



Star Trek Tactical Combat Simulator - Redcap's Ship Construction House Rules # 2

DROP TUBES AND PODS

Background

In large part, this house rule is the result of a protracted conversation with Owen E Oulton, a moderator on the web-based TrekRPGNet Forums (<http://forum.trek-rpg.net/>), whose help was most invaluable in my problem solving for the construction of detail for the Tenacious Class of Federation starship
(reference: <http://forum.trek-rpg.net/showthread.php?s=&threadid=11012>).

The House Rule overview

The drop tubes are a completely novel (To Star Trek, anyhow) way of delivering combat ready troops to a battlefield area. The use of drop pods is required when transporters and shuttles would not be either practical or safe, for instance, transporter scatter fields in use, or heavy anti-air batteries in place, or both at the same time. The solution is to use GADP (Gravitic Assault Drop Pods), which are dropped from an orbiting starship, at the same time as both decoy pods and ECM measures are employed. The additional targets to appear on an enemy's sensors would guarantee that the vast majority of troops reach their intended target in a battle-ready and capable condition.

DADPs are essentially anti-grav retarded one-person re-entry pods, hardened to the rigours of the modern battle area. Comfortable, they are not. Effective, though, they are. They're also terribly expensive, costing an average of 60 MCr to equip a company of Federation Ground Forces drop infantry, let alone equip a starship to use them...

The House Rule...

A single GADP requires one SCU, and costs 0.5 MCr.

GADP-equipped ships are fitted with modules of GADP tubes. These come with ten (10) drop tubes and their associated machinery and equipment, and require 2 SS per module, and 60 SCU cargo space, at a cost of 25 MCr per module.