers (Use Table 1.18d to determine penetration values)				
C-J	10	40	6	3004
Advanced Multifunction Torpedo Launchers (Use Table 1.18a to determine penetration values)				
Mk 240	7	17	5	2405
Mk 285	7	19	6	2490
Superluminal Torpedo Launchers (Use Table 1.18a to determine penetration values)				
Mk 1S	7	24	8	2550
Cruiser classification vessels purchase missile weapons at -1 space cost (minimum cost of 1) each.				

Note: Use this table to supplement Table 1.16 in the *Starships* supplement.

Chroniton Torpedoes

The explosive charge of these torpedoes is coupled to a chroniton generator, and as a result, the warhead exists slightly out of phase with the space-time continuum, allowing the weapon to pass through shields.

Prerequisite: Advanced chroniton torpedo launcher
Effect: Ignore all threshold when firing on a ship with a non-temporal shield grid.

Singularity Torpedoes

This torpedo generates multiple micro-singularities at the point of impact, generating tremendous gravitic stresses in the local vicinity.

Prerequisite: G-II torpedo launcher/Mk 195 torpedo launcher or greater; 2371 and onwards
Effect: Calculate penetration as normal for the launcher, but increase by 2 points per range category when singularity torpedoes are used.

Transphasic Torpedoes

This torpedo generates a destructive subspace compression pulse in a multitude of phase states. Shields can only block one subcomponent of the pulse. Each torpedo has a different Transphasic configuration, thus preventing the Borg from adapting to the weapon.

Prerequisite: Mk 95 DF torpedo launcher or greater; 2378 and onwards
Effect: Ignore target's shield threshold. Against Borg vessels, the Transphasic torpedoes deal twenty times their normal penetration value.

Defensive System Costs

Type	Space	Protection Rating	Min./Max. Threshold	Reliability	Availability
Hull Plating					
Polarizing Reactive Armor	Half Size	10	-	-	2382
Deflector Shields					
FSS-3a*	Size	15	1/1	DD	2382
FSS-4*	Size	16	1/1	EE	2389
FST*	19	20	4/8	F	2409
FSU*	19	22	4/9	F	2471
FCS-1**	20	24	5/10	FF	2550
FCS-3**	20	25	5/10	FF	2629
FTS-1***	21	26	6/11	G	2750
FTS-1a***	Size	25	3/6	F	2801
FTS-3***	21	27	6/11	G	2829
FTS-10***	22	28	7/12	H	2950
FTS-10a***	Size	27	4/7	H	3001

Explorers and large warships (BA, DR) purchase deflector shield grids at -2 space cost (minimum cost of 1). They purchase additional threshold beyond the base normally.

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

* = This shield grid is regenerative.

** = This shield grid is regenerative and adaptive. Adaptive shields reduce damage taken from weapons it has previously been struck with by 50% (round down).

*** = This shield grid is regenerative, adaptive, and temporal. Temporal shields are protected from temporal weapons and changes to the timeline.

Alien Beam Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Cardassian/Klingon (Use Table 1.18 to determine penetration values)				
C/K-GDM-7	7	13	8	2379/2366
C/K-GDC-3	12	18	10	-/2385
C/K-GDC-4	14	20	10	-/2399
Cardassian/Klingon (Use Table 1.18a to determine penetration values)				
C/K-GDC-4a	15	21	10	-/2406
Romulan (Use Table 1.18 to determine penetration values)				
RPFD-6	9	15	10	2399
Romulan (Use Table 1.18a to determine penetration values)				
RPFD-3a	5	11	5	2406
All heavy vessels purchase beam weapon arrays at -1 space cost (minimum cost of 1) each.				

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

Alien Missile Weapon Costs

Type	Space	Offensive Value	Minimum Size	Availability
Klingon Launchers (Use Table 1.18 to determine penetration values)				
KP-14	12	18	6	2376
KP-16	14	21	7	2392
Klingon Launchers (Use Table 1.18a to determine penetration values)				
KP-18	16	24	7	2408
Romulan Launchers (Use Table 1.18 to determine penetration values)				
G-II	14	26	11	2371
Romulan Plasma Torpedoes (Use Table 1.23 to determine penetration values)				
RPT-11 Plasma	20	38	10	2406
RPT-3a Plasma	10	25	5	2406
Cruiser classification vessels purchase missile weapons at -1 space cost (minimum cost of 1) each.				

Note: Use this table to supplement Table 1.22 in the *Starships* supplement.

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Table 1.18a: 25th/26th century beam and missile weapons

Offense Value	Beam Penetration	Photon Penetration	Quantum Penetration	Singularity Penetration	Reliability
14 or less	4/4/4/0/0	4/4/4/4/4	5/5/5/5/5	6/6/6/6/6	AA
15-19	5/5/4/0/0	5/5/5/5/5	6/6/6/6/6	7/7/7/7/7	AA
20-24	6/5/5/0/0	6/6/6/6/6	7/7/7/7/7	8/8/8/8/8	BB
25-34	6/6/6/0/0	7/7/7/7/7	8/8/8/8/8	9/9/9/9/9	BB
35-44	7/7/6/0/0	8/8/8/8/8	9/9/9/9/9	10/10/10/10/10	CC
45-54	8/7/7/0/0	9/9/9/9/9	10/10/10/10/10	11/11/11/11/11	CC
55-69	8/8/8/0/0	10/10/10/10/10	11/11/11/11/11	12/12/12/12/12	DD
70-84	9/9/8/0/0	11/11/11/11/11	12/12/12/12/12	13/13/13/13/13	DD
85-99	10/9/9/0/0	12/12/12/12/12	13/13/13/13/13	14/14/14/14/14	EE
100-119	10/10/10/0/0	13/13/13/13/13	14/14/14/14/14	15/15/15/15/15	EE
120-144	11/11/10/0/0	14/14/14/14/14	15/15/15/15/15	16/16/16/16/16	FF
145 and up	12/11/11/0/0	15/15/15/15/15	16/16/16/16/16	17/17/17/17/17	FF

Table 1.18b: 27th/28th century beam and missile weapons

Offense Value	Beam Penetration	Photon Penetration	Quantum Penetration	Singularity Penetration	Reliability
19 or less	6/5/5/0/0	5/5/5/5/5	6/6/6/6/6	7/7/7/7/7	AA
20-24	6/6/6/0/0	6/6/6/6/6	7/7/7/7/7	8/8/8/8/8	AA
25-29	7/7/6/0/0	7/7/7/7/7	8/8/8/8/8	9/9/9/9/9	BB
30-34	8/7/7/0/0	8/8/8/8/8	9/9/9/9/9	10/10/10/10/10	BB
35-44	8/8/8/0/0	9/9/9/9/9	10/10/10/10/10	11/11/11/11/11	CC
45-54	9/9/8/0/0	10/10/10/10/10	11/11/11/11/11	12/12/12/12/12	CC
55-64	10/9/9/0/0	11/11/11/11/11	12/12/12/12/12	13/13/13/13/13	DD
65-79	10/10/10/0/0	12/12/12/12/12	13/13/13/13/13	14/14/14/14/14	DD
80-94	11/11/10/0/0	13/13/13/13/13	14/14/14/14/14	15/15/15/15/15	EE
95-109	12/11/11/0/0	14/14/14/14/14	15/15/15/15/15	16/16/16/16/16	EE
110-129	12/12/12/0/0	15/15/15/15/15	16/16/16/16/16	17/17/17/17/17	FF
130-154	13/13/12/0/0	16/16/16/16/16	17/17/17/17/17	18/18/18/18/18	FF
155 and up	14/13/13/0/0	17/17/17/17/17	18/18/18/18/18	19/19/19/19/19	GG

Table 1.18c: 29th/30th century beam and missile weapons

Offense Value	Beam Penetration	Photon Penetration	Reliability
24 or less	7/7/6/0/0	6/6/6/6/6	AA
25-29	8/7/7/0/0	7/7/7/7/7	B
30-34	8/8/8/0/0	8/8/8/8/8	BB
35-39	9/9/8/0/0	9/9/9/9/9	C
40-44	10/9/9/0/0	10/10/10/10/10	CC
45-54	10/10/10/0/0	11/11/11/11/11	D
55-64	11/11/10/0/0	12/12/12/12/12	DD
65-74	12/11/11/0/0	13/13/13/13/13	E
75-89	12/12/12/0/0	14/14/14/14/14	EE
90-104	13/13/12/0/0	15/15/15/15/15	F
105-119	14/13/13/0/0	16/16/16/16/16	FF
120-139	14/14/14/0/0	17/17/17/17/17	G
140-164	15/15/14/0/0	18/18/18/18/18	GG
165 and up	16/15/15/0/0	19/19/19/19/19	H

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Table 1.18d: 31st/32nd century beam and missile weapons

Offense Value	Beam Penetration	Photon Penetration	Reliability
29 or less	8/8/8/0/0	7/7/7/7/7	AA
30-34	9/9/8/0/0	8/8/8/8/8	B
35-39	10/9/9/0/0	9/9/9/9/9	BB
40-44	10/10/10/0/0	10/10/10/10/10	C
45-49	11/11/10/0/0	11/11/11/11/11	CC
50-54	12/11/11/0/0	12/12/12/12/12	D
55-64	12/12/12/0/0	13/13/13/13/13	DD
65-74	13/13/12/0/0	14/14/14/14/14	E
75-84	14/13/13/0/0	15/15/15/15/15	EE
85-99	14/14/14/0/0	16/16/16/16/16	F
100-114	15/15/14/0/0	17/17/17/17/17	FF
115-129	16/15/15/0/0	18/18/18/18/18	G
130-149	16/16/16/0/0	19/19/19/19/19	GG
150-174	17/17/16/0/0	20/20/20/20/20	H
175 and up	18/17/17/0/0	21/21/21/21/21	HH

Starship Traits

Edge
Ablative Generator
Ablative Generator Mk 2
Ablative Generator Mk 3
Ablative Generator Mk 4
Ablative Generator Mk 5
Ablative Matrix
Arc Light Missile
Armed Drones
Covariant Shield Array
Hangarbay
High-Speed Endurance
Manheim Device
Multidimensional
Phaser Lance
Resilient Shield Array
Starbase Engineering
Temporal Transporter

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

Ablative Generator

The ship is equipped with nanotech molecular armor plating.

Prerequisite: Vessel built in 2404 or later

Effect: When active, increase ship's structure by 25.

Ablative Generator Mk 2

The ship is equipped with nanotech molecular armor plating.

Prerequisite: Vessel built in 2456 or later

Effect: When active, increase ship's protection by 5 (to a maximum of 25) and increase its structure by 25.

Ablative Generator Mk 3

The ship is equipped with nanotech molecular armor plating.

Prerequisite: Vessel built in 2534 or later

Effect: When active, increase ship's protection by 5 (to a maximum of 25) and increase its structure by 50.

Ablative Generator Mk 4

The ship is equipped with nanotech molecular armor plating.

Prerequisite: Vessel built in 2651 or later

Effect: When active, increase ship's protection by 5 and increase its structure by 50.

Ablative Generator Mk 5

The ship is equipped with nanotech molecular armor plating.

Prerequisite: Vessel built in 2826 or later

Effect: When active, increase ship's protection by 5 and increase its structure by 75.

Ablative Matrix

The entire ship is built from a nanotech molecular armor matrix, providing outstanding resistance to destructive forces.

Prerequisite: Vessel built in 3088 or later

Effect: When active, increase ship's protection by 10 and increase its structure by 75.

Arc Light Missile

The ship is equipped with a stealth missile launcher

Prerequisite: Vessel built in 2401 or later

Effect: The target of a ship firing with this missile launcher must make a TN 20 System Operation (Sensors) test to detect missile launch.

Armed Drones

The ship is equipped with armed drones

Prerequisite: Vessel built in 2259 or later (alternate timeline)

Effect: Treat each drone as a size 1 starship (structure 5, .25 impulse) with a missile penetration equal to its parent starship -2 (minimum penetration of 1).

Covariant Shield Array

The ship is equipped with deflector shields that are more difficult to target, but are easier to penetrate.

Prerequisite: Vessel built in 2401 or later

Effect: Increase deflector shield protection by 1 and reduce shield threshold by 1.

Hangarbay

The ship is designed to carry numerous smaller starships.

Prerequisite: Size 5 or larger

Effect: The ship may have more shuttlebays than half its size, rounded down. The ship's shuttlebays may also accommodate vessels of size 3 or less. This edge may be taken multiple times, each additional time it is taken increases the size prerequisite and size of vessel accommodated by 1.

High-Speed Endurance

The ship can handle higher speeds for longer durations.

Prerequisite: Vessel built in 2391 or later

Effect: The ship makes a reliability check for every day spent at maximum warp (instead of every hour).

Manheim Device

This device allows the starship to generate microsecond past and future versions of itself.

Prerequisite: Vessel built in 2783 or later

Effect: Use of the Manheim Device requires a system engineering test against TN 15 + 5 for every past and/or future version generated and a reliability check (TN 15 + the number of versions generated) is required for each use within a standard day.

Multidimensional

This device allows the starship to exist in multiple dimensions, effectively allowing it to be bigger on the inside than the outside.

Prerequisite: Vessel built in 3001 or later; Size 2 or larger

Effect: You build your starship as normal, but for physical purposes it is treated as size 1.

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Phaser Lance

The Phaser Lance is the next evolution in phaser technology, as powerful a step above pulse phasers as pulse phasers were to standard phaser arrays.

Prerequisite: Type X or greater phasers; Vessel built in 2383 or later

Effect: Calculate the penetration value of the ship's beam weapons and increase by +2 for the point blank range category. Lower the penetration value for all other range categories by a like amount. A penetration value of 2 or less can be reduced to zero, limiting the effectiveness of the beam weapon to point blank range only.

Resilient Shield Array

The ship is equipped with deflector shields that are easier to target, but are more difficult to penetrate.

Prerequisite: Vessel built in 2408 or later

Effect: Decrease deflector shield protection by 1 and increase shield threshold by 1.

Starbase Engineering

The ship is equipped with the superior engineering facilities normally only found on starbases and other large immobile structures. Starships such as the Federation's Excalibur-class feature such facilities.

Prerequisite: Vessel size 8 or larger

Effect: The ship may purchase an engineering facility at the normal cost (see *Expanded Spacecraft Operations* p. 16).

Temporal Transporter

Your transporter systems can transport targets through time as well as space.

Prerequisite: Temporal sensors

Effect: Using the information for the temporal displacement drive, you may use your ship's transporters to transport targets either spatially or temporally.