

# ***STAR TREK***

## **CODA CONSTRUCTION SUMMARY VER 1.0**

### ➤ **Step 1: Construction Concept**

Choose Concept: Choose either Starship or Starbase. Determine if these match the needs for your design and Era of your game (*Star Trek Narrator's Guide* pgs. 135).

Choose Classification: See **Table 9.1: Starship Classifications** (*Star Trek Narrator's Guide* pg. 134).

Choose Availability: See **Table 1.1: Alien Availability** (*Starships* pgs. 6-7).

### ➤ **Step 2: Select Size**

Determine Structure & Space: See **Table 1.2: Size By Fleet** (*Starships* pgs 7-8) and **Table 1.3: Size** (*Starships* pgs 7-8).

Determine Crew Complement: See **Table 9.3: Crew Compliment** (*Star Trek Narrator's Guide* pgs. 137).

### ➤ **Step 3: Select Operational Systems**

Choose System Availability: Determine System Availability (*Star Trek Narrator's Guide* pgs. 137 & *Starships* pgs 8).

Choose System Reliability: See **Table 1.4: System Reliability** (*Starships* pgs. 9).

Choose Atmosphere Capable: Determine Atmosphere Capable (*Star Trek Narrator's Guide* pg. 138).

Choose Cargo Units: Determine Cargo Units (*Star Trek Narrator's Guide* pg. 138).

Choose Operation Systems & Life Support: See **Table 1.6: Operations & Life Support Costs** (*Starship* pgs. 9-10).

Choose Sensor Systems: See **Table 1.7: Sensor** (*Starships* pgs. 9-10).

Choose Separation Systems: See **Table 1.8: Sensor** (*Starships* pgs. 10-11).

Choose Multivector Assault Mode: Determine Multivector Mode (*Starships* pg. 11).

Choose Shuttlebay: Determine Shuttlebay (*Star Trek Narrator's Guide* pg. 139).

Choose Tractor Beams: Determine Tractor Beams (*Star Trek Narrator's Guide* pg. 139).

Choose Transporters: Determine Separation Systems (*Star Trek Narrator's Guide* pg. 139).

### ➤ **Step 3.A: Alien Operation Systems (Optional)**

Choose Cloaking Device: See **Table 1.9: Cloaking Device Costs** (*Starships* pg. 11-13).

Choose Mono-reflecting Plating: Determine Mono-relecting Plating (*Starships* pg. 13-14).

### ➤ **Step 4: Propulsion Systems**

Choose Sublight Propulsion: See **Table 1.10 Sublight Propulsion** (*Starship* pgs. 13-14).

Choose Warp Drive: See **Table 1.11: Warp Propulsion System Costs** (*Starships* pgs. 13-15).

Choose OCU or MCU: See **Table 1.12: OCU-MCU Conversion Chart** (*Starships* pgs. 14-15).

### ➤ **Step 4.A: Alien Propulsion Systems (Optional)**

Choose Alien Sublight System: See **Table 1.13: Alien Sublight System Costs** (*Starships* pg. 15-16).

Choose Alien FTL Propulsion System: See **Table 1.13: Alien FTL Propulsion System Costs** (*Starships* pg. 15-16).

Choose Transwarp: Determine Transwarp (*Starships* pg. 16-17).

Choose Quantum Slipstream Drive: Determine Quantum Slipstream Drive (*Starships* pg. 18).

## ➤ Step 5: Tactical Systems

Choose Beam Weapons: See **Table 1.15: Beam Weapon Costs** (*Starships* pgs. 17-20), **Table 1.18: 21<sup>st</sup>/22<sup>nd</sup> Century Beam & Missile Weapons** (*Starships* pg. 21) and/or **Table 1.18: 23<sup>rd</sup>/24<sup>th</sup> Century Beam & Missile Weapons** (*Starships* pg. 21).

Choose Missile Weapons: Beam Weapons: See **Table 1.16: Missile Weapon Costs** (*Starships* pgs. 17-21), **Table 1.18: 21<sup>st</sup>/22<sup>nd</sup> Century Beam & Missile Weapons** (*Starships* pg. 21) and/or **Table 1.18: 23<sup>rd</sup>/24<sup>th</sup> Century Beam & Missile Weapons** (*Starships* pg. 21).

- a) Choose Mines: Determine Mines (*Starships* pg. 21).
- b) Choose Quantum Torpedoes: Determine Quantum Torpedoes (*Starships* pg. 21).
- c) Choose Tribalt Devices: Determine Tribalt Devices (*Starships* pgs. 21-22).
- d) Choose Offensive Capabilities: Determine Offensive Capabilities (*Starships* pgs. 22-23).

Choose Defensive Systems: Determine Defensive Systems (*Starships* pg. 23).

- a) Choose Deflector Shields: See **Table 9.13: Deflector Shield Costs** (*Star Trek Narrator's Guide* pgs. 142-143).
- b) Choose Regenerating Shielding: Determine Regenerating Shielding (*Starships* pgs. 23-24).

## ➤ Step 5.A: Alien Tactical Systems (*Optional*)

Choose Alien Beam Weapons: See **Table 1.21: Alien Beam Weapon Costs** (*Starships* pgs. 23-25), **Table 1.18: 21<sup>st</sup>/22<sup>nd</sup> Century Beam & Missile Weapons** (*Starships* pg. 21) and/or **Table 1.18: 23<sup>rd</sup>/24<sup>th</sup> Century Beam & Missile Weapons** (*Starships* pg. 21).

- a) Energy Drain: Determine Energy Drain (*Starships* pgs. 25-26).
- b) Choose Cutting Beam: Determine Cutting Beam (*Starships* pg. 25).
- c) Choose Feedback Impulse: Determine Feedback Impulse (*Starships* pg. 26).

Choose Alien Missile Weapons: Beam Weapons: See **Table 1.22: Alien Missile Weapon Costs** (*Starships* pgs. 25-26), **Table 1.18: 21<sup>st</sup>/22<sup>nd</sup> Century Beam & Missile Weapons** (*Starships* pg. 21) and/or **Table 1.18: 23<sup>rd</sup>/24<sup>th</sup> Century Beam & Missile Weapons** (*Starships* pg. 21).

- a) Choose Plasma Torpedoes: Determine Plasma Torpedoes (*Starships* pg. 26).

## ➤ Step 6: Starship Traits

Choose Starship Edges: See **Table 9.15: Starship Edges** (*Star Trek Narrator's Guide* pgs. 143-144 & *Starships* pgs. 27-28).

Choose Starship Flaws: See **Table 9.17: Starship Flaws** (*Star Trek Narrator's Guide* pgs. 145).

## ➤ Step 7: Maneuvers

Choose Maneuver Modifiers: See **Table 9.14: Maneuver Modifiers** (*Star Trek Narrator's Guide* pgs. 142-143 & *Starships* pgs. 27-30).

## ➤ Step 8: Starship Renown

Choose Earning Renown: Determine Earning Renown (*Starships* pg. 30).

Choose Recognition: Determine Recognition (*Starships* pgs. 30).

Choose Renown and Social Tests: Determine Renown and Social Tests (*Starships* pgs. 32).

## ➤ Step 9: Starship Experience

Choose Advancement Picks: See **Table 1.28: Alien Missile Weapon Costs** (*Starships* pgs. 31-33).