

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* pgs. 134).

➤ **Step 2: Select Size**

Determine Structure & Space: See **Table 9.2: Size** (*Star Trek Narrator's Guide* pgs. 136-137).

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).

Choose System Reliability: See **Table 9.4: System Reliability** (*Star Trek Narrator's Guide* pgs. 137).

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

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

Choose Cloaking Device: See **Table 9.5: Cloaking Device Costs** (*Star Trek Narrator's Guide* pgs. 138).

Choose Operation Systems & Life Support: See **Table 9.6: Operations & Life Support Costs** (*Star Trek Narrator's Guide* pgs. 136-137).

Choose Sensor Systems: See **Table 9.7: Sensor** (*Star Trek Narrator's Guide* pgs. 138-139).

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

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 4: Propulsion Systems**

Choose Impulse Systems: See **Table 9.8: Impulse System Costs** (*Star Trek Narrator's Guide* pgs. 139-140).

Choose Warp Drive: See **Table 9.9: Warp Propulsion System Costs** (*Star Trek Narrator's Guide* pgs. 140-141).

➤ **Step 5: Tactical Systems**

Choose Beam Weapons: See **Table 9.10: Beam Weapon Costs** (*Star Trek Narrator's Guide* pgs. 140).

Choose Missile Weapons: See **Table 9.11: Missile Weapon Costs** (*Star Trek Narrator's Guide* pgs. 140-141).

Choose Offensive Capabilities: See **Table 9.12: Beam & Missile Weapons** (*Star Trek Narrator's Guide* pgs. 141-142).

Choose Deflector Shields; See **Table 9.13: Deflector Shield Costs** (*Star Trek Narrator's Guide* pgs. 142-143).

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

➤ **Step 6: Starship Traits**

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

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