

STATIONS AND STARSHIPS

"Welcome back, Captain," Lieutenant Jeridan said.

"Thank you, Lieutenant; it's good to be back," Captain Martinson replied. He looked around briefly at the familiar corridor walls of Starbase 371. He hadn't realized how much he'd missed them; a month at Starfleet Command had left him nervous about what was happening to "his" station while someone else ran things. He had a good crew, no doubt of that, but somehow it was more satisfying to run the place himself.

"Was your trip a fruitful one, sir?"

"Oh, yes indeed," Martinson said with a smile. "Come with me to Ops. And assemble the rest of the command staff; I've got something to show all of you."

A few minutes later, most of Martinson's crew sat patiently at the conference room table. He looked like the cat who'd brought home the canary, but he refused to say anything until everyone was there. Finally the last couple of stragglers arrived.

"Thank you for coming," the Captain said. He inserted an isolinear chip into the conference room table's holomager. "As you'll all recall, I'm sure, one of the things I planned to do while back home was hit the brass up for some more firepower for the station. I don't have to tell you that the Jem'Hadar have hit us hard a couple times this past year, and we need a way to hit back. Well, for once I seem to have caught them in a moment of weakness." He hit a button on the table's control pad. Suddenly, the blue-white image of a ship filled the air above the table. Everyone sat bolt upright when they saw it.

"A Defiant-class ship, Captain?" Lt. Commander Sa'veriak, the Tactical Officer asked, breathlessly, hopeful.

"The U.S.S. Victorious," Captain Martinson affirmed with a grin. "She's arriving in two weeks with a partial crew. You people get to fill the rest of the crew roster. Between now and then I want you to bone up on the ship's performance characteristics and capabilities. We're taking her out for a shakedown cruise to the Chin'toka system in 20 days. Dismissed!"



STARBASES AND SPACE STATIONS

Scattered throughout known space are thousands of facilities known as *starbases* or *space stations*. In a practical sense there is little, if any, difference between the two. "Starbase" is the term preferred by Starfleet and other military and quasi-military organizations, whereas "space station"



denotes a facility dedicated primarily to civilian uses—but such distinctions are mostly academic. In daily usage the terms are more or less interchangeable. The term “starbase” is used throughout the rest of this section to indicate both starbases and space stations.

In many ways, starbases are not very different from starships. They tend to be built with the same technology, have the same facilities, and be run in the same manner. The major difference, of course, is that starbases are immobile. They remain in a fixed location, whether that location is in orbit around a planet, in the center of an asteroid belt, or in deep space in the middle of nowhere. Since they have no need for warp travel, most starbases do not have warp engines; instead, their power needs are provided by fusion systems.



STARBASE TYPES

The Federation, Cardassians, Dominion, and other species commonly organize starbases into several types based on their primary function. Many other ways of categorizing them are available—architectural style/shape/size, military strength, and so on—but function is the most universal system used.

Command starbases are those facilities intended to provide services relating to command, government, administration, or bureaucratic functions. They tend to be relatively large and are often very well defended.

Scientific starbases are devoted to monitoring or studying scientific phenomena (such as nebular contractions, the formation or death of a star, or planetological surveys), conducting scientific research, and so forth. In many instances scientific starbases serve as the platforms for experiments or projects which are too dangerous to perform on a planet or near inhabited areas.

Service starbases provide some service for the organizations which built and/or maintain them. The most common purpose such starbases serve is economic-trade starbases, vacation/resort starbases, and the like. Starbases devoted to

routing non-strategic communications are also service starbases. According to studies, approximately half of the Alpha and Beta Quadrants’ known starbases are service starbases.

Strategic starbases have some military, defense, security, or espionage function. Many of the bases maintained by Starfleet are strategic bases. These starbases are usually very well armed and defended, have a large complement of ships assigned to them, and so forth. The state of a species’ strategic starbase construction programs provides a good indicator of its aggressiveness and/or fear of its neighbors—the more such bases it has or is constructing, the more it expects to need them.

Supply bases are primarily intended to supply or service starships, colonies, and other starbases. While they may sound fairly mundane, the truth is that they are among the most important types of starbase, especially in times of war. Many of the raids conducted by both sides during the Dominion War were targeted at the other side’s supply starbases.

Deep space starbases are bases located far away from the owner’s defined territory or on its frontiers. They are typically large and are designed to be self-sufficient for long periods of time. Their main purpose is to establish the owner’s presence in the base’s area and to monitor that area for the owner, but they often serve some other function, such as strategic or scientific.

The final category, **miscellaneous** bases, covers any base which does not fit into one of the above categories. An example might be a base which is a museum or historic relic.

STARBASE TEMPLATE

In the *Star Trek: Deep Space Nine Roleplaying Game*, all starbases are described using a Starbase Template. The Template, similar in design to those used for starships and star systems, provides basic information about a starbase in an easy-to-use format. It gives the Narrator and players a quick way to determine what a starbase’s facilities, capabilities, and power are like.

EXPLANATION OF TEMPLATE ELEMENTS

VITAL STATISTICS

This section of the template provides basic identification information about the base.

Type: The starbase’s type (Command, Strategic, and so on). If an additional classification scheme is known (such as the Federation system described in the sidebar), the base’s classification under that system will also be provided here.

Location: The base’s location, including whether it is in space, planetside, and so on.

Commissioning Date: The date on which the base was formally commissioned and opened for use. Of course,

building a starbase can be a major project, and sometimes parts are finished and put into operation before the base as a whole is commissioned.

HULL CHARACTERISTICS

Starbases have hulls, just like starships. This section rates various qualities of a starbase's hull.

Size/Structure: How large the starbase is. This includes a rough estimate of its size in cubic meters and its number of floors. Describing a starbase's size typically requires a brief discussion of its shape and structure. Starbase sizes tend to vary wildly; even among two similar "models," many of a base's dimensions will change significantly to customize the base for its specific purpose or location.

In game terms, starbases are ranked in Size from 1 to 10, indicating rough relationships in size. Note that Sizes indicated for starbases are not relative to the Size categories for starships, even though a 1 to 10 scale is used for both; all but the smallest starbases dwarf even the largest ships.

The adjacent table provides guidelines for station size ratings.

Resistance: Resistance measures the strength of the starbase's hull—the protection it offers those inside it from outside attack. Resistance is essentially a secondary defensive measure; starbases primarily rely on their shields (see below) to protect themselves. Typically starbases have 3–8 points of Resistance.

Structural Points: The starbase's physical integrity. When weapons damage the base, that damage is subtracted from the base's Structural Points. When a base loses all of its Structural Points, it is completely destroyed.

Every base has a number of Structural Points equal to its Size⁷⁵. Thus, a Size 8 strategic base has 600 Structural Points. For bases which are larger than the Size scale, the Narrator should assign a proportional amount of Structural Points.

Docking: Starbases typically have facilities which allow starships to dock at them. This attribute describes the number and type of docking facilities available. Some supply starbases, such as the enormous stardocks where starships are serviced and repaired, have multiple-ship "docking bays," which vary in size and shape.

PERSONNEL CHARACTERISTICS

This category of starbase attributes describes a base's personnel and facilities.

Crew/Inhabitants/Capacity: The first figure indicates the number of personnel in the starbase's crew (the standard number of personnel assigned to operate it). The second figure is the number of persons who can live comfortably on the station (there may or may not be that many people on the starbase, of course). The final number is the base's absolute maximum personnel capacity (the total number of



FEDERATION STARBASE CLASSIFICATION SYSTEM

The Federation recognizes the basic distinctions between types of starbases used in the Alpha and Beta Quadrants. However, like every large organization, it has its own terminology and classification scheme for starbases. Each type of starbase Starfleet builds is assigned one of a range of Greek letter designations. The letter chosen indicates, roughly, the base's size and crew complement. The higher the letter in the range, the larger and better staffed the base tends to be (and typically the more important as well). For example, when command bases are considered, an Alpha base is larger and more important than a Beta base; a Pi security base has greater strategic value than a Rho base.

Within a category, additional classification systems may be used to indicate the base's function, role, or purpose. For example, the Federation Science Council uses an elaborate codification scheme for the Federation scientific bases which indicates the type of research conducted there, the facilities and equipment the base possesses, and so forth.

Command: Alpha through Delta

Scientific: Epsilon through Kappa

Service: Lambda through Xi

Strategic: Omicron through Upsilon

Supply: Phi through Chi

Deep space: Psi

Miscellaneous: Omega

STARBASE SIZES

<i>Size</i>	<i>Dimension</i>
10	64,000,0001–128,000,000 cubic meters (or more)
9	32,000,001–64,000,000 cubic meters
8	16,000,001–32,000,000 cubic meters
7	8,000,001–16,000,000 cubic meters
6	4,000,001–8,000,000 cubic meters
5	2,000,001–4,000,000 cubic meters
4	1,000,001–2,000,000 cubic meters
3	500,001–1,000,000 cubic meters
2	150,001–500,000 cubic meters
1	Up to 150,000 cubic meters