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REGULA-1

ORBITAL STATION DECKPLANS

A supplement for use with
STAR TREK®
THE ROLE PLAYING GAME

CREATE YOUR OWN ADVENTURES ABOARD THE *REGULA-1*

The ***Regula-1* Orbital Station Deckplans** contain extensive blueprints and room descriptions of the *R-1* Type station, as seen in **STAR TREK II: The Wrath of Khan**. Also included are the *R-1* station's history, descriptions of its eight variants and support craft, and a list of all stations in operation. While running **The Strider Incident**, the gamemaster should use this book to keep track of action aboard Defense Outpost 1121.

FASA CORPORATION

REGULA-1

ORBITAL STATION DECKPLANS

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—Commodore C.W. Harn, Office Of Star Fleet Operations
Star Fleet Education And Training Command
Elysium, Sol IV, 09.217

REGULA I DECK PLANS

Writing
Rick David Stuart
Bernard Edward Menke

Regula Designs and Deck Plans
Dana M. Knutson

Editorial Staff
Editor-In-Chief
L. Ross Babcock III
Senior Editor
Donna Ippolito
Editor
Todd Huettel

Production Staff
Production Manager
Jordan K. Weismann
Art Director
Dana M. Knutson
Cover Art
Dana M. Knutson
Typesetting
Tara Gallagher
Layout and Pasteup
Todd F. Marsh
Jeff Laubenstein

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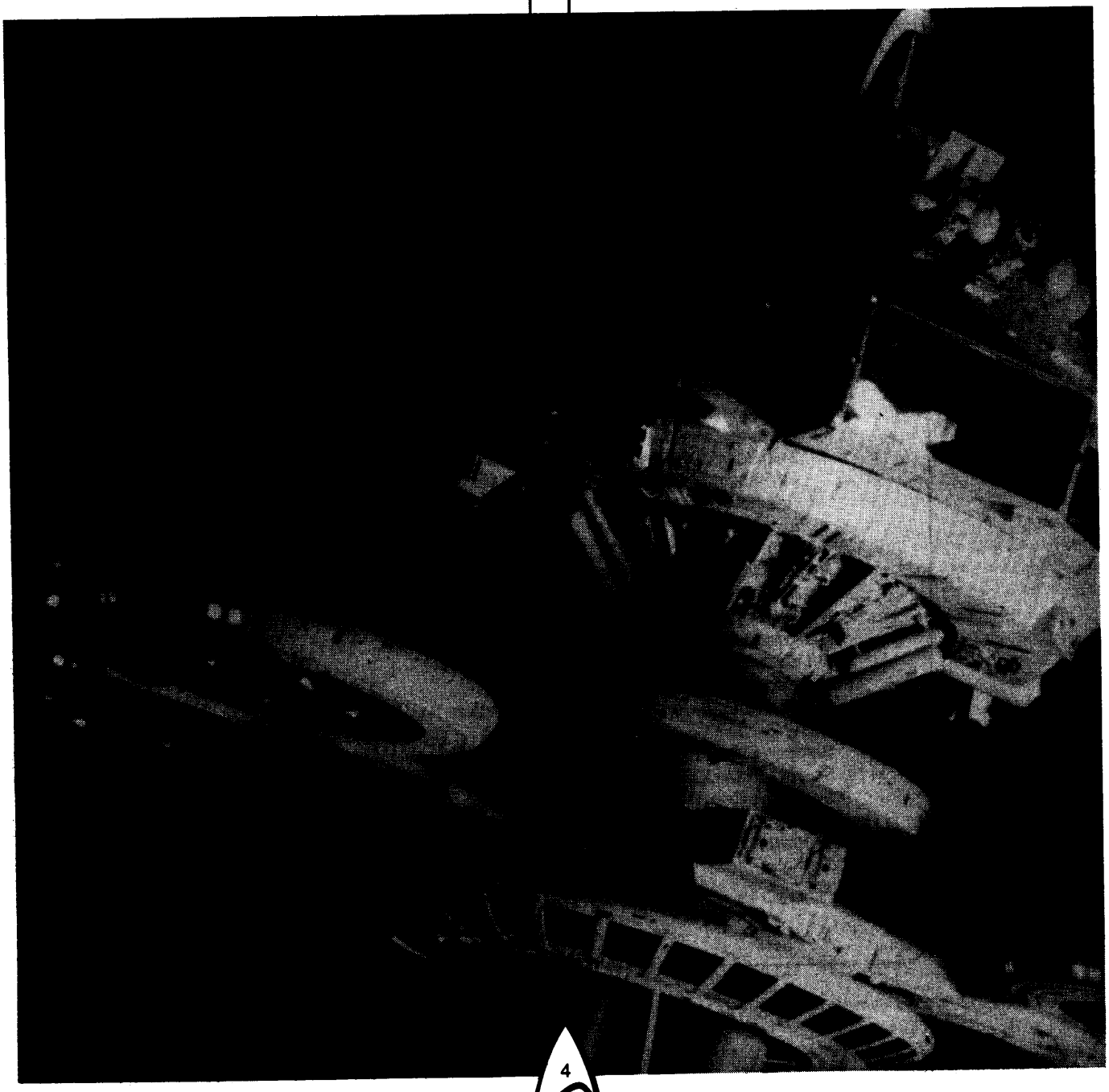
INTRODUCTION

In accordance with the Office of Star Fleet Operations Directive 2878-23Y, this booklet presents specific information concerning the design and use of the *R–1* Type orbital/deep-space station produced by Chiokis Starship Construction and Rantura Shipping Lines. As the *R-1* is easily adaptable to a wide variety of functions, it plays a key role in Federation security. Fleet officers should familiarize themselves with the various duties and capabilities of this station, its major variants, and its support spacecraft.

DESCRIPTION OF CONTENTS

This book is divided into four sections. **Overview** presents information regarding the history of the *R–1* Type station, its design, and the development of its eight major types. In addition, this section gives the locations of all *R–1* Type stations. The **Layout** section contains level and room descriptions of the *R–1 Invictus* Type orbital defense outpost. **Variants** describes the seven other *R–1* Type stations, as well as each one's primary function and variations from the *Invictus*. Lastly, **Support Vessels** discusses the various spacecraft typically encountered by crewmembers of *R–1* Type stations.



OVERVIEW

ORIGINS

The *R–1* Type orbital station was designed to meet the growing need for such a facility among the scientific, civilian, and military sectors. In Stardate 2/01, Star Fleet Command petitioned the Federation Council to request bids to replace the older *K* Type support stations, which were used primarily as trade centers and waystations between distant points of call. At the same time, the Federation's scientific community was lobbying for observation platforms to study astronomical and astrophysical phenomena such as the Murisaki Quasar and the Tritonian Comet Cloud.

These divergent appeals spurred Rantura Shipping and Chiokis Starship engineers to draft blueprints for a modular station system capable of fulfilling both roles. The first type, designated the *R–1 Investigator*, was constructed to study the impending effects of the Lyra Niobe nova. Soon thereafter, Star Fleet command commissioned many orbital defense outposts (*R–1 Invictus* Type stations) to reinforce fleet units stationed near sensitive border regions. Although most of these stations are currently positioned along the Organian and Romulan Neutral Zones, the infamous *V'ger* Incident spurred the Federation Council to supplement Terran defense systems with three new *R–1 Invictus* Type orbital outposts.

Five years after the introduction of the *Invictus*, Chiokis Starship and Rantura shipping began producing a second variant, which allowed manufacturing and industrial refinement operations to function in a zero-g environment. This design, called the *R–1 Artisan*, quickly became one of the most profitable concerns for Chiokis and Rantura.

The *R–1 Administrator* Type has proven itself the most versatile of all the *R–1* variants. Conceived originally as an administrative center, this design has served as apartment complexes, diplomatic conference centers, corporate headquarters, and governmental records repositories.

As tensions increased between the United Federation of Planets and the Klingon Empire, Star Fleet Command began clamoring for intelligence posts to observe enemy military maneuvers and to coordinate intelligence operations within foreign space (such as Operation Dixie). Thus was the *R–1 Informant* Type station created. In addition to conducting discreet intelligence-gathering operations, these stations employ surveillance drones and long-range sensor systems to obtain information. Thirty such listening posts have been constructed.

A radical departure from previous variants, the *R–1 Harmony* Type station was produced to improve relations between the Federation and the Orion Colonies and to net a high financial return. With the approval of the Federation Bureau of Interstellar Trade, a group of Orion corporations purchased the first *R–1 Harmony* Type (called the *Treasure Trove 1*). Situated on the border between the UFP and the Orion Colonies, this exclusive recreation and gambling complex provides wealthy clientele with a variety of entertainment and recreational opportunities found nowhere else in the galaxy. Impressed by the vast profit collected during the station's first two years of operation, the Leeper-Fell corporate conglomorate purchased the second *R–1 Harmony* Type station, the *Centauri Pleasureplex 1*, and situated it in the Al Rijil system.

The *R–1 Mercy* Type station serves a more practical purpose. This orbital platform can provide extensive medical care to far-flung regions of space, where a medical disaster would otherwise take thousands of lives. Already this design has proven its effectiveness by stemming an outbreak of Rigellian blood fever in the Cheron star system.

Though specific design data is classified, the *R–1 Terminus* Type station is probably an orbital confinement center used to detain and interrogate intelligence agents and other undesirables caught within Federation space. Information on the *Terminus* Type design is considered top secret and distributed on a need-to-know basis only.

LOGISTICS

The major reason for the *R–1*'s success is its versatility. Although stations are constructed for a specific purpose, they are not limited to this objective. In an emergency, any of the station's 120 separate modular components can be quickly refitted or reconfigured at a star base or repair facility, giving the station a completely different function.

Whether originating from private, governmental, or civilian concerns, proposals for the construction of an *R–1* Type station must be approved by the Secretary of Star Fleet, as Star Fleet must pay the majority of the costs involved (estimated at somewhere in excess of 17 billion credits). Star Fleet Command owns and is wholly responsible for the operation of *Invictus* and *Informant* Type stations. All other station designs are owned either by individual corporations (who finance most, but not all, the costs incurred) or leased out by Star Fleet to private institutions under long-term agreements. In all cases, however, Star Fleet Command transports the facility to its operational position. The Department of Star Fleet receives an annual fee for providing vessels (warp tenders, supply ships, and so on), which is calculated according to the specific vessel class. In addition, corporations or private industries using *Artisan* or *Administrator* Type stations must pay Star Fleet an annual 2 percent of gross profits from station production. Likewise, an additional 1 percent of all goods manufactured on any *R–1* Type stations are allocated to the Star Fleet Office of Colonization to support and encourage new colonies.

CURRENT DEPLOYMENT

The following table lists each *R–1* Type station by name, ownership, and present mission objective. Note that the operational status of *Terminus* Type stations is classified and thus not listed on the table.

R–1 STATION STATUS TABLE

Station	Type	Owner	Mission
Lyra Niobe 1	Investigator	Vulcan Science Academy	Investigation of Lyra Niobe Nova
Vega Prime 1	Investigator	Terran Science Foundation	Interstellar Gas and Plasma Studies
Vulcan Annex 1	Investigator	Vulcan Science Academy	University Astrophysical Research
Pallas 1	Investigator	UFP Geophysical Society	Geophysical Research Data Center
Cassiopeia 1	Investigator	Kaferia University	Astrophysical Research
Beta Darius 1	Investigator	Deneva	Solar Wind Research
Gamma Hydra 1	Investigator	Star Fleet Command	Cometary Research
Regula 1	Investigator	UFP Science Foundation	Classified
Landisa 1	Investigator	Arkenite Astral Institute	Black Hole Research
Alpha Bootis 1	Investigator	Arcturus	Metallurgy Research and Development
Aldebaran 1	Investigator	University of Athers	Microbiology and Biochemical Studies
Ipicran 1	Investigator	Bureau of Star Fleet Science	Cometary Research
Fillandia 1	Investigator	Vulcan Science Academy	Geological Disturbance Studies
Hyronalin Base 1	Investigator	Corporation	Radioactives Research
Arcturus 1	Investigator	Arcturus	Volcano Research/Control
Ariadne 1	Investigator	UFP	High-Energy Physics Research
Miranda 1	Investigator	Tarsus	Biological Studies
Unitas 1	Investigator	Engineering Command	Enemy Vessel Research
Gilgamesh 1	Investigator	Bureau of Scientific Investigation	Research of Yonada Civilization
Othello 1	Investigator	UFP	Destroyed
Boundary 1	Investigator	UFP	Rimward Star Group Studies
Defense Outpost 6	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 18	Invictus	Military Operations Command	Rimward Frontier
Defense Outpost 29	Invictus	Military Operations Command	Gorn Border
Defense Outpost 36	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 43	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 44	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 60	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 85	Invictus	Military Operations Command	Romulan Neutral Zone Border
Defense Outpost 89	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 91	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 102	Invictus	Military Operations Command	Triangle Border
Defense Outpost 112	Invictus	Military Operations Command	Romulan Neutral Zone Border
Defense Outpost 148	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 157	Invictus	Military Operations Command	Tholian Border
Defense Outpost 194	Invictus	Military Operations Command	Gorn Border
Defense Outpost 216	Invictus	Military Operations Command	Orion Border
Defense Outpost 229	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 238	Invictus	Military Operations Command	Gorn Border
Defense Outpost 248	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 287	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 323	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 337	Invictus	Military Operations Command	Romulan Neutral Zone Border
Defense Outpost 361	Invictus	Military Operations Command	Romulan Neutral Zone Border
Defense Outpost 366	Invictus	Military Operations Command	Romulan Neutral Zone Border
Defense Outpost 372	Invictus	Military Operations Command	Romulan Neutral Zone Border
Defense Outpost 375	Invictus	Military Operations Command	Rimward Frontier
Defense Outpost 396	Invictus	Military Operations Command	Gorn Border
Defense Outpost 417	Invictus	Military Operations Command	Orion Border
Defense Outpost 438	Invictus	Military Operations Command	Orion Border
Defense Outpost 457	Invictus	Military Operations Command	Romulan Neutral Zone Border

R–1 STATION STATUS TABLE (Continued)

Station	Type	Owner	Mission
Defense Outpost 498	Invictus	Military Operations Command	Rimward Frontier
Defense Outpost 507	Invictus	Military Operations Command	Gorn Border
Defense Outpost 524	Invictus	Military Operations Command	Triangle Border (Destroyed)
Defense Outpost 545	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 573	Invictus	Military Operations Command	Rimward Frontier (Destroyed)
Defense Outpost 579	Invictus	Military Operations Command	Gorn Border
Defense Outpost 581	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 602	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 607	Invictus	Military Operations Command	Rimward Frontier
Defense Outpost 608	Invictus	Military Operations Command	Rimward Frontier
Defense Outpost 629	Invictus	Military Operations Command	Romulan Neutral Zone Border
Defense Outpost 665	Invictus	Military Operations Command	Triangle Border (Destroyed)
Defense Outpost 724	Invictus	Military Operations Command	Orion Border
Defense Outpost 735	Invictus	Military Operations Command	Orion Border
Defense Outpost 768	Invictus	Military Operations Command	Tholian Border
Defense Outpost 780	Invictus	Military Operations Command	Triangle Border
Defense Outpost 797	Invictus	Military Operations Command	Triangle Border
Defense Outpost 856	Invictus	Military Operations Command	Tholian Border
Defense Outpost 859	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 893	Invictus	Military Operations Command	Gorn Border
Defense Outpost 930	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 1038	Invictus	Military Operations Command	Gorn Border
Defense Outpost 1051	Invictus	Military Operations Command	Romulan Neutral Zone Border
Defense Outpost 1121	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 1204	Invictus	Military Operations Command	Romulan Neutral Zone Border
Defense Outpost 1237	Invictus	Military Operations Command	Romulan Neutral Zone Border
Defense Outpost 1286	Invictus	Military Operations Command	Orion Border
Defense Outpost 1317	Invictus	Military Operations Command	Organian Neutral Zone
Defense Outpost 1378	Invictus	Military Operations Command	Tholian Border
Defense Outpost 1426	Invictus	Military Operations Command	Terran Defense Post
Defense Outpost 1427	Invictus	Military Operations Command	Terran Defense Post
Defense Outpost 1428	Invictus	Military Operations Command	Terran Defense Post
Defense Outpost 1520	Invictus	Military Operations Command	Organian Neutral Zone
Endeavor 1	Artisan	Tellar	Experimental Ore Processing
Andor Eye 1	Artisan	Andor	Meteorological Studies
Regal Find 1	Artisan	Tellar	Metal Refining
Zeta Alpha 1	Artisan	Corporate	Microcircuitry Manufacturing
Sarsis Plant 1	Artisan	Corporate	Pharmaceutical Manufacturing
Vega Harrier 1	Artisan	Corporate	Vegan Tobacco Processing
Salazaar A-1	Artisan	Corporate	Starship Components Manufacturing
Salazaar B-1	Artisan	Corporate	Starship Components Manufacturing
Xanadu Prime 1	Artisan	Corporate	Terraforming Equipment Manufacturing
Sarus Pax 1	Artisan	Corporate	Asteroid Mining Complex
Excavator 1	Artisan	Corporate	Asteroid Mining Complex
XM-1	Artisan	Corporate	Agricultural Complex
Jarid Center 1	Artisan	Corporate	Ship Component Manufacturing
Multiplanet Base1	Artisan	Corporate	Cybernetic Construction
Soron Center 1	Artisan	Corporate	Cybernetic Construction
Hadran Complex 1	Artisan	Corporate	Clothing Manufacturing
Deepwell 1	Artisan	Corporate	Asteroid Mining Complex
Richload 1	Artisan	Corporate	Metal Processing
Manning Dox 1	Artisan	Corporate	Textile Manufacturing
Muraski Major 1	Artisan	Corporate	Silk/Textile Manufacturing
Muraski Minor 1	Artisan	Corporate	Silk/Textile Manufacturing
Luxor Able 1	Artisan	Corporate	Ore Extraction
Luxor Twin 1	Artisan	Corporate	Ore Extraction
Astral Point 1	Artisan	Corporate	Optical Lens Manufacturing
Hendersen 1	Artisan	Corporate	Chemical Manufacturing
Maxwell Orb 1	Artisan	Corporate	Cybernetic Construction

R–1 STATION STATUS TABLE (Continued)

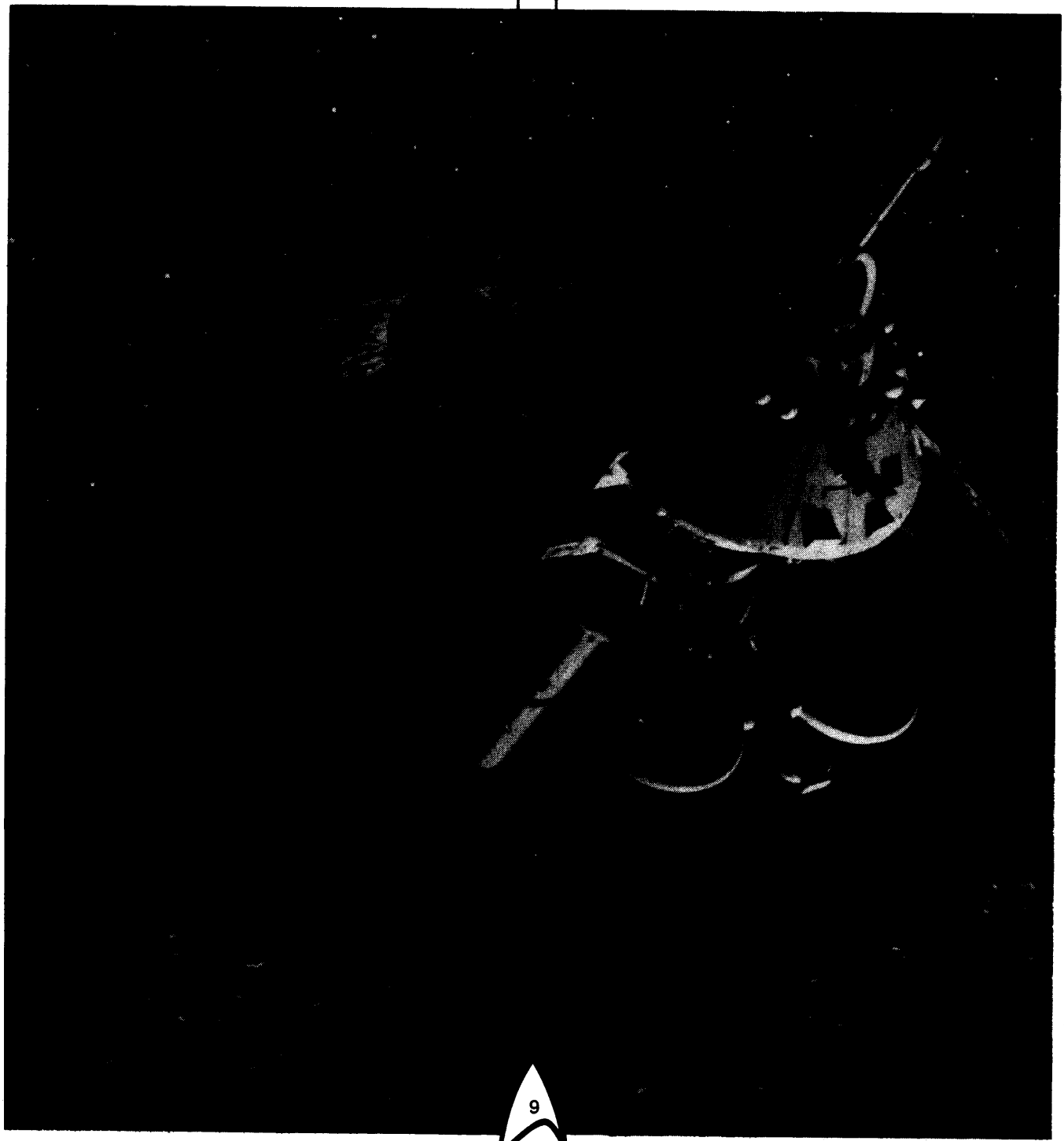
Station	Type	Owner	Mission
Cygnet XIV Prime 1	Artisan	Corporate	Cybernetic Construction
Byondis 1	Artisan	Corporate	Subspace Communication Research
Samos 1	Artisan	Corporate	Ferrocrete Manufacturing
Babel Orbital Center 1	Administrator	UFP	Government Archives Storage
Terra 1	Administrator	Star Fleet Command	Orbital Administrative Facility
Parley Point 1	Administrator	UFP	Diplomatic Conference Center
Centus Alpha 1	Administrator	Corporate	Corporate Headquarters
Clanhaven 1	Administrator	UFP	Gorn Diplomatic Facility
Lorris Main 1	Administrator	Corporate	Orbital Housing Project
Resurrection 1	Administrator	Tiburon	Cemetary
Trilum Base 1	Administrator	Sol University	Astronomical Observation Facility
Maxilon Control 1	Administrator	Corporate	Marketing Center
Unity Point 1	Administrator	Star Fleet Command	Strategic Planning Post
Maximus 1	Administrator	Bureau of Star Fleet Science	Weapons Testing Center
Ursis Load A-1	Administrator	UFP	Federation Treasury Depository
Ursis Load B-1	Administrator	UFP	Federation Treasury Depository
BiblioTech 1	Administrator	UFP	Federation Technical Records Center
Welcome Mat 1	Administrator	Argelius	System Access/Exit Navigation
Dinara Set 1	Administrator	Corporate	Business Trade Center
Port Issara 1	Administrator	Corporate	Business Trade Center
Thelossis 1	Administrator	Corporate	Luxury Hotel Accommodations
LaGrange AAA-1	Administrator	Corporate	Corporate Headquarters
Palasada 1	Administrator	Corporate	Luxury Business Hotel
Gritchin 1	Informant	Intelligence Command	Romulan Sector
Mothra 1	Informant	Intelligence Command	Romulan Sector
Snark 1	Informant	Intelligence Command	Romulan Sector
Pennywise 1	Informant	Intelligence Command	Romulan Sector
Fafnir 1	Informant	Intelligence Command	Romulan Sector
Sasquatch 1	Informant	Intelligence Command	Romulan Sector
Ghidrah 1	Informant	Intelligence Command	Romulan Sector
Vermithrax 1	Informant	Intelligence Command	Klingon Sector
Nosferatu 1	Informant	Intelligence Command	Klingon Sector
Wief 1	Informant	Intelligence Command	Klingon Sector
Scylla 1	Informant	Intelligence Command	Klingon Sector
Charybdis 1	Informant	Intelligence Command	Klingon Sector
Poltergeist 1	Informant	Intelligence Command	Klingon Sector
Hyde 1	Informant	Intelligence Command	Klingon Sector
Grendel 1	Informant	Intelligence Command	Klingon Sector
Dragon Lady 1	Informant	Intelligence Command	Klingon Sector
Tingler 1	Informant	Intelligence Command	Klingon Sector
Polladori 1	Informant	Intelligence Command	Gorn Sector
Bugblatter 1	Informant	Intelligence Command	Gorn Sector
Gammorah 1	Informant	Intelligence Command	Gorn Sector
T'prelki 1	Informant	Intelligence Command	Tholian Sector
Raven 1	Informant	Intelligence Command	Tholian Sector
Rodan 1	Informant	Intelligence Command	Tholian Sector
Vlad 1	Informant	Intelligence Command	Tholian Sector
Chimera 1	Informant	Intelligence Command	Rimwood Border, Sector 1
Namu 1	Informant	Intelligence Command	Rimward Border, Sector 1
Bargrik 1	Informant	Intelligence Command	Rimward Border, Sector 1
Typhon 1	Informant	Intelligence Command	Classified
Shadow 1	Informant	Intelligence Command	Classified
Nightmare 1	Informant	Intelligence Command	Classified
Treasure Trove 1	Harmony	Corporate	Commercial Pleasure Resort
Centauri Pleasureplex 1	Harmony	Corporate	Commercial Pleasure Resort
Mercy 1	Mercy	Medical Command	Rigellian Fever Victim Care
Compassion 1	Mercy	Medical Command	Hospital Facilities

FATALITIES

Since the introduction of the first *R–1* Type station, four have been lost. Three of these were *Invictus* Type orbital border outposts and the fourth, the *Othello 1*, was an *Investigator* Type research installation. The *Othello 1* was destroyed on Stardate 2/2012, while station personnel were engaged in a classified research project for Star Fleet Command. Though unconfirmed, rumors suggest that the *Othello 1* was conducting experiments with protomatter, and a machine malfunction might have caused a prototype Genesis Device to explode. Although long-range sensor scans did detect an unusual amount of radiation in the *Othello 1*'s last-known position, the rescue team found no survivors nor any trace of the station itself.

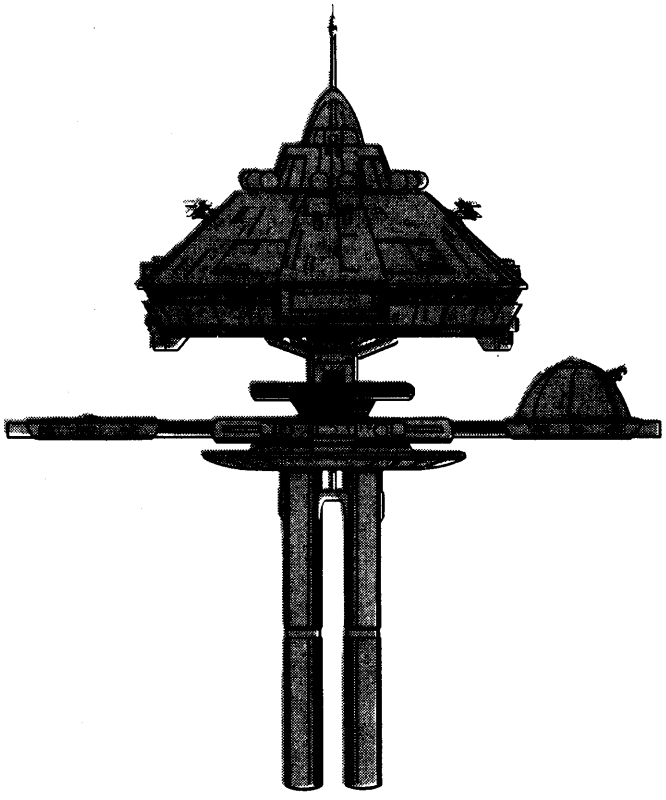
Negligence caused the destruction of Defense Outpost 665. On Stardate 2/1704.05, a class from Star Fleet Academy was participating in a weapons status check when a cadet accidentally triggered an overload in one of the station's phaser banks. Before the bank could be deactivated, a chain-reaction explosion destroyed over half the station. Since then, Star Fleet training groups have been forbidden from participating in any exercise aboard defense outposts.

The circumstances behind the loss of Defense Outposts 524 and 573 remain classified. What is known is that they operated along the Federation border near the Triangle Zone, receiving orders from Star Base 10, and were lost at about the same time.



LAYOUT

The following section describes each level of the *R–1 Invictus* Type orbital border outpost. In addition to turbolifts connecting all station levels, a network of catwalks and stairwells provides access to each level. To protect base personnel in case of unexpected depressurization, each room contains independent life support and gravity control systems. Station designers made great efforts to accommodate both Humanoid and non-Humanoid personnel who would be working aboard for long periods of time. Refer to the pull-out section of deck plans for the *R–1 Invictus* Type station.



R-1 INVICTUS TYPE ORBITAL DEFENSE OUTPOST

Construction Data:	
Model Number—	MK I
Date Entering Service—	2/0911
Number Constructed—	63
Hull Data:	
Superstructure Points—	40
Damage Chart—	Outpost
Size	
Diameter—	200M
Length—	215M
Weight—	1,103,000 mt
Cargo	
Cargo Units—	200 SCU
Cargo Capacity—	10,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	M-1
Transporters—	
Standard 6-person—	2
Emergency 22-person—	1
Cargo—	2
Other Data:	
Crew—	185
Visitors—	20
Shuttlecraft—	0-4
Engines And Power Data:	
Total Power Units Available—	114
Movement Point Ratio—	10/1
Matter-Antimatter Power GeneratorType—	FMAPG-1
Number—	1
Power Units Available—	98
Impulse Power GeneratorType—	FIPG-1
Power Units Available—	16
Weapons And Firing Data:	
Beam WeaponType—	FH-8
Number—	9
Firing Arcs—	3/arc
Firing Chart—	T
Maximum Power—	5
Damage Modifiers—	
+2	(1–10)
+1	(11–18)
Missile Weapon Type—	FP-6
Number—	6
Firing Arcs—	2/arc
Firing Chart—	0
Power To Arm—	1
Damage—	12
Shields Data:	
Deflector Shield Type—	OFSA
Shield Point Ratio—	1/2
Maximum Shield Power—	16
Combat Efficiency:	
D—	112.8
WDF—	78.9

STATION NOTES

The mission of the *Invictus* Type orbital defense outpost is to provide defensive support for installations and planetary systems and to serve as an early-warning post able to withstand a low- to moderate-level incursion by enemy forces. It is one of the few *R–1* Type stations that mounts weaponry.

LEVEL DESCRIPTIONS

COMMUNICATIONS AND ELECTRONICS CENTER (LEVEL C)

The topmost level of the *R–1 Invictus* Type defense outpost is a single room that houses the installation's subspace communications system. Located here are controls for the navigation beacon mounted on top of the station and short-range scanning and detection sensors with backup systems and emergency power supply units. Electrical systems monitor the distribution of power generated by the station's matter/antimatter reactors and also control life support systems throughout the entire station.

COMMAND CENTER (LEVEL B)

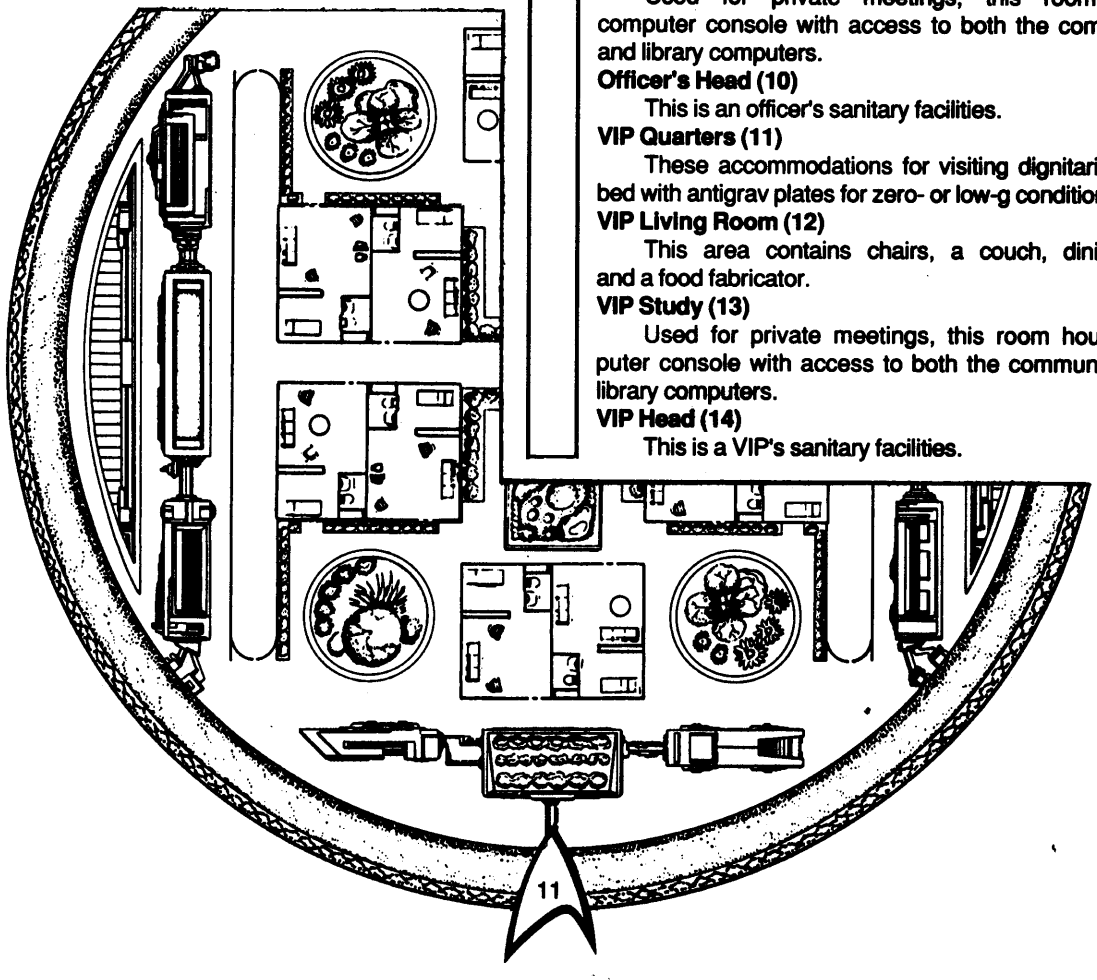
Duty officers monitor the installation's operations from this single-room level. Roughly analogous to a starship's bridge, the command center is where the station commander coordinates vessel operations.

WATER STORAGE AND FILTRATION (LEVEL A)

This large, single-room level contains the automated machinery that stores and recycles the station's water. It controls both filtration and purification of onboard supplies, which will last for 18 months at normal consumption rates.

PARK (LEVEL 1)

This level supports numerous floral specimens, which are regulated by automated systems running below the deck's surface. Besides the various plants and trees, this park contains a spring, benches, and dirt paths so that personnel can enjoy the great outdoors without leaving the station. Three FH-8 phasers are mounted outside this deck.



HYDROPONICS AND EXECUTIVE ROOMS (LEVEL 2)

Various foodstuffs are grown on this level, whose automated systems continuously regulate growth. In addition, the station's command personnel and visiting dignitaries have their living accommodations here. Attractive shrubs lend a homey air to this level.

Hydroponics Growth Control Area (1)

These self-contained areas house a variety of food-producing plants under different environmental conditions.

Park Area (2)

These park areas contain both familiar and exotic floral specimens.

Station Chief Quarters (3)

This room contains sleeping accommodations for the station chief, including a bed with antigrav plates for zero- or low-g conditions.

Station Chief Living Room (4)

This area contains chairs, a couch, dining facilities, and a food fabricator.

Station Chief Study (5)

Used for private meetings, this study houses a computer console with access to both the communication and library computers.

Station Chief Head (6)

This is the station chief's sanitary facilities.

Officer's Quarters (7)

This room contains sleeping accommodations for an officer, including a bed with antigrav plates for zero- or low-g conditions.

Officer's Living Room (8)

This area contains chairs, a couch, dining facilities, and a food fabricator.

Officer's Study (9)

Used for private meetings, this room houses a computer console with access to both the communications and library computers.

Officer's Head (10)

This is an officer's sanitary facilities.

VIP Quarters (11)

These accommodations for visiting dignitaries include a bed with antigrav plates for zero- or low-g conditions.

VIP Living Room (12)

This area contains chairs, a couch, dining facilities, and a food fabricator.

VIP Study (13)

Used for private meetings, this room houses a computer console with access to both the communications and library computers.

VIP Head (14)

This is a VIP's sanitary facilities.

HYDROPONICS AND EXECUTIVE ROOMS (LEVEL 3)

On this level are several hydroponics tanks, which contain plants intended for consumption. In addition, staterooms for station officers and visiting dignitaries are located here. This level also contains shrubberies and hydroponics machinery.

Hydroponics Growth Control Area (1)

These self-contained areas house a variety of food-producing plants under different environmental conditions.

Park Area (2)

These park areas contain both exotic and familiar floral specimens.

Vegetable Garden (3)

Station personnel grow several varieties of vegetables here.

Assistant Station Chief Quarters (4)

These accommodations for the assistant station chief include a bed with antigrav plates for zero- or low-g conditions.

Assistant Station Chief Living Room (5)

This area contains chairs, a couch, dining facilities, and a food fabricator.

Assistant Station Chief Study (6)

This room is used for private meetings and houses a computer console with access to both the communications and library computers.

Assistant Station Chief Head (7)

This is the assistant station chief's sanitary facilties.

Officer's Quarters (8)

This room contains sleeping accommodations for an officer, including a bed with antigrav plates for zero- or low-g conditions.

Officer's Living Room (9)

This area contains chairs, a couch, dining facilities, and a food fabricator.

Officer's Study (10)

Used for private meetings, this room houses a computer console with access to both the communications and library computers.

Officer's Head (11)

This is an officer's sanitary facilities.

VIP Quarters (12)

These accommodations for a visiting dignitary include a bed with antigrav plates for zero- or low-g conditions.

VIP Living Room (13)

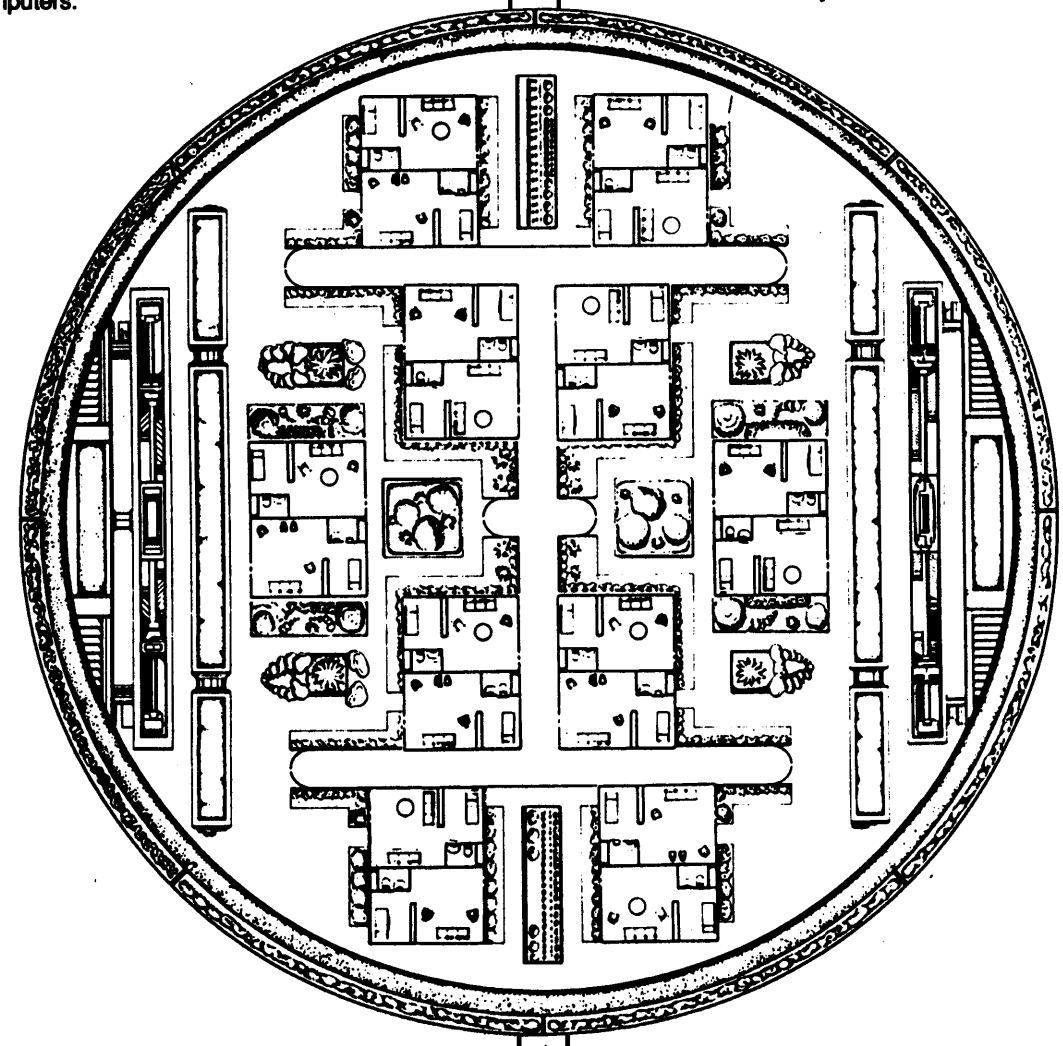
This area contains chairs, a couch, dining facilities, and a food fabricator.

VIP Study (14)

This room is used for private meetings and houses a computer console with access to both the communications and library computers.

VIP Head (15)

This a VIP's sanitary facilities.



CREW QUARTERS AND MEDICAL FACILITIES (LEVEL 4)

On this level are staterooms for station personnel as well as dining areas. Two crewmembers share each suite, which contains a sleeping area, living area, and a head. This level also houses the station's medical facilities, including a sickbay, pharmacology, xenobiology and medical labs, an operating room, and an intensive care ward that can accommodate up to a dozen personnel.

Examination Room (1)

This area is used to examine injured or ill crewmembers.

Medical Science Lab (2)

The medical science lab is used for conducting research and contains separate facilities for toxicology, immunology, and neurological studies.

Medical Computer (3)

This room contains a computer system capable of running the medical facilities if the station's main computer breaks down. It controls all medical lab operations on this level.

Operating/Examining Room (4)

The Chief Surgeon performs operations and examines patients here.

Private Ward Area (5)

This private room has a diagnostic table and panel to monitor a patient.

Two-Person Ward Area (6)

This semi-private room is equipped with two diagnostic tables and panels.

Pharmacology Lab (7)

The pharmacology lab contains computerized laboratory equipment used to conduct pharmacology and related research.

Xenobiology Lab (8)

The lab's computerized equipment is used to conduct biological studies on Humanoid and nonHumanoid patients.

Patient Monitoring Station (9)

This room contains monitors that allow medical personnel to watch every patient in sickbay and to monitor their vital functions.

Medical Computer Power Generators (10)

Backup power generators in this room are capable of powering the medical computer if the station's main power generators fail.

Chief Surgeon's Office (11)

The Chief Medical Officer handles paperwork and meets with patients here.

Personnel Records Room (12)

This room's computers contain past and present medical records of all individuals serving aboard the station.

Waiting Area (13)

Patients wait for appointments with the Chief Surgeon here.

Biochemistry Lab (14)

These computerized facilities are used to conduct biochemical experiments.

Medical Lab (15)

The Chief Surgeon evaluates his patients' tests here.

Dining Area (16)

These dining areas are equipped with food processing units and dining tables.

Park (17)

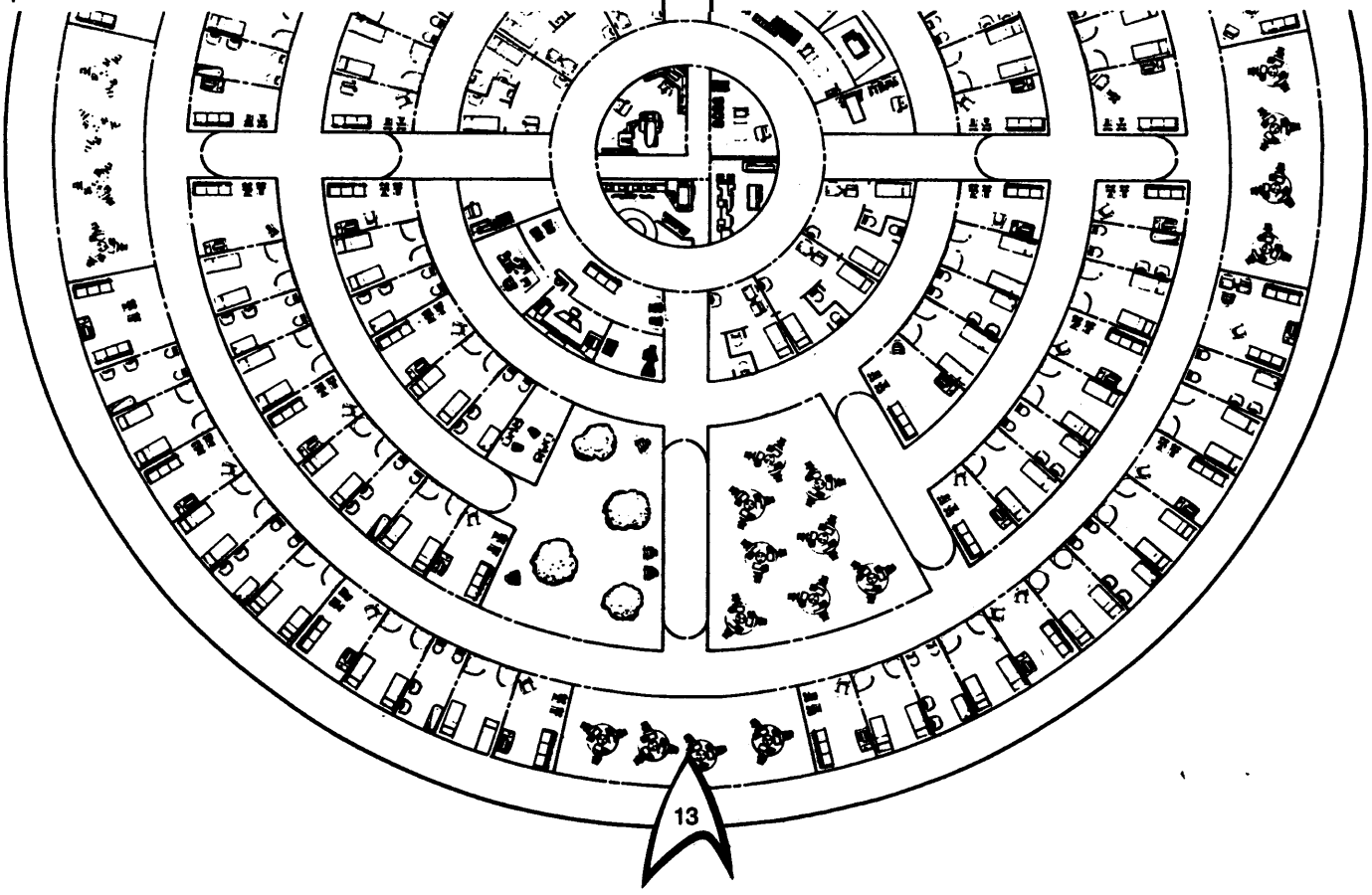
In this enclosed park area are several species of Terran and Caitian trees. Electronic controls in Room 18 can make this area display a variety of scenes, such as beach, forest, desert, and mountains.

Park Display Room (18)

This room contains the controls that change the scenery in Room 17.

Transporter Room (19)

Contained in this room is the stations only 22 person emergency transporter.



CREW QUARTERS AND COMPUTER CENTER (LEVEL 5)

Like the deck above, this level contains room accommodations and dining facilities for enlisted crewmembers. In addition, it houses the installation's central computer system, which controls every aspect of the station's functions.

Computer Room (1)

This room contains the controls for the station's main and backup computer systems.

Computers (2)

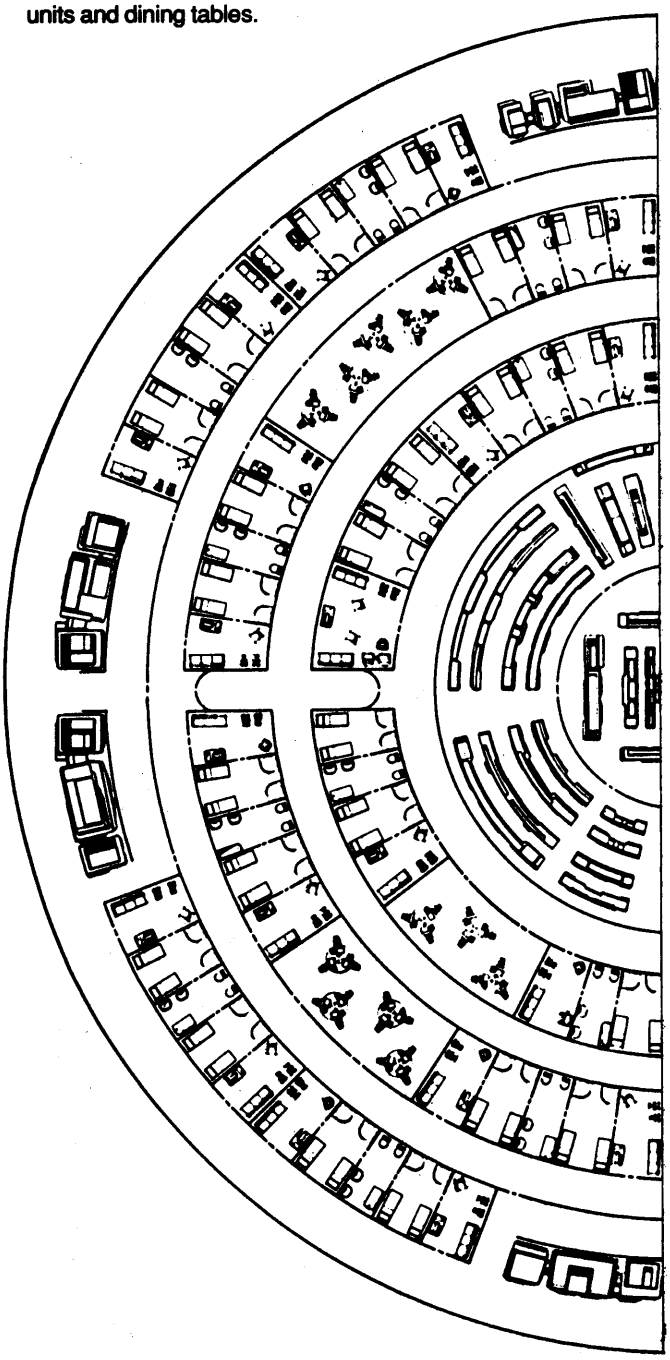
In these rooms are the main and auxiliary computer systems, which regulate all computers and power sources throughout the installation.

Emergency Power Systems (3)

If the main power generators malfunction, the backup power generators in this room can provide emergency power to station computer systems.

Dining Area (4)

These dining areas are equipped with food processing units and dining tables.



SHUTTLECRAFT MAINTENANCE AND REPAIR DECK (LEVEL 6)

This level houses the machinery and electronic systems used to maintain and repair shuttlecraft and repair pods. Additional equipment permits shuttlecraft to be modified with specialized sensors or a warpsled. Ringing this level are storage cabinets containing tools and spare parts.

Work Area (1)

Support personnel use this area to repair, maintain, and modify the station's repair pods and shuttlecraft. Several pneumatic lifts can raise shuttlecraft high enough that support personnel can work underneath them.

Elevator (2)

Running from Level 6 to Level 9, this pneumatic elevator and is large enough to accommodate one shuttlecraft.

Small Craft Computer (3)

The small craft computer contains detailed information, schematic diagrams, and electrical circuit blueprints of Federation shuttlecraft, repair and travel pods, and other small craft.

Circuit Analysis Room (4)

The circuit analysis room's computers run multiple tests on shuttlecraft electronic and computer systems to determine their efficiency.

Fusion Room (5)

Repair personnel use this room for precision fusion of metallic and synthetic parts.

Break Room (6)

Support personnel and technicians take coffee and meal breaks in this room.

Diagnometry Machine Areas (7)

These areas consist of portable diagnostic machines, which can determine the general source of equipment malfunctions.

Deck Chief's Office (8)

The deck chief works in this room, compiling reports and filling out any necessary paperwork.

Shuttledolly Room (9)

Stored in this room is a shuttledolly, which can lift a shuttlecraft and move it to and from the elevator.

Power Generator Room (10)

The massive generator in this room can recharge emergency batteries stored aboard shuttlecraft.

Sensor Status Computer (11)

The sensor status computer can run tests on shuttlecraft sensors to determine their operating efficiency.

Sensor And Shield Repair Room (12)

Machines for repairing shuttle sensor arrays and navigational deflector shields apparatus are located in this room.

Lift Generator (13)

This generator powers the pneumatic elevator.

Engine Repair Room (14)

These facilities are used to make repairs on repair pod and shuttlecraft impulse engine systems. Also, the thrusters can be fueled up in this room.

Fabricator Room (15)

The fabricators in this room manufacture only large metallic materials and are usually used to make hullmetal.

Head (16)

These sanitary facilities are for technicians.

SHUTTLECRAFT STORAGE BAY (LEVEL 7)

This level is used for storing the station's repair pods and shuttlecraft. At least one shuttlecraft is powered for launching at all times.

Vessel Storage Area (1)

All shuttlecraft and repair pods that are not being used or repaired are stored here.

Elevator (2)

Running from Level 6 to Level 9, this pneumatic elevator is large enough to accommodate one shuttlecraft.

Turbolift Control Room (3)

Machinery in the turbolift control room coordinates the movement of all turbolifts so that none will crash into each other. Also located here are the generators that power the turbolifts. A computer display shows the whereabouts of each one.

Navigation Beacon Center (4)

This automated machinery powers and monitors the beacon perched atop the orbital station.

Head (5)

These are sanitary facilities.

Custodial Room (6)

Supplies used to clean the interior and exterior of repair pods and shuttlecraft are kept here.

Power Relay Station (7)

These power outlets are connected to the standby power generator in Room 10. Cables running from these outlets keep the shuttlecraft in a constant state of readiness.

Phaser Circuit Breaker Room (8)

This room contains circuit breakers for the station's phasers. When a phaser is about to overload, it trips a circuit breaker, cutting off power to that phaser.

Shuttledolly Room (9)

Stored in this room is a shuttledolly, which can pick up and move shuttlecraft to and from the elevator.

Standby Power Generator (10)

The standby power generator feeds power to the power relay stations (Room 7), where shuttlecraft are plugged in to receive a constant stream of energy.

Power Gauge Station (11)

Shuttlecraft and repair pods are plugged into these monitors to determine their systems' operating efficiency. If the monitors discover any malfunction, the shuttlecraft is sent to the shuttlecraft maintenance and repair deck (Level 6) for repairs.

Auxiliary Command Center (12)

If the station's command center is rendered unusable, command personnel can monitor and direct station functions from the auxiliary command center. There is always one security guard posted outside this room.

Fire Control Center (13)

The fire control center contains repeater consoles for the station's beam and missile weapons. The consoles connect the targeting computer (on Level 5) to the weapons console on the command center. If the command center is incapable of firing the weapons, these consoles can do the job. All firing is done through these consoles, even when the command center is functional.

Personal Effects Lockers (14)

Personal effects lockers are issued to station personnel for storing their belongings.

Observation Portals (15)

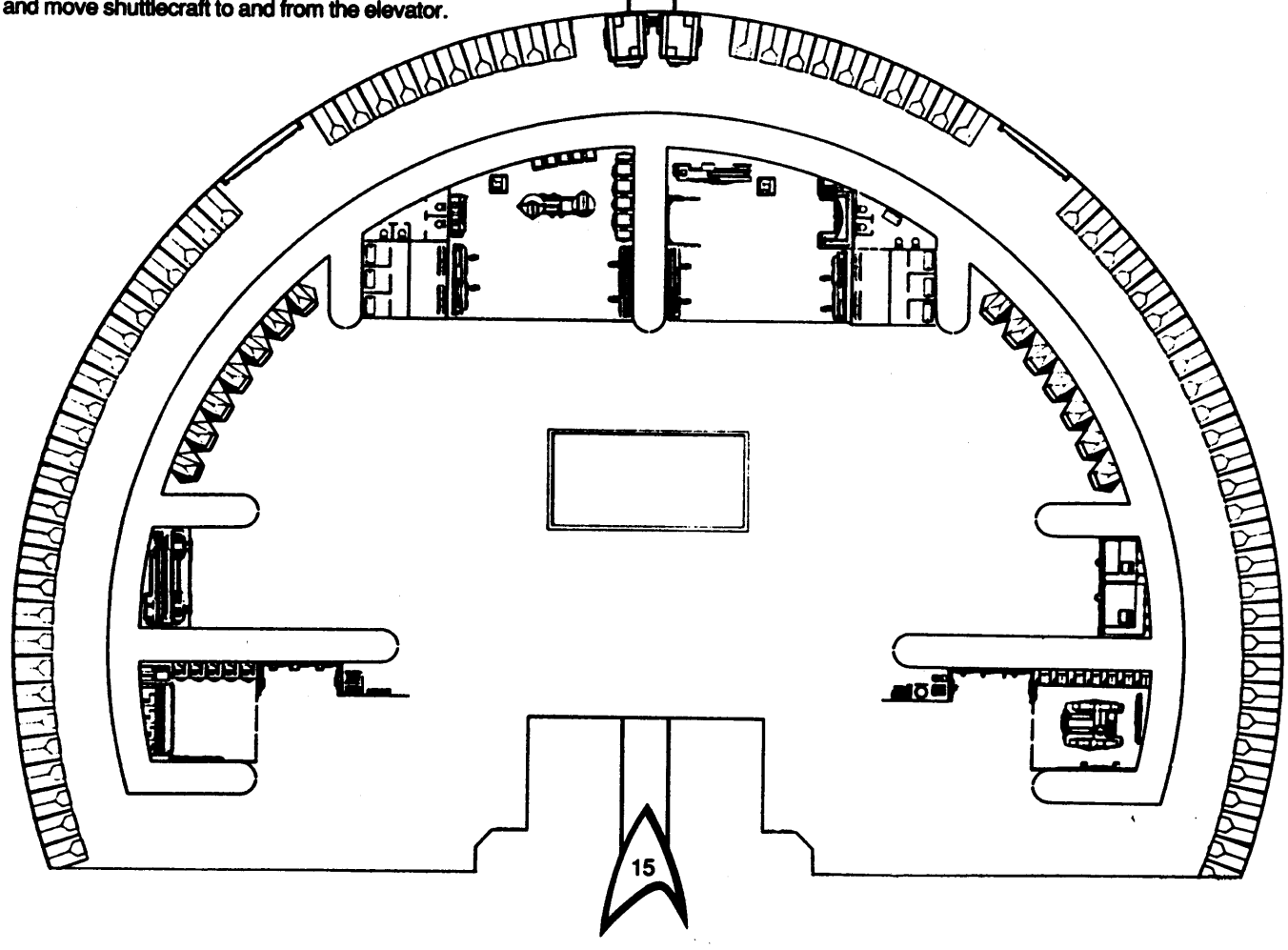
These windows allow a clear view of space.

Torpedo Tubes (16)

The station's six torpedo tubes are installed on this level. Each tube can fire photon torpedoes in a 120° arc.

Storage Lockers (17)

These lockers contain tools and spare parts.



SHUTTLEBAY (LEVEL 8)

Shuttlecraft and repair pods land and take off from this level. Also located here are the launch control facilities. Every door on this level is airtight to prevent its room's atmosphere from escaping into the launch bay while the shuttle doors are open.

Launch Bay (1)

This hangar bay is used to launch and recover repair pods and shuttlecraft. An enclosed catwalk above the runway surrounds the area and is used for observing launch and recovery activities.

Elevator (2)

Running from Level 6 to Level 9, this pneumatic elevator is large enough to accommodate one shuttlecraft.

Launch Control Room (3)

The launch control room is used to control the launching and landing of repair pods and shuttlecraft. In addition, it contains consoles that control the tractor beam, pressurization, and shuttlebay door.

Decontamination Room (4)

Personnel and equipment are decontaminated here.

Emergency Unit Storage (5)

These rooms contain paramedical equipment and fire extinguishers in case the craft or crew have been injured.

Head (6)

Duty personnel use these sanitary and bathing facilities.

Ready Room (7)

Environmental suits, tricorders, and other equipment needed aboard repair pods and shuttlecraft are stored here. Also, officers may hold conferences in these rooms.

Tractor Beam Generator Room (8)

This room contains machinery that can produce a tractor beam or a pressor beam, which can repel objects. The launch control room (Room 3) controls these generators.

Shuttlebay Door Activator Room (9)

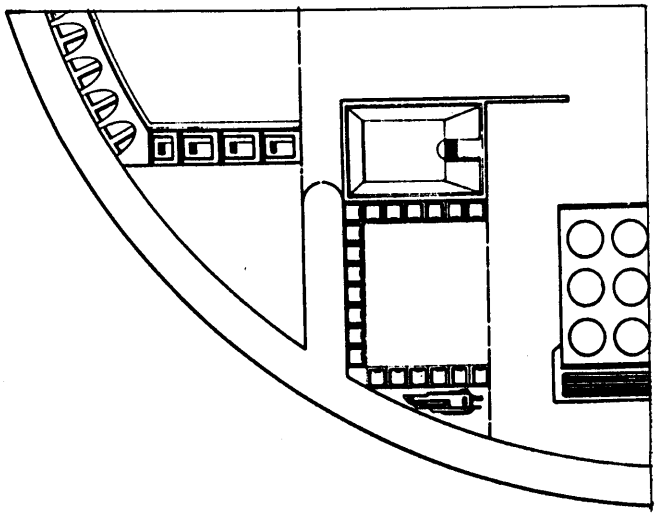
Located here is the machinery that opens and closes the shuttlebay doors. The launch control room (Room 3) controls the activators.

Pressurization Machinery Room (10)

Controlled by the launch control room (Room 3), this machinery restores the hangar bay to a breathable environment 13 seconds after the shuttlebay doors are closed.

Backup Operations Room (11)

If any of the machines on this level malfunction, these auxiliary systems can take over. They can generate the tractor/pressor beam, operate the shuttlebay doors, and control life support systems on this level.



CARGO DECK (LEVEL 9)

Bulk cargoes, including equipment, consumables, and raw materials for fabrication, are stored on this level. In addition, this deck houses the station's gravity control systems. Three FH-8 phasers are mounted outside this deck.

Cargo Transporter (1)

The transporter console beams cargo to and from this area.

Elevator (2)

Running from this level to Level 6, this pneumatic elevator allows personnel to unload cargo from a shuttlecraft.

Storage Area (3)

Non-perishable items are stored in these rooms.

Storage Area (4)

Perishable, climate-controlled items are stored here.

Zero-G Storage Area (5)

These rooms provide a null-gravity environment for certain cargo.

Bulk Storage Area (6)

Large pieces of cargo are stored in these rooms.

Grain Bin (7)

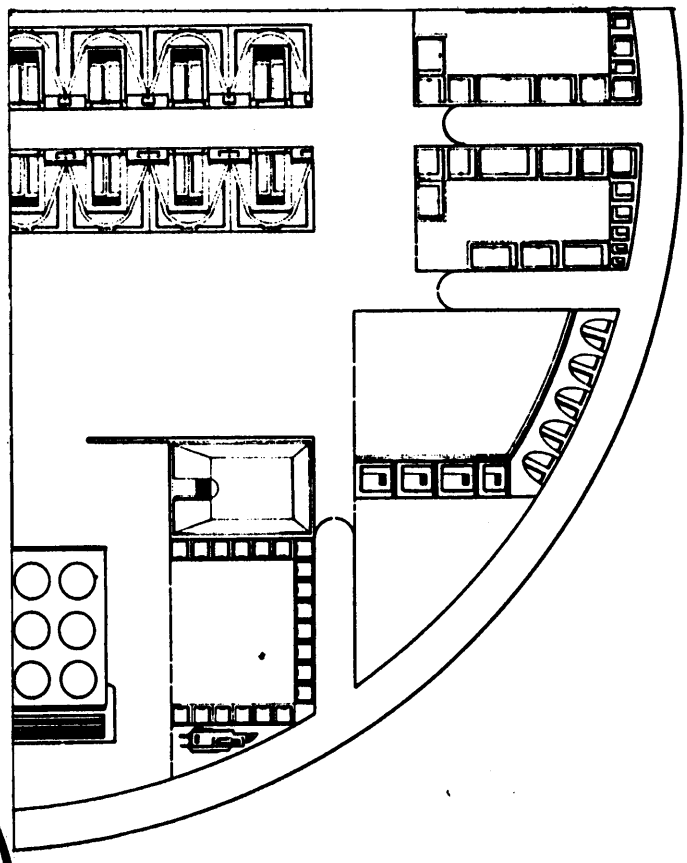
Seeds and grain for hydroponic tanks or planetside farming are stored in these grain bins.

Gravity Generators (8)

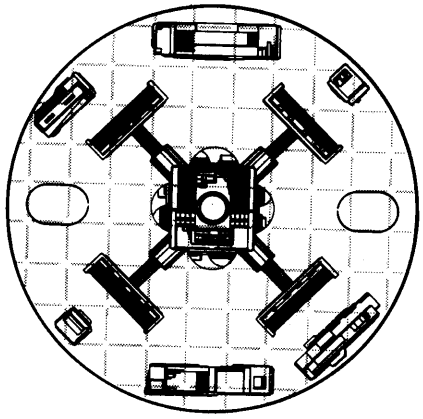
These phased energy-linked artificial gravity generators keep the entire station at 1 g, and can supply individual staterooms with higher or lower gravities.

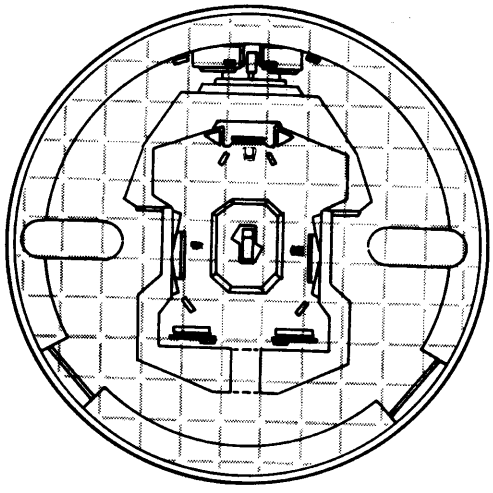
EMERGENCY BATTERIES (LEVELS 10–12)

These three levels contain the station's backup power system—Model L-346 storage batteries and Kloratis Drives, Inc. solar power capacitors, which are similar to those found onboard Federation interstellar craft. Each level contains control units that regulate the distribution of emergency power.



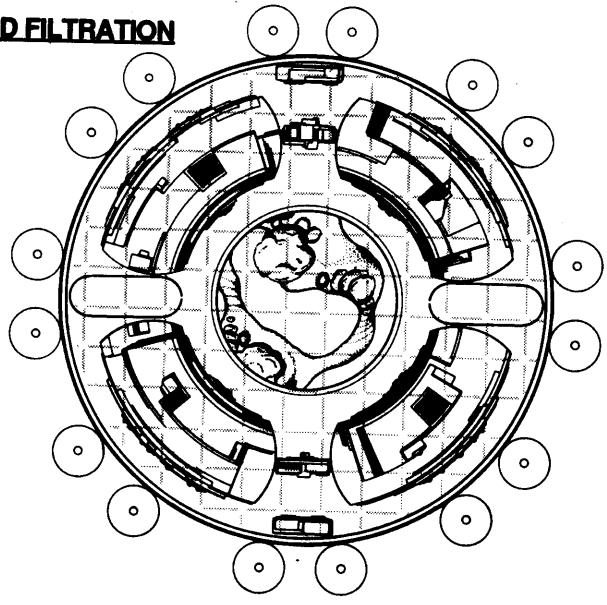
LEVEL C: COMMUNICATIONS AND ELECTRONICS CENTER





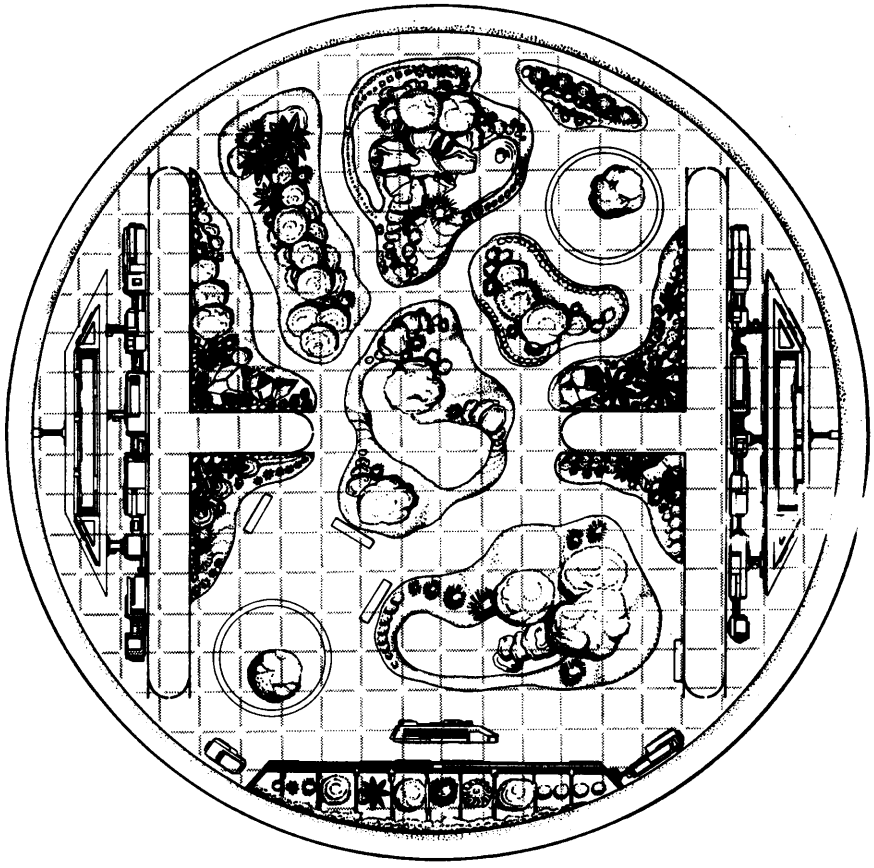
LEVEL B: COMMAND CENTER

LEVEL A : WATER STORAGE AND FILTRATION



Scale: 1 square = 3 meters

LEVEL 1 : PARK



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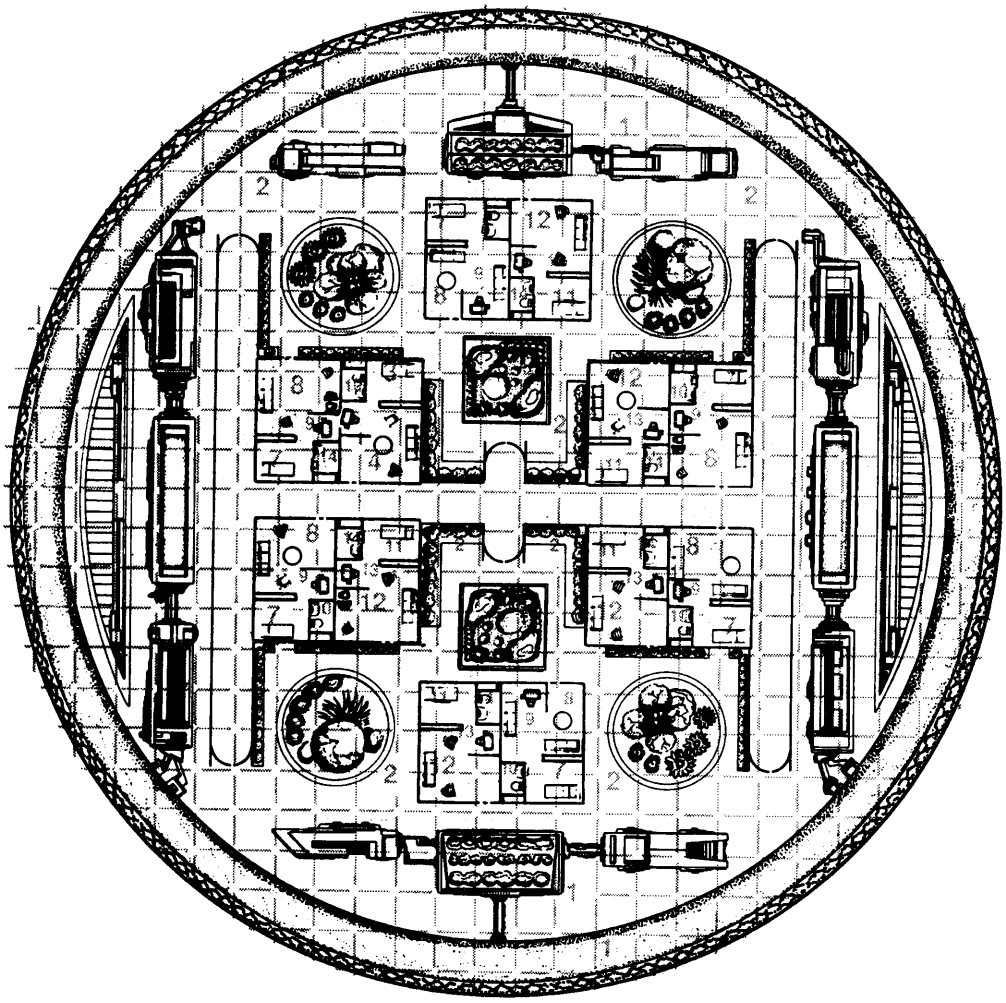
LEVEL 2: HYDROPONICS AND EXECUTIVE ROOMS



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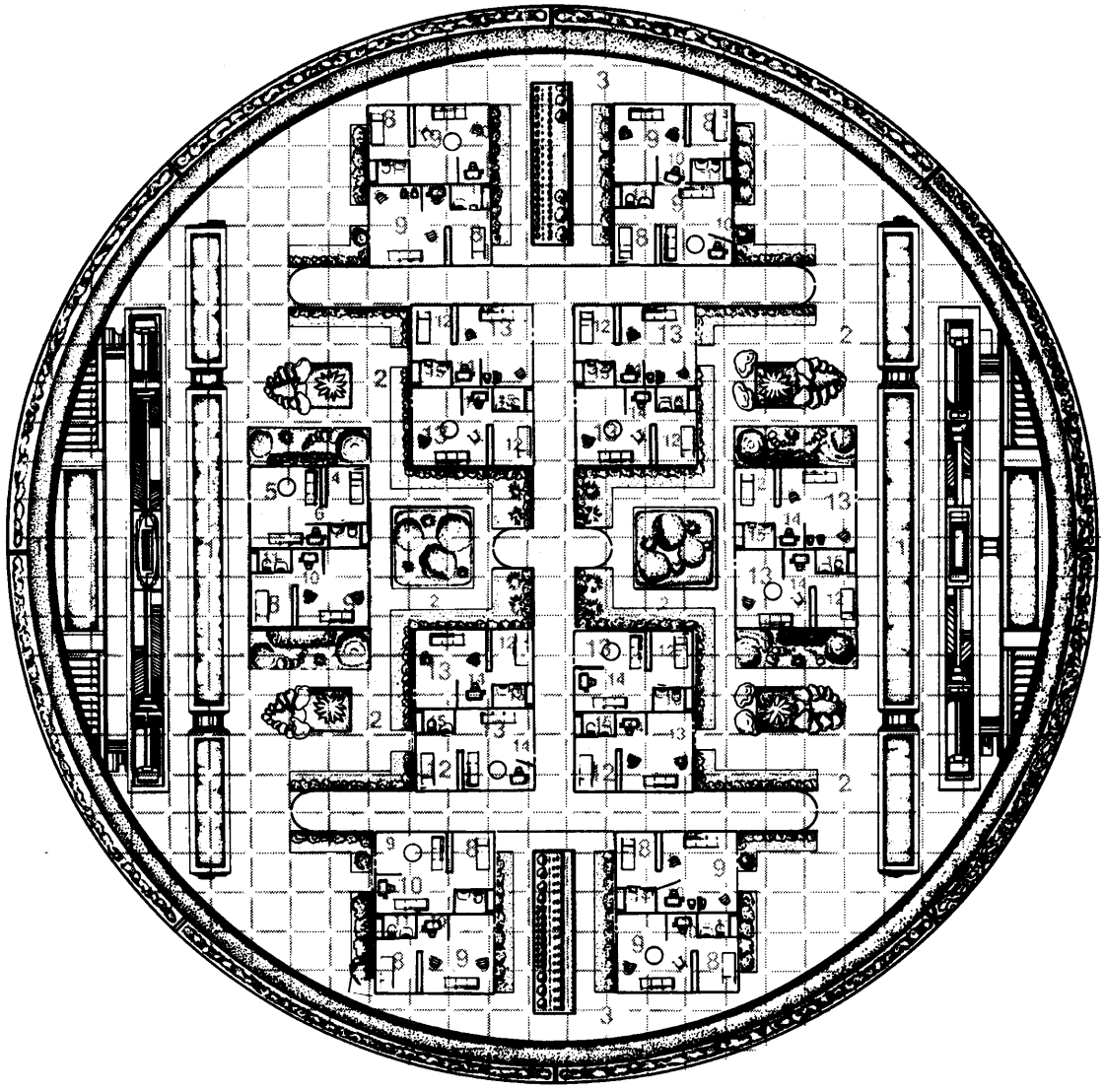
LEVEL 3: HYDROPONICS AND EXECUTIVE ROOMS



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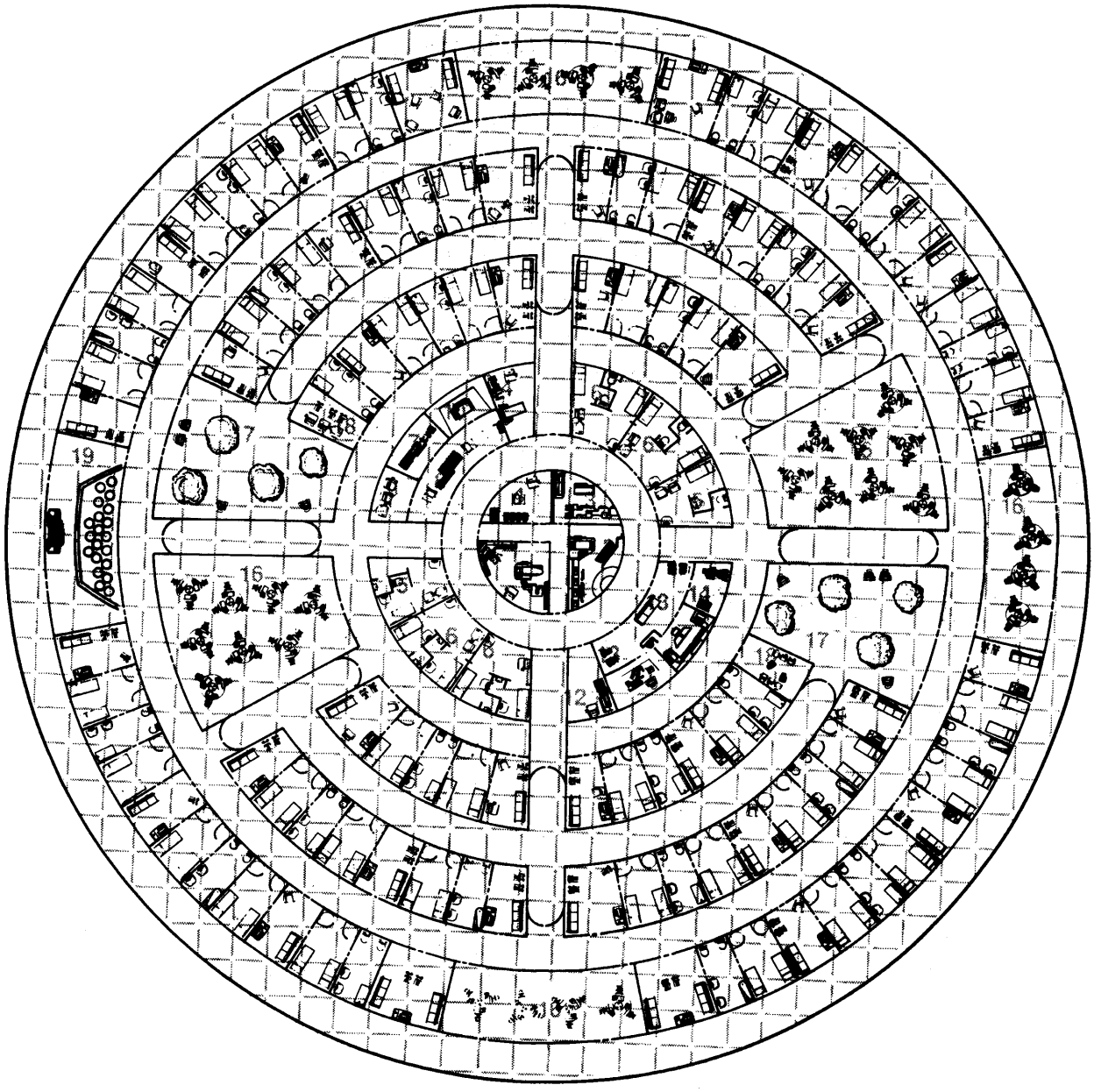
LEVEL 4: CREW QUARTERS AND MEDICAL FACILITIES



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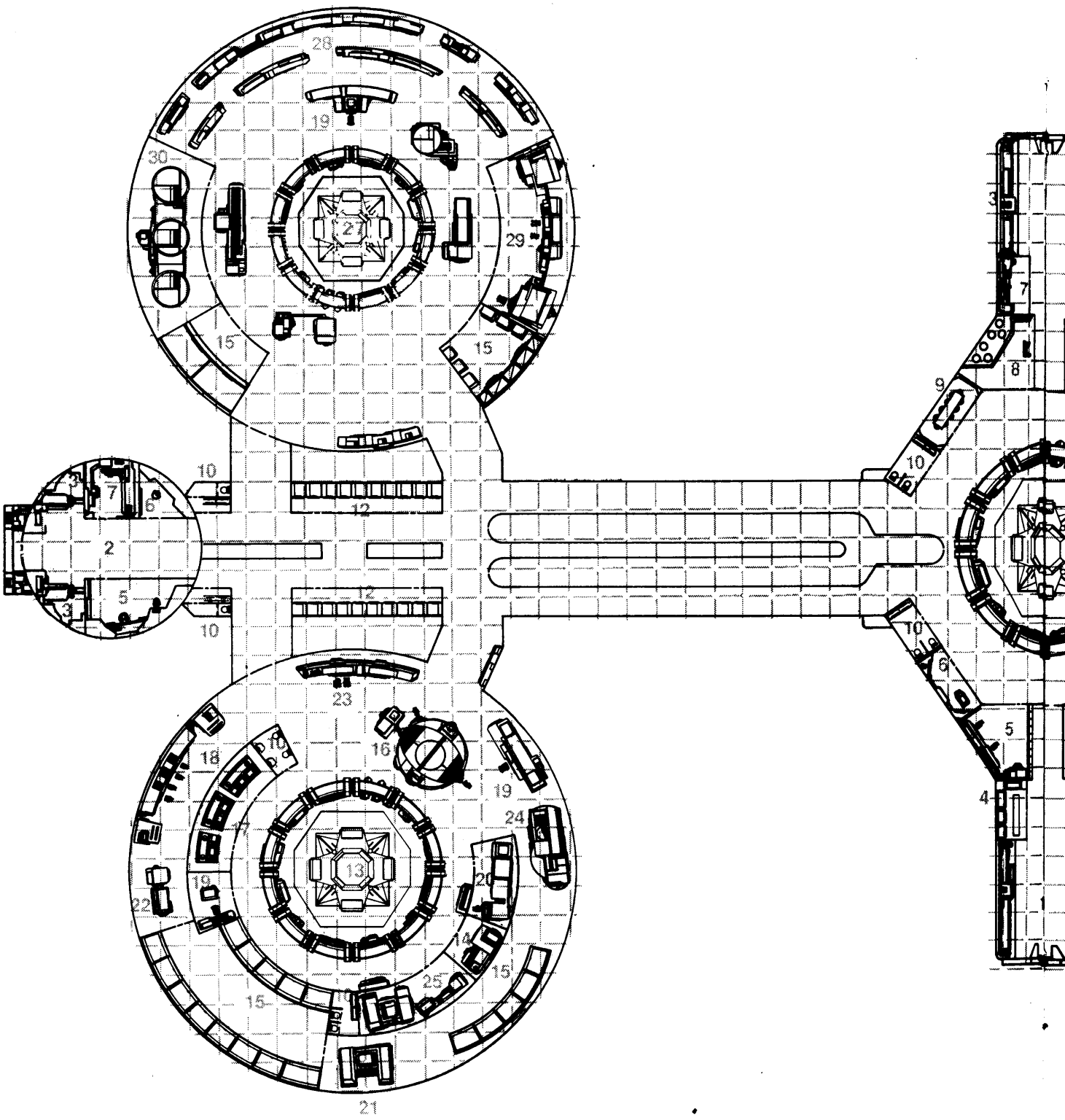

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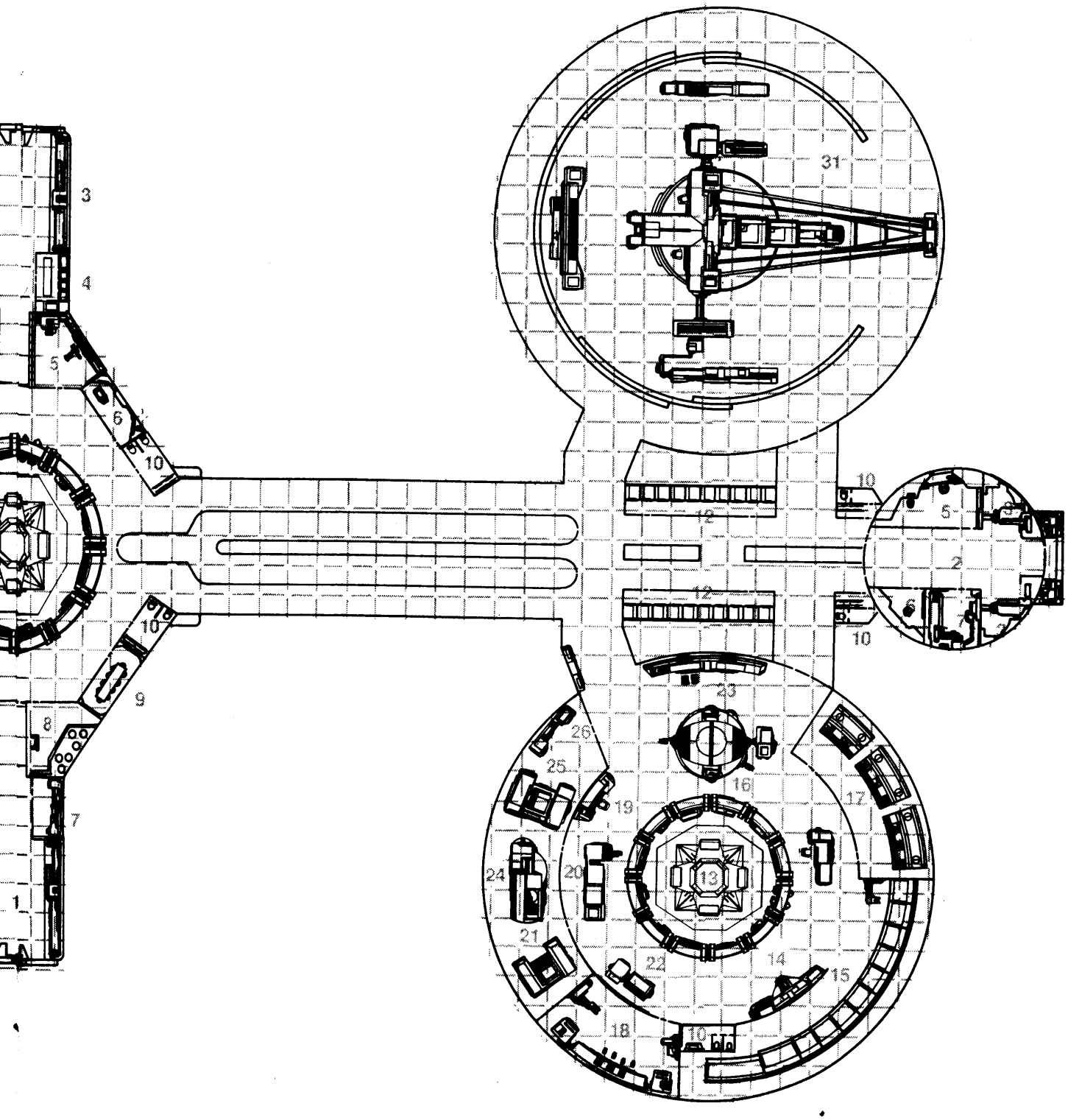
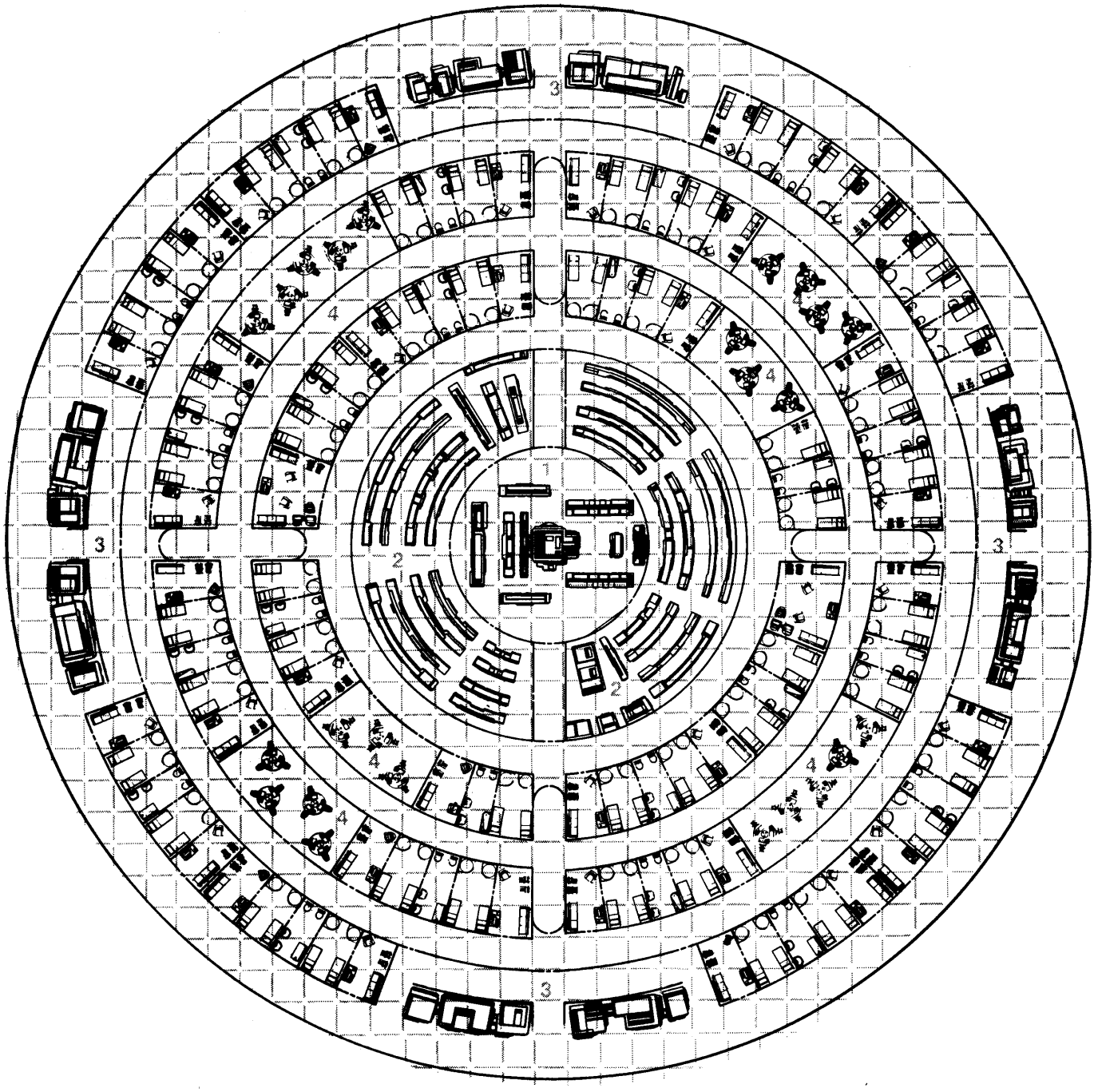
LEVEL 15: SHIP REPAIRS AND RECEPTION



LEVEL 5: CREW QUARTERS AND COMPUTER CENTER



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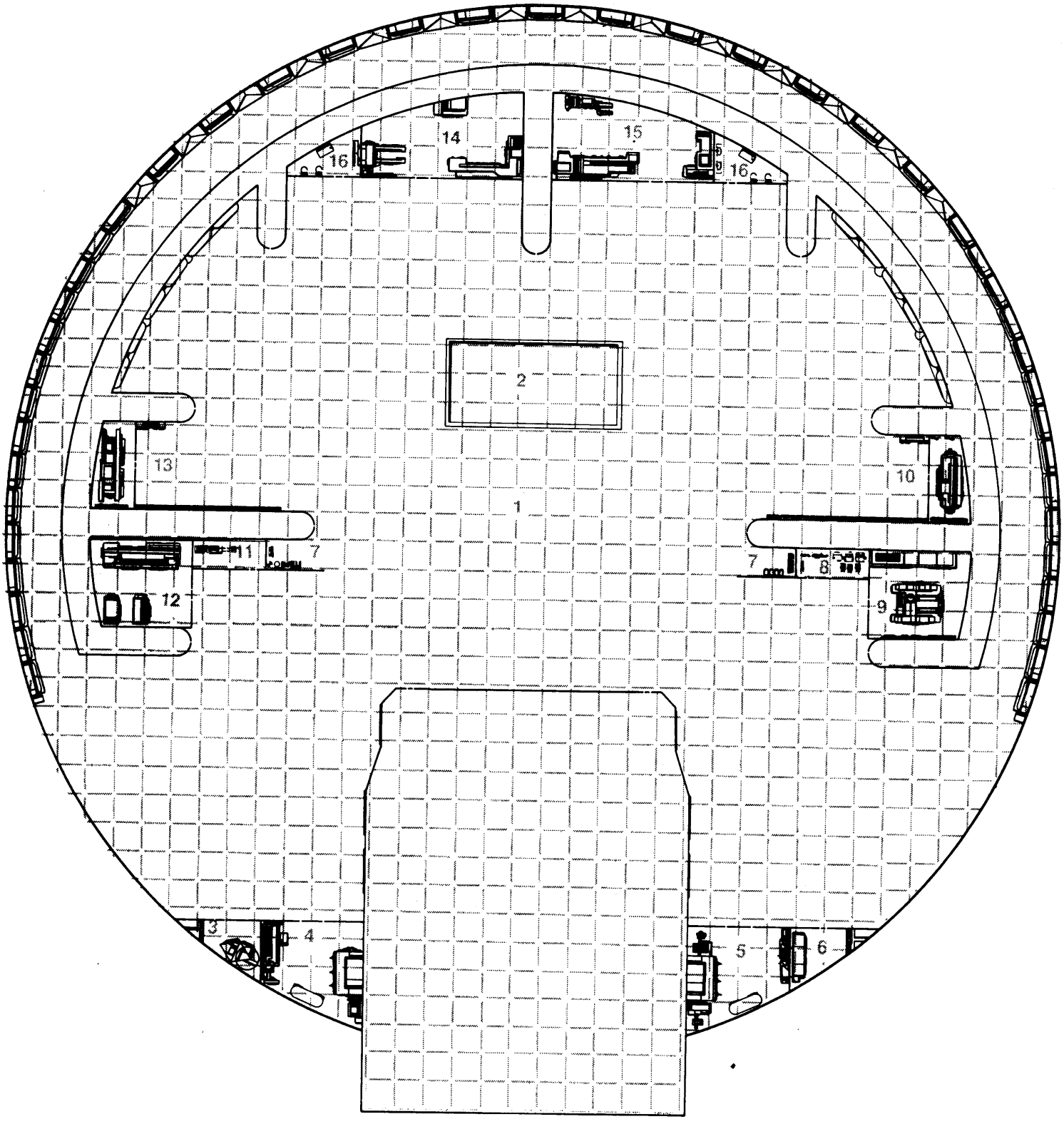
LEVEL 6: SHUTTLECRAFT MAINTENANCE AND REPAIR DECK



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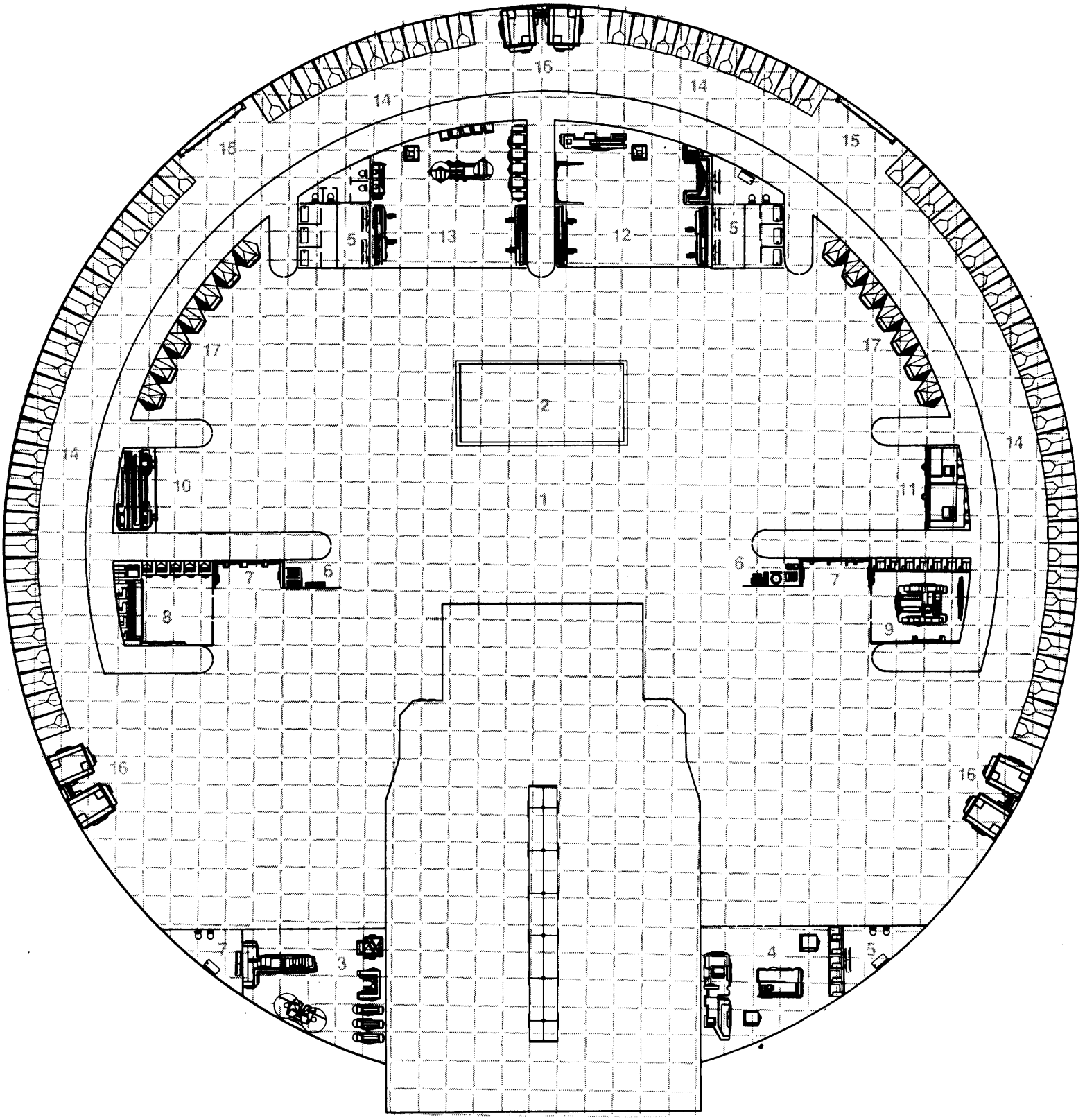
LEVEL 7: SHUTTLECRAFT STORAGE BAY



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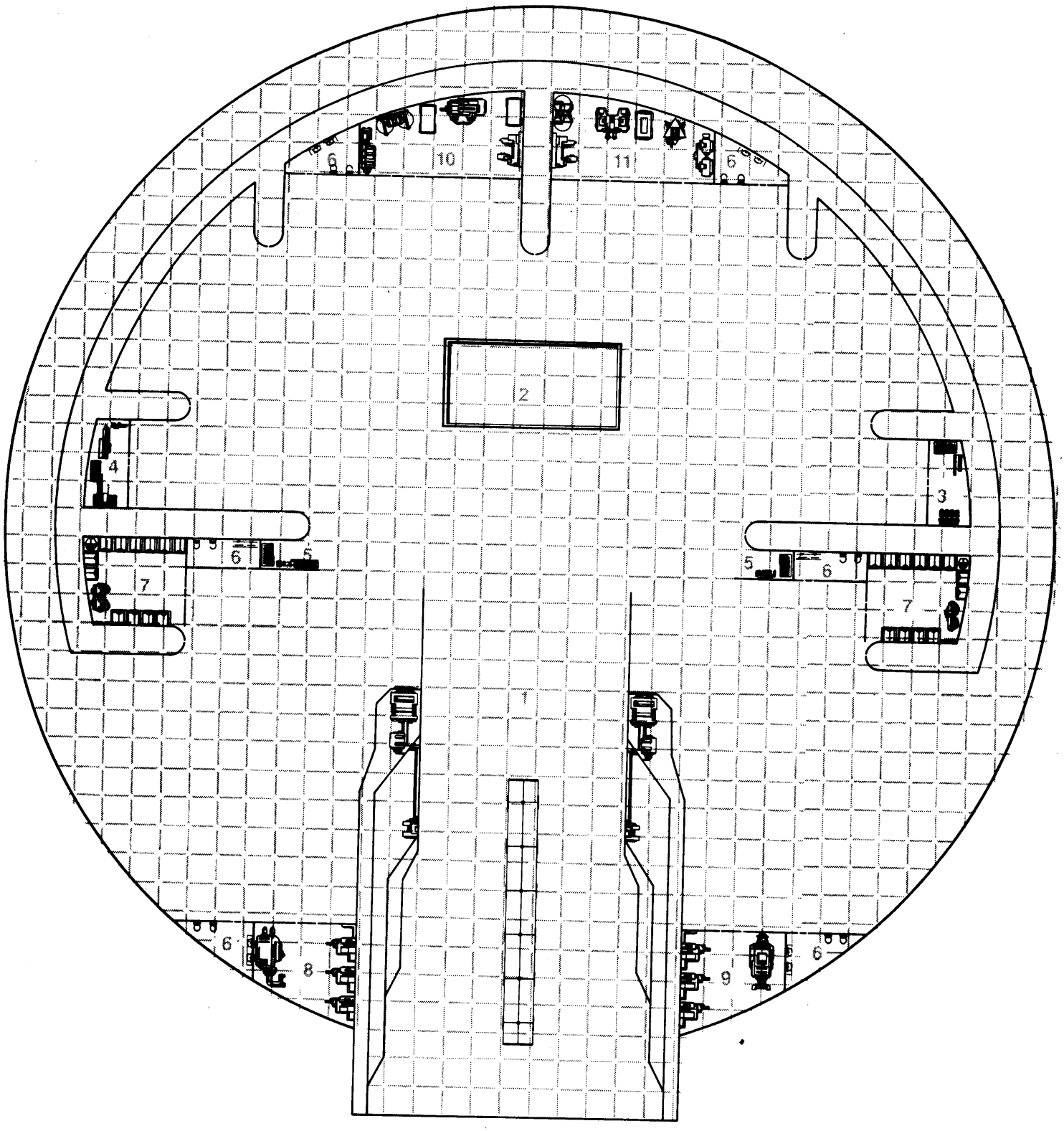
LEVEL 8: SHUTTLEBAY



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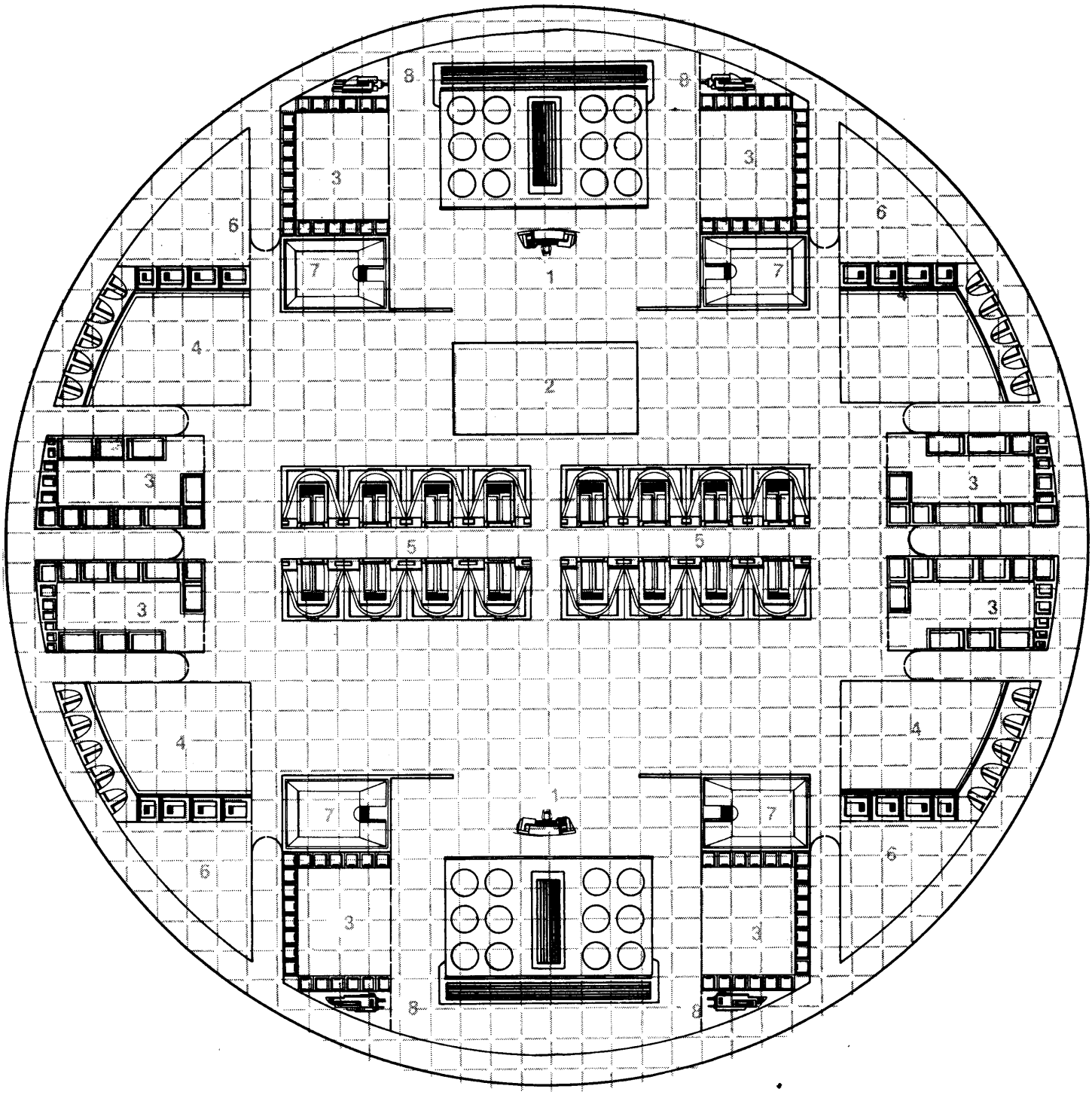
LEVEL 9: CARGO DECK



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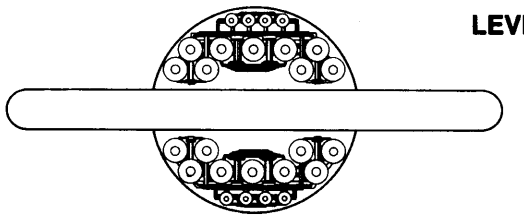
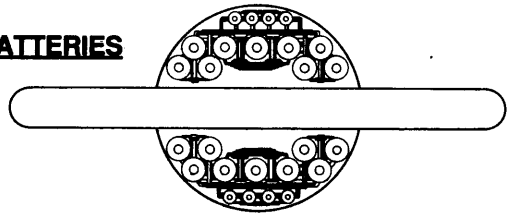
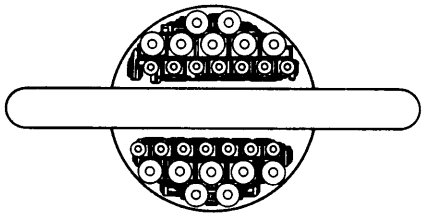
LEVEL 10: EMERGENCY BATTERIES



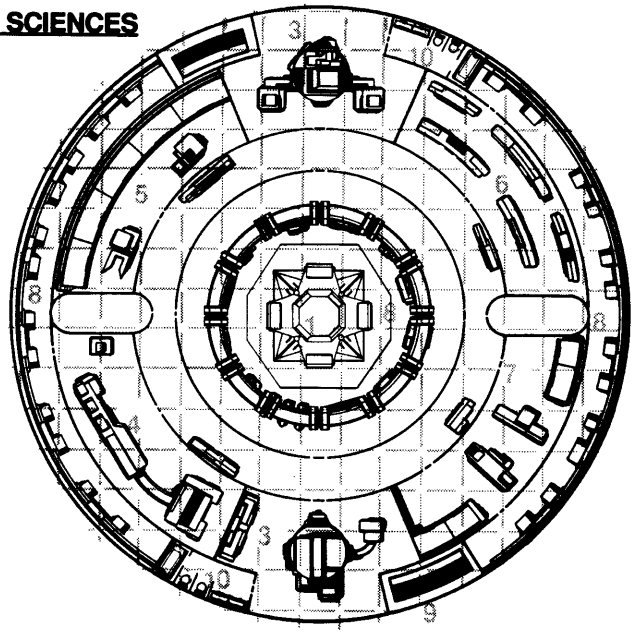
LEVEL 11: EMERGENCY BATTERIES



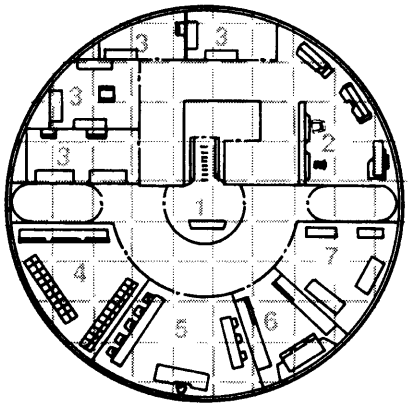
LEVEL 12: EMERGENCY BATTERIES



LEVEL 13: LABS AND SCIENCES



LEVEL 14: SECURITY



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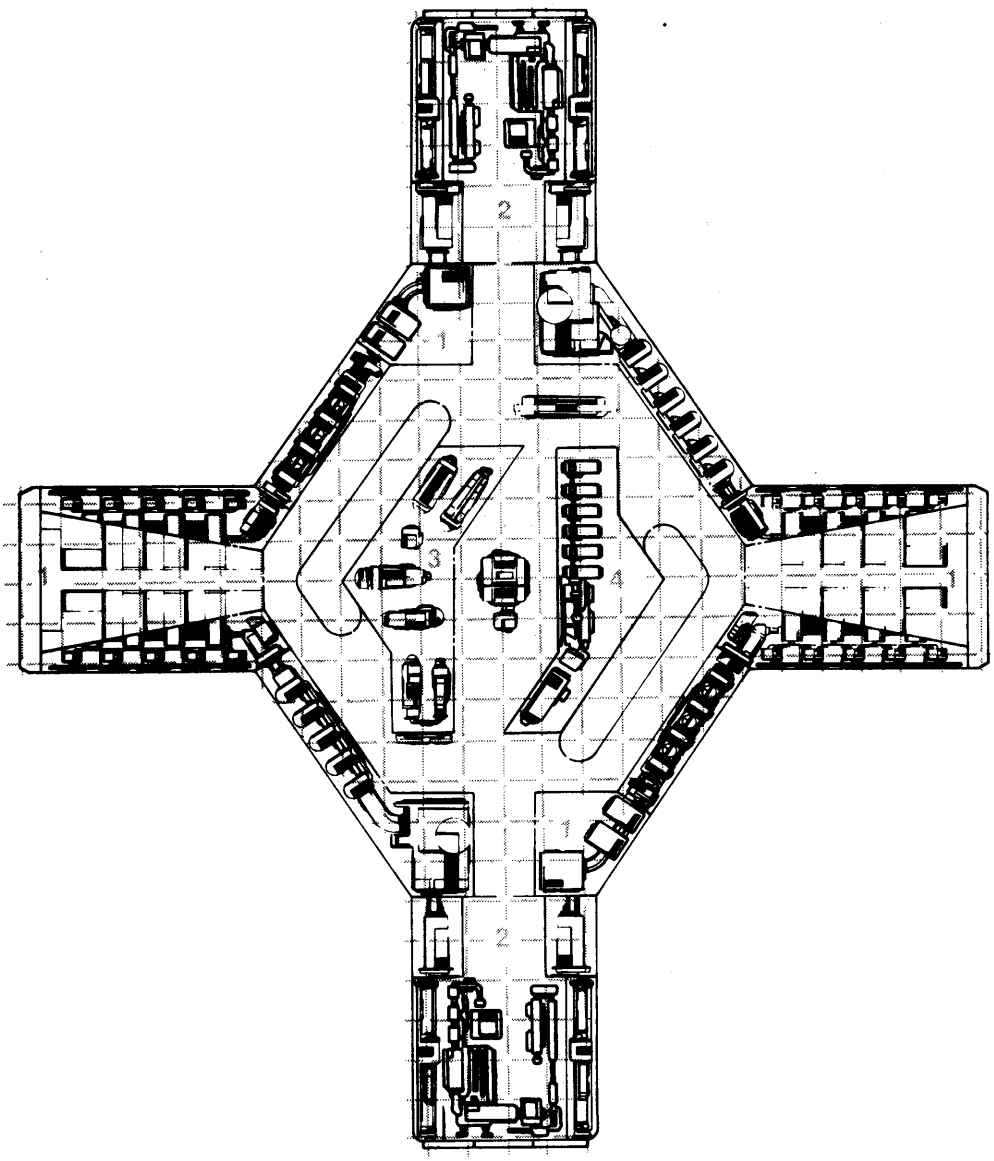
LEVEL 16: AIR FILTRATION AND FABRICATION



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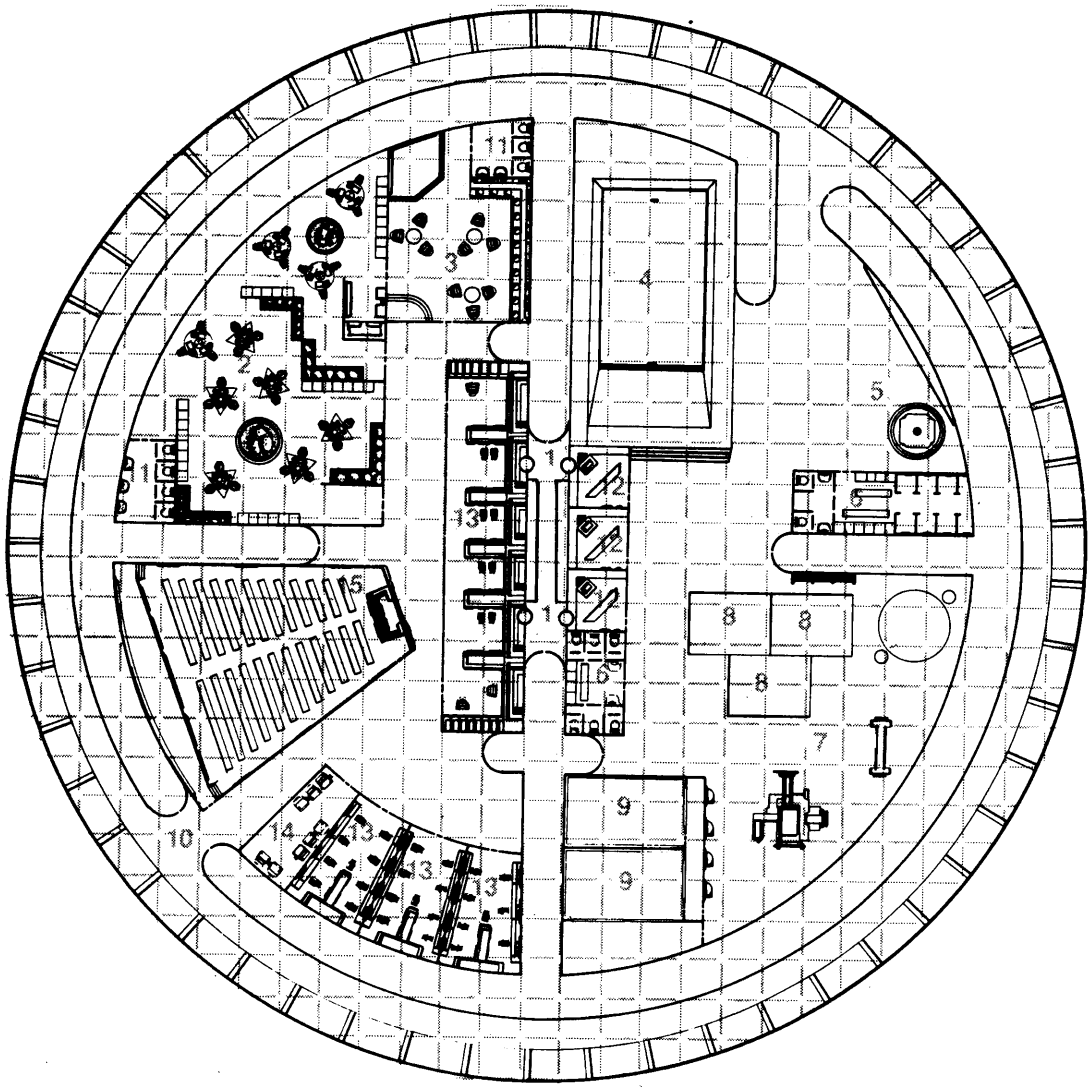
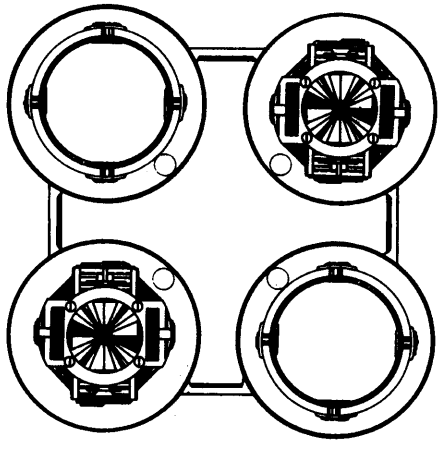
LEVEL 17: RECREATION





LEVELS 18 +: ENGINEERING

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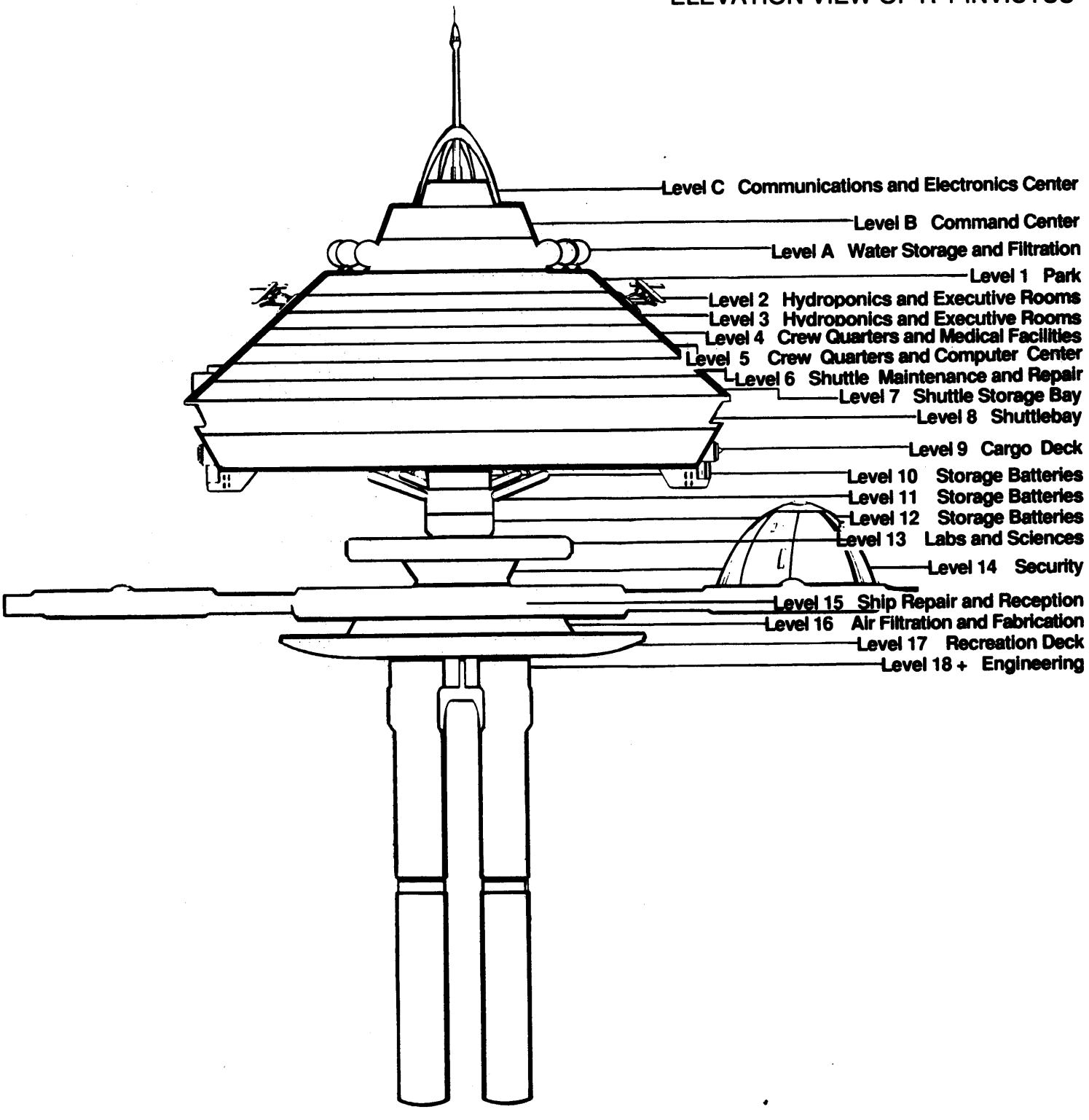
ELEVATION VIEW OF R-1 INVICTUS



LABS AND SCIENCES (LEVEL 13)

This level contains laboratory facilities for science research, including electronics, astronomy, and astrophysics. Three FH-8 phasers are mounted outside this deck.

Central Science Station (1)

Sensors located on the hull of the station relay astronomical data to this science computer, which filters out star chatter and channels the data to specialized computers. Because the science computer generates extreme heat, a large ventilation tube surrounds the area, circulating and cooling the air.

Astrogation Computer (2)

The astrogation computer contains star charts and space lanes for the known galaxy, including parts of the Gorn Alliance and the Klingon and Romulan Empires. It is constantly updated to reflect changes in astronomical bodies and the charting of new areas of space.

Retroanalysis Computer (3)

The retroanalysis computer can determine an object's past; that is, it can discover how old an object is, what sort of energy it has experienced, and so on.

Astronomy Lab (4)

Computers for analyzing planets, stars, nebulae, and other large astronomical bodies are located here.

Astrophysics Lab (5)

The astrophysics lab is used for examining data on radio waves, microwaves, delta rays, subatomic particles, and so on.

Electronics Lab (6)

This lab contains several computers and worktables for constructing and repairing electronic circuits.

Radiation Lab (7)

Research into unusual forms of radiation, including Perthold and Celebium radiation, is conducted here.

Storage Compartments (8)

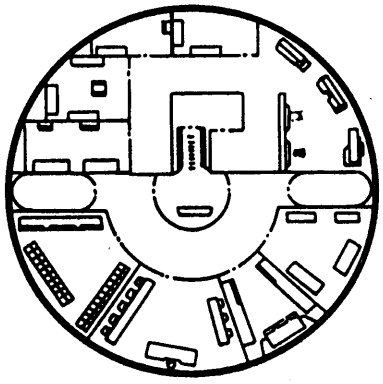
These cabinets contain tools and replacement parts for lab equipment—everything from light bulbs to tri-phased actiforce circuits.

Power Generators (9)

The backup power generators located in this room can supply emergency power to laboratory systems, so that experiments are not disrupted in case of a main power systems shutdown.

Head (10)

Science personnel working on this level use these sanitary facilities.



SECURITY (LEVEL 14)

This deck houses a well-protected brig as well as storage areas for valuable, combat-oriented, and classified materials. Also located here is the courtroom, where court-martials are conducted.

Security Admittance Room (1)

Visitors to prisoners must leave all weapons and electronic equipment in this room. Then, they pass through a sensortube, which can detect the presence of any energized device, such as a phaser or a communicator. If something sets off the sensors, warning lights flash in the tube and in the security control center. Until he passes the scan, a person cannot gain admittance to security control. After all visitors have passed the sensortube test, a security guard presses the entry button, unlocking the door and allowing the visitors to enter the security control center. Four cameras ring the security admittance room and relay images to security control.

Security Control Center (2)

At least two security guards are always on duty here. Besides monitoring prisoners and visitors, they scan such sensitive areas as engineering, the computer room, the weapons room, and the transporter rooms.

Cells (3)

Each cell contains a cot, sanitary facilities, and a restraining field that blocks the entryway. An invisible energy barrier, this field prevents prisoners from escaping confinement. Although contact with a restraining field is not fatal, the shock it delivers will increase as more force is applied against it. Projectiles will bounce off the field, but energy weapons can penetrate the barrier (this will not deactivate the field).

Safe Deposit Vault (4)

The safe deposit vault is used to store valuable items, confidential documents, and evidence for court-martials.

Courtroom (5)

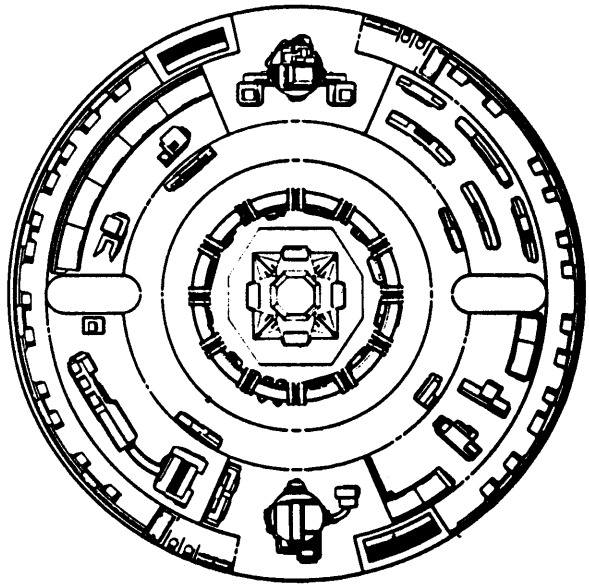
The station commander convenes disciplinary hearings and court-martials in this room.

Combat Suit Storage Room (6)

Lockers in this room contain combat uniforms and environmental suits.

Armory (7)

The armory has several cabinets containing phasers and phaser rifles.



SHIP REPAIR AND RECEPTION (LEVEL 15)

In addition to reception areas for visiting VIPs, this level contains repair facilities for Star Fleet and civilian vessels.

Reception Bay (1)

Command personnel use the reception bay to receive visitors and VIPs whose ships dock at the station. Pressurized turbolocks at the end of these rooms fasten a vessel to the station securely and allow personnel to walk to and from the vessel without wearing environmental suits.

Repair Bay (2)

These areas are identical to reception bays, except that ships needing repair dock here.

Tractor/Pressor Beam Generators (3)

These tractor beams guide a ship toward the station's docking bay. When the ship is ready to leave, the pressor beams push it a safe distance away to where it may safely maneuver on its own.

Ship's Power Monitors (4)

The computers in this room monitor the docked ships' power levels and functions so that no one need remain aboard the ships.

Docking Control Center (5)

Duty personnel control all aspects of docking ships, including the tractor beams and turbolocks, from here.

Backup Docking Control Center (6)

The backup docking control center is used when the docking control centers are damaged.

Decontamination Room (7)

These rooms are used to decontaminate personnel and equipment.

Transporter Room (8)

One six-man transporter is in this room.

VIP Reception Lounge (9)

Station command personnel use these rooms to formally receive VIPs and visitors.

Head (10)

These rooms contain sanitary facilities.

Central Power Generator (11)

A massive metal framework surrounds this powerful generator, which supplies power to the level's tractor beams, decontamination rooms, repair facilities, and so on. Also, a large ventilation tube supplies oxygen to the turbolock areas and to the repair areas.

Environmental Suit Lockers (12)

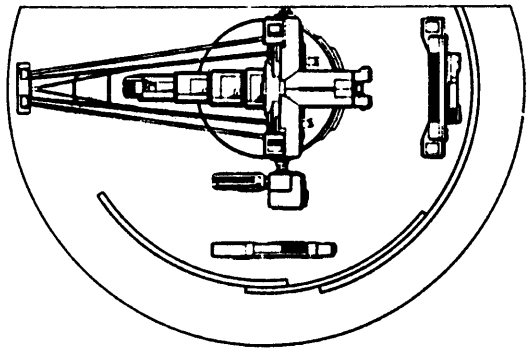
These lockers contain environmental suits for emergencies and for working in depressurized starships.

Diagnometry Display (13)

Surrounded by a metal framework, these computer banks tie into a ship's computers and analyze all damage that the ship has received. They are also capable of reprogramming a ship's main and navigational computers.

Fabricator (14)

Constructing only metallic materials, this fabricator is used mostly for making hullmetal.



Storage Lockers (15)

Various repair parts and tools are stored in these lockers.

Power Generator (16)

This power generator is used to recharge a ship's emergency batteries.

Life Support Monitor Room (17)

The computers in the life support monitor room check the efficiency of a ship's life support systems, including gravity and atmosphere control.

Communications Switchboard (18)

Technicians coordinate repair operations in space from the communications switchboard, allowing support personnel both inside and outside the ship to work together.

Fusion Station (19)

Support personnel can create and repair microcircuitry at the fusion station.

Sensor Status Computer (20)

The sensor status computer feeds information to a ship's sensors and displays the sensors' reading. It then compares the inputted information to the sensor reading, thus determining sensor efficiency.

Transporter Repair Console (21)

This console ties into a ship's transporter console to monitor the system's condition.

Dilithium Analyzer (22)

The dilithium analyzer checks dilithium crystals for defects.

MAM Containment Exploratory System (23)

The MAM containment exploratory system is used to discover the location of any faults in the matter/antimatter containers and the electromagnetic conduit that directs the matter and antimatter to the dilithium crystals.

Weapons Defect Tracer (24)

Any malfunction in a ship's phaser or photon torpedo system can be located generally when the weapons defect tracer computer is tied into the ship's fire control center.

Bridge Control Center (25)

The bridge control center computer can tie into a ship's main computer, allowing technicians to control bridge functions from this station.

Craft Schematics Monitor (26)

This monitor can access the station's craft schematics computers (Room 28) so that personnel can see a ship's blueprints conveniently.

Station-Ship Link Center (27)

Surrounded by a metallic framework, this massive power generator links station computers to ship computers, allowing the bridge control center (Room 25) to tie into a ship's main computer, the ship visual monitor (Room 29) to tie into a ship's security monitors, and so on.

Craft Schematics Computers (28)

The craft schematics computers contain blueprints, electrical system schematics, and many other diagrams of most commercial, civilian, and Star Fleet ships.

Ship Visual Monitor (29)

The ship visual computer ties into a ship's security monitors so that technicians can observe damaged portions of the ship.

Coolant Storage Vats (30)

These large containers store coolant for warp engines.

Observation Telescope Bay (31)

This area houses the station's telescope, which is used by off-duty personnel for stargazing.

AIR FILTRATION AND FABRICATION (LEVEL 16)

This level houses the station's air filtration and purification systems, as well as most types of material fabricators.

Air Purification System (1)

This internal atmosphere purification system recycles the station's air.

Waste Treatment System (2)

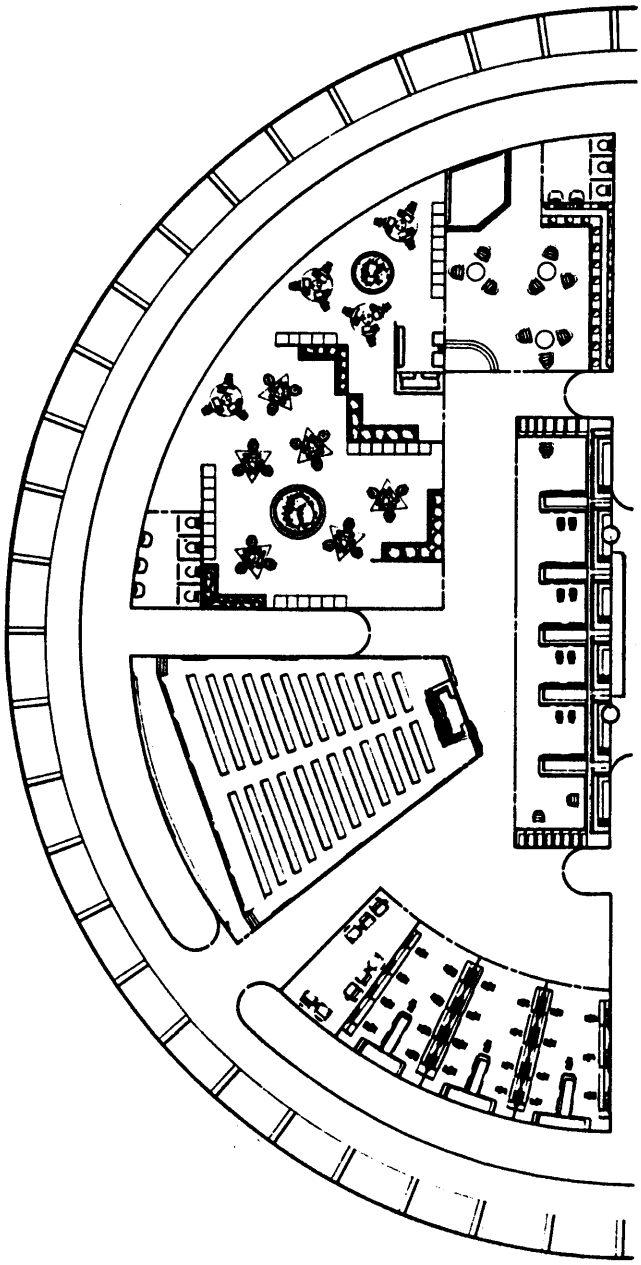
These rooms contain automated solid and liquid waste disposal and reclamation facilities.

Fabrication Center (3)

The fabrication center holds organic, metallic, and nonmetallic fabricators, which take raw materials from storage and convert them into desired items.

Laundry (4)

The laundry room contains cleaning facilities for any washable item that a crewmember does not wish to have broken down and reconstructed.



RECREATION DECK (LEVEL 17)

This level accommodates the various recreational needs of the station's crew. Located here are the station's library, theater, gymnasium, and private rooms with audio and visual recordings. Large observation windows surround this deck.

Engineering Turbolift (1)

These turbolifts lead down into the engineering sections.

Garden Dining Area (2)

Numerous exotic plants and shrubs surround these dining facilities. Crewmembers may use the adjoining galley to prepare and cook any type food that they desire.

Lounge (3)

This is the only lounge on the entire station that serves alcoholic beverages. Musical groups can also perform on the room's small stages.

Swimming Pool (4)

Personnel swim and play an occasional game of water polo here.

Hot Tub (5)

The hot tub pumps hot water continuously and accommodates 15–20 people.

Locker Room (6)

The locker room contains benches, lockers, showers, and a head.

Gymnasium (7)

This gymnasium contains free weights, weight machines, and a circular boxing ring.

Competition Courts (8)

Personnel may play handball, racquetball, or squash in these transparent courts.

Zero-G Courts (9)

Though these courts are similar to competition courts (Room 8), their gravity can be reduced for null-gravity competition.

Running Track (10)

This track surrounds the level and allows personnel to run, jog, or race-walk.

Head (11)

These are sanitary facilities.

Viewing Rooms (12)

Viewing rooms contain terminals that show two-dimensional movies and shows.

Station Library (13)

Station crewmembers can access library datacarts in these rooms.

Game Room (14)

Various 2-D and 3-D computer games fill this room.

Station Theater (15)

Crewmembers and visiting actors and actresses can present theatrical performances here. Tri-dimensional holographic films are also shown here.

ENGINEERING (LEVELS 18+)

The four cylindrical pods below the orbital station contain the station's main power generators and distribution systems. A small turboelevator runs from the top of each pod to the bottom. Located here are the well-shielded warp and impulse engines, as well as most pieces of heavy machinery and electronics.

VARIANTS

The following section provides specific information, including mission parameters, layout modifications, and items of special interest, concerning the other kinds of *R-1* Type orbital stations. Also provided is any variation of level design with the *R-1 Invictus*.

R-1 INVESTIGATOR TYPE ORBITAL RESEARCH STATION

Construction Data:	
Date Entering Service—	2/0902
Number Constructed—	22
Hull Data:	
Superstructure Points—	40
Damage Chart—	Outpost
Size	
Diameter—	200 m
Length—	215 m
Weight—	854,000 mt
Cargo	
Cargo Units—	200 SCU
Cargo Capacity—	10,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	L-14
Transporters—	
standard 6-person	1
cargo	2
Other Data:	
Crew—	150
Visitors—	20
Shuttlecraft—	0–8
Engines and Power Data:	
Total Power Units Available—	114
Movement Point Ratio—	10/1
Matter-Antimatter Power Generator Type—	FMAPG-1
Number—	1
Power Units Available—	98
Impulse Power Generator Type—	FIPG-1
Power Units Available—	16
Weapons and Firing Data:	None
Shields Data:	
Deflector Shield Type—	Navigational Only

STATION NOTES

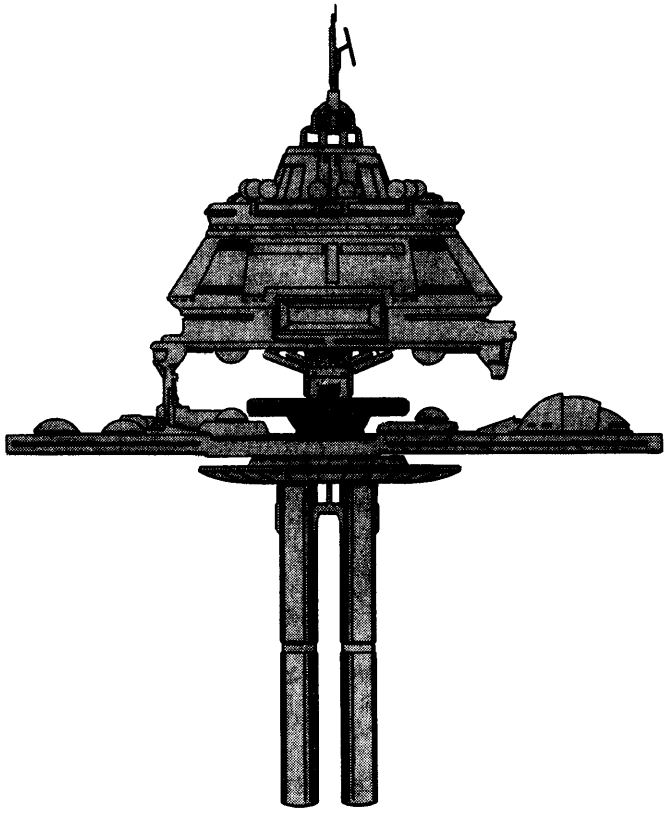
The *R-1 Investigator* Type orbital research station enables scientists to pursue research in secrecy and far from support installations. Designed to provide maximum comfort and utility for both research staff and support personnel, the *R-1 Investigator* can operate for up to 18 months without resupply. Traditionally, the stations are named after the planet they orbit; *e.g.*, Lyrae Nicbe 1, Regula 1, and Vulcan 1. Though based on the standard *R-1* design, the *Investigator* has the following modifications.

Botany Studies (Level 1)

Besides offering a park area, this level contains numerous floral specimens for study under different climatic conditions. Environmental control facilities allow scientists to examine specimen reaction to almost any climate. Automated systems running below this level regulate floral growth.

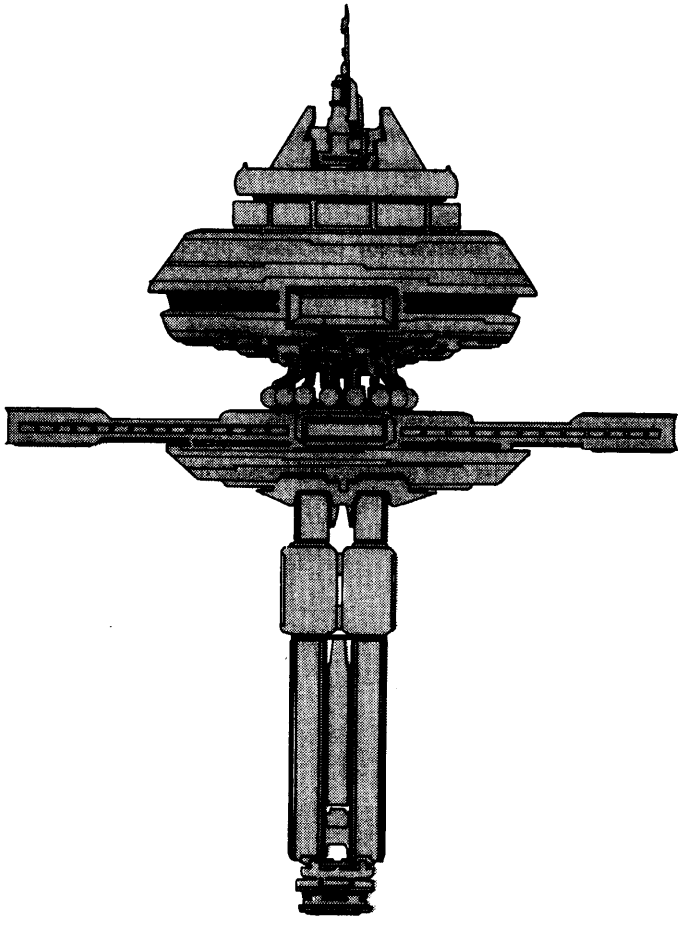
Specialized Labs (Level 15)

Extensive research labs replace most of the repair facilities on this level. This is where scientists work on their primary research experiments.



R-1 ARTISAN TYPE ORBITAL MANUFACTURING CENTER

Construction Data:	
Date Entering Service—	2/1202
Number Constructed—	27
Hull Data:	
Superstructure Points—	24
Damage Chart—	Outpost
Size	
Diameter—	200 m
Length—	250 m
Weight—	982,000 mt
Cargo	
Cargo Units—	200 SCU
Cargo Capacity—	10,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	L-14
Transporters—	
standard 6-person	2
cargo	4
Other Data:	
Crew—	170
Visitors—	12
Shuttlecraft—	0–4
Travel Pods—	0–6
Engines and Power Data:	
Total Power Units Available—	114
Movement Point Ratio—	10/1
Matter-Antimatter Power Generator Type—	FMAPG-1
Number—	1
Power Units Available—	98
Impulse Power Generator Type—	FIPG-1
Power Units Available—	16
Weapons and Firing Data:	None
Shields Data:	
Deflector Shield Type—	Navigational Only



STATION NOTES

Allowing industrial, medicinal, and biological goods to be manufactured under gravity-controlled conditions, *R-1 Artisan* Type orbital manufacturing centers can supplement planetside factories or act as independent concerns. In addition to enlarged turboelevators, which can transfer large amounts of raw materials and goods, the *Artisan* has the following modifications from the standard *R-1* design.

Product Storage Area (Level A)

Finished products are stored on this level before being shipped out.

Factory Area 1 (Level 1)

Manual and automated manufacturing machines are located here.

Factory Area 2 (Level 2)

On this level are automated, gravity-controlled manufacturing facilities.

Administration Center (Level 3)

Housing administrators and guests, this level also contains several conference centers.

Small Craft Storage Level (Level 7)

Besides storing shuttlecraft and repair pods, this level also houses several travel pods.

Raw Materials Bay (Level 9)

Raw materials used in manufacturing operations are stored here.

Water Storage Area (Level 13)

Station water storage, filtration, and purification systems are centralized on this level.

Loading Bays (Level 15)

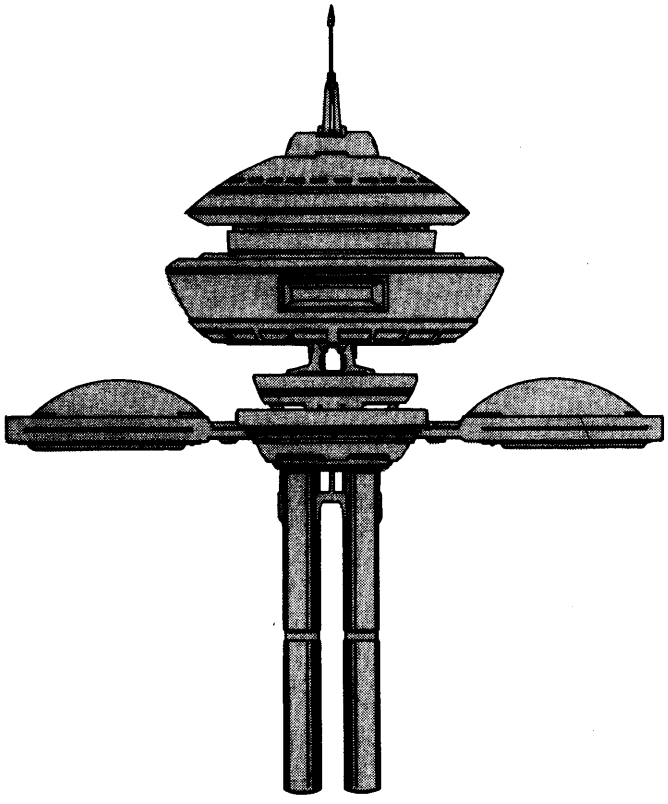
Gravity-controlled manufacturing bays replace repair facilities here, and the docking bays facilitate the transfer of product and raw materials. Additional cargo transporters are also housed on this level.

Factory Area 3 (Level 16)

This is where large-scale manufacturing operations take place.

R-1 ADMINISTRATOR TYPE ORBITAL ADMINISTRATIVE CENTER

Construction Data:	
Date Entering Service—	2/1409
Number Constructed—	20
Hull Data:	
Superstructure Points—	40
Damage Chart—	Outpost
Size	
Diameter—	200 m
Length—	215 m
Weight—	780,000 mt
Cargo	
Cargo Units—	200 SCU
Cargo Capacity—	10,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	L-14
Transporters—	
standard 6-person	4
cargo	1
Other Data:	
Crew—	50
Visitors—	75 (100 in housing)
development center)	
Shuttlecraft—	0–4
Travel Pods—	0–4
Engines and Power Data:	
Total Power Units Available—	114
Movement Point Ratio—	10/1
Matter-Antimatter Power Generator Type—	FMAPG-1
Number—	1
Power Units Available—	98
Impulse Power Generator Type—	FIPG-1
Power Units Available—	16
Weapons and Firing Data:	None
Shields Data:	
Deflector Shield Type—	Navigational Only



STATION NOTES

Clearly the most versatile *R-1* design, the *R-1 Administrator* Type orbital administrative center functions as accommodations and centralized administrative headquarters for both private and government organizations. Since its inception, this variant has been adapted to provide luxury housing and to secure historical and governmental documents.

Star Fleet Command owns all administrative complexes and leases them to developers, who offer the office, living, and dining accommodations to business clientele. The housing development center furnishes luxury accommodations for visiting businessmen who find the local planetary conditions too harsh or the housing facilities inadequate. Both the housing center and the administrative complex are based on the basic *R-1* design, with the following modifications.

Restaurant Deck (Level A)

This entire area has been remodeled as large dining facilities with a 360° view of space.

Greenhouse Level (Level 1)

The hydroponics located here have been expanded to include more varieties of floral specimens. The housing development center variant also contains luxury family accommodations here.

Conference Area (Level 2)

This level has private conference and presentation rooms with communication equipment that permits anyone on the station or planetside to participate in the meeting. The housing development center variant also has luxury family dwellings here.

Dining Facilities (Level 3)

Located here are banquet halls and private dining rooms accommodating up to 300 people. In the housing development center variant, this level also contains luxury family dwellings.

Dancing Hall (Level 9)

Like Level A, this level allows a 360-degree view of space. Acoustical systems and a band stage surround the dance floor, and environmental systems can program regular, low, or zero-gravity conditions for the entire level or selected areas.

Display Area (Level 13)

This level is reserved for corporate product displays and other marketing projects.

Recreational Level (Level 15)

In place of repair facilities, four separate sports and recreational areas are maintained in domed enclosures on this level. The housing development center also contains daycare centers and educational facilities.

Transporter Bay (Level 16)

All station transporter systems are located here.

R-1 INFORMANT TYPE DEEP-SPACE SURVEILLANCE SYSTEM

Construction Data:	
Date Entering Service—	2/1801
Number Constructed—	30
Hull Data:	
Superstructure Points—	40
Damage Chart—	Outpost
Size	
Diameter—	200 m
Length—	215 m
Weight—	803,000 mt
Cargo	
Cargo Units—	200 SCU
Cargo Capacity—	10,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	M-1
Transporters—	
standard 6-person	2
emergency 22-person	1
cargo	1
Other Data:	
Crew—	120
Visitors—	10
Shuttlecraft—	0–2
Engines and Power Data:	
Total Power Units Available—	114
Movement Point Ratio—	10/1
Matter-Antimatter Power Generator Type—	FMAPG-1
Number—	1
Power Units Available—	98
Impulse Power Generator Type—	FIPG-1
Power Units Available—	16
Weapons and Firing Data:	
Beam Weapon Type—	FH-4
Number—	6
Firing Arcs—	2/arc
Firing Chart—	Q
Maximum Power—	3
Damage Modifiers—	
+2	(1–8)
+1	(9–14)
Missile Weapon Type—	FP-2
Number—	3
Firing Arcs—	1/arc
Firing Chart—	H
Power to Arm—	1
Damage—	6
Shields Data:	
Deflector Shield Type—	OFSA
Shield Point Ratio—	1/2
Maximum Shield Power—	16
Combat Efficiency:	
D—	113.1
WDF—	21.6

STATION NOTES

The *R-1 Informant* Type deep-space surveillance center is assigned to gather, analyze, and evaluate intelligence for Star Fleet Intelligence Command. Positioned along border regions, these stations contain sophisticated computer systems capable of monitoring enemy ship movements, data transmissions, and natural phenomena, as well as broadcasting counterintelligence and conducting electronic warfare operations. The station is based on the standard *R-1* design, with the following modifications.

Secondary Sensors and Communications (Levels C and A)

These levels contain specialized sensor computers, scrambling and unscrambling computers, and communications computers that can receive, decode, or jam enemy subspace radio transmissions.

Remote Drone Launch Bay (Level 8)

The station's long-range surveillance drones are launched from here.

Photographic Analysis Center (Level 13)

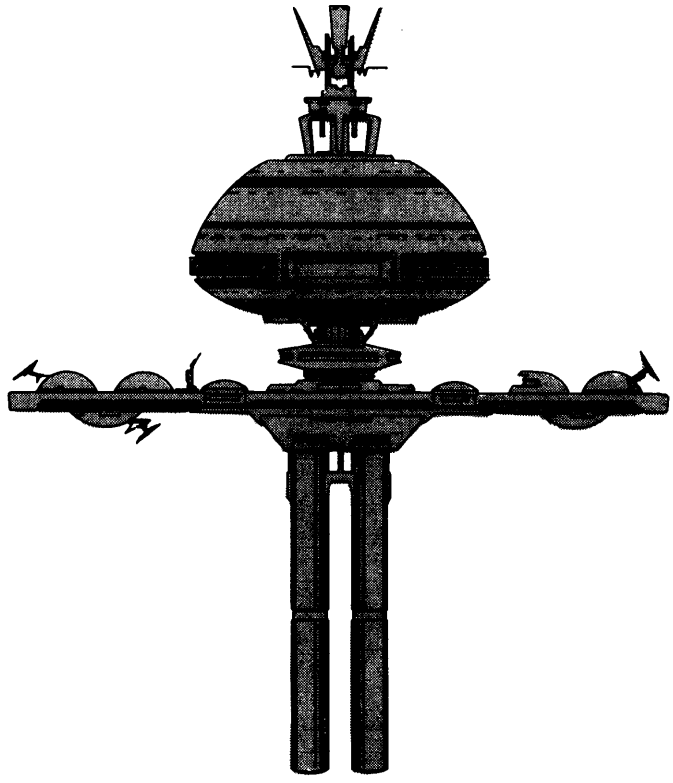
Intelligence agents analyze sensor photographs here.

Security Deck (Level 14)

The brig has been enlarged to include several interrogation rooms.

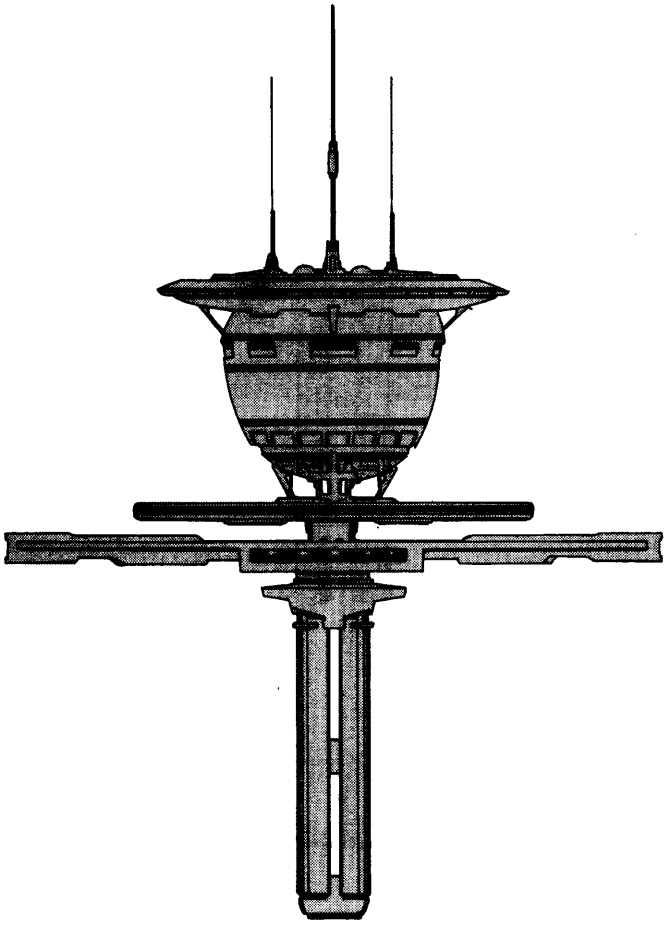
Primary Sensor Arrays (Level 15)

Long-range sensor arrays in domed enclosures provide the station with general information.



R-1 HARMONY TYPE RECREATIONAL FACILITY

Construction Data:	
Date Entering Service—	2/2002
Number Constructed—	2
Hull Data:	
Superstructure Points—	40
Damage Chart—	Outpost
Size	
Diameter—	200 m
Length—	250 m
Weight—	895,000 mt
Cargo	
Cargo Units—	200 SCU
Cargo Capacity—	10,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	L-14
Transporters—	
standard 6-person	6
cargo	2
Other Data:	
Crew—	75
Visitors—	120
Shuttlecraft—	0–2
Travel Pods—	12
Engines and Power Data:	
Total Power Units Available—	114
Movement Point Ratio—	10/1
Matter-Antimatter Power GeneratorType—	FMAPG-1
Number—	1
Power Units Available—	98
Impulse Power GeneratorType—	FIPG-1
Power Units Available—	16
Weapons and Firing Data:	None
Shields Data:	
Deflector Shield Type—	Navigational Only



STATION NOTES

The *R-1 Harmony* Type recreational facility provides a wide spectrum of entertainment opportunities for tourists from all over the Federation. The station's living accommodations make the *Harmony* a popular vacation spot and cultural exchange point. Though based on the standard *R-1* design, the station has the following modifications.

Observation Deck (Level A)

This entire area has been remodeled as dining facilities with a 360-degree view of space.

Casino Level (Level 1)

The casino level offers every game of chance found in the Federation and the Orion Colonies. All gambling is subject to house rules.

Thematic Fantasy Level (Level 2)

These computer-controlled facilities can recreate the precise look and feel of different historical, modern, and fantasy periods from over three dozen Federation worlds.

Cabaret (Level 3)

Each of the cabaret's dozen large and small night clubs duplicate famous entertainment spots from somewhere in the galaxy.

Bazaar (Level 4)

This entire level is devoted to the sale of rare and expensive luxury items from Federation and Orion Colony worlds. The station management imposes a small duties fee on all sales conducted here.

Food Preparation Center (Level 7)

Besides storing shuttlecraft and travel pods, this level supports a large kitchen staffed by noted culinary experts, who cook all the food on the station. There are also a few cafes and dining areas on this level.

Dining Level (Level 9)

This is the main dining area for station guests, containing both private and banquet facilities.

Wine Cellar (Level 10)

The wine cellar contains a wide variety of vintage wines, brandies, and liqueurs from Federation and non-Federation markets.

Zoological Park Level (Level 13)

Numerous land and aquatic life forms reside here in computer-replicated natural habitats.

Security and Finance Area (Level 14)

A branch of the Bank of Andor operates here, facilitating guests' financial transactions through subspace transfer of funds.

Docking and Reception Area (Level 15)

In addition to the standard docking and reception facilities found on all *R-1* Type stations, this area contains zero-gravity recreation centers and bathing facilities simulating famous beach and water sport centers.

R-1 MERCY TYPE ORBITAL MEDICAL CENTER

Construction Data:	
Date Entering Service—	2/2202
Number Constructed—	2
Hull Data:	
Superstructure Points—	40
Damage Chart—	Outpost
Size	
Diameter—	200 m
Length—	250 m
Weight—	895,000 mt
Cargo	
Cargo Units—	200 SCU
Cargo Capacity—	10,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	L-14
Transporters—	
standard 6-person	6
emergency 22-person	1
cargo	1
Other Data:	
Crew—	100
Patients—	200
Shuttlecraft—	0–4
Travel Pods—	12
Engines and Power Data:	
Total Power Units Available—	114
Movement Point Ratio—	10/1
Matter-Antimatter Power Generator Type—	FMAPG-1
Number—	1
Power Units Available—	98
Impulse Power Generator Type—	FIPG-1
Power Units Available—	16
Weapons and Firing Data:	None
Shields Data:	
Deflector Shield Type—	Navigational Only

STATION NOTES

The *R-1 Mercy* Type orbital medical center functions both as a research center for medicine and xenobiology and as a hospital for treating medical emergencies in the far-flung regions of Federation space. In time of war, these stations can operate just behind the frontlines, allowing medical personnel to treat the maximum number of wounded in the shortest possible time. The *R-1 Mercy* is based on the standard *R-1* design, with the following modifications.

Patient Wards (Levels 2–4)

Capable of handling up to 200 patients, these levels contain support stations and diagnostic computers for monitoring patients.

Administrative Level (Level 7)

Besides storing shuttlecraft, this deck contains administrative offices and conference rooms.

Medical Research Labs (Level 15)

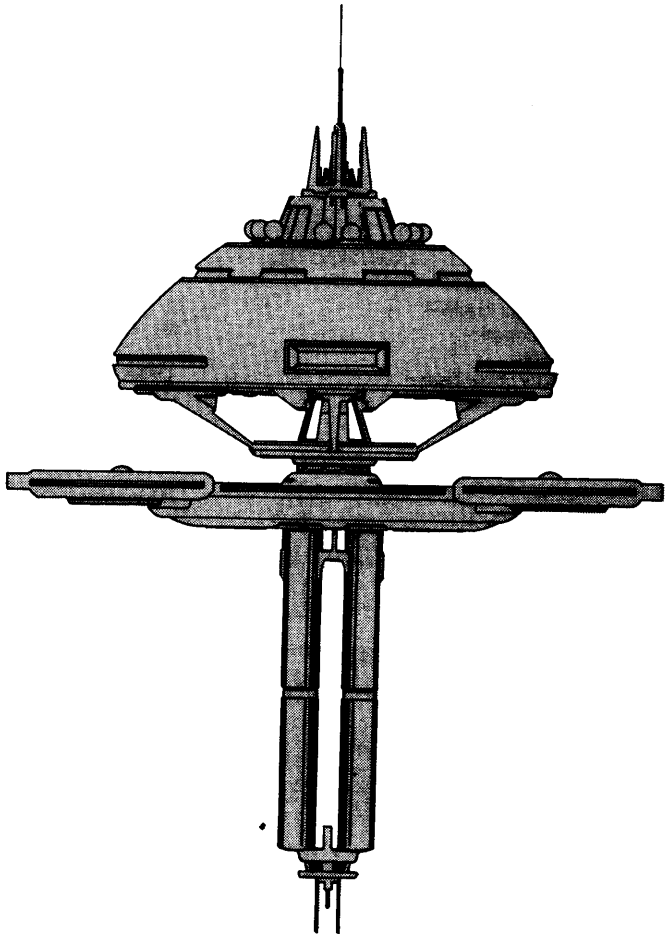
Several medical laboratories replace the repair bays of the standard *R-1* Type station. The radiology lab allows medical personnel to conduct tests on and treat victims of radiation poisoning. The prosthetics lab contains artificial limbs, organs, and implants for disfigured persons of almost every Federation race.

Surgical Ward (Level 16)

The surgical ward includes 20 operating rooms, as well as postoperative and recovery rooms.

Dining Level (Level 17)

These dining facilities serve both staff and visitors.



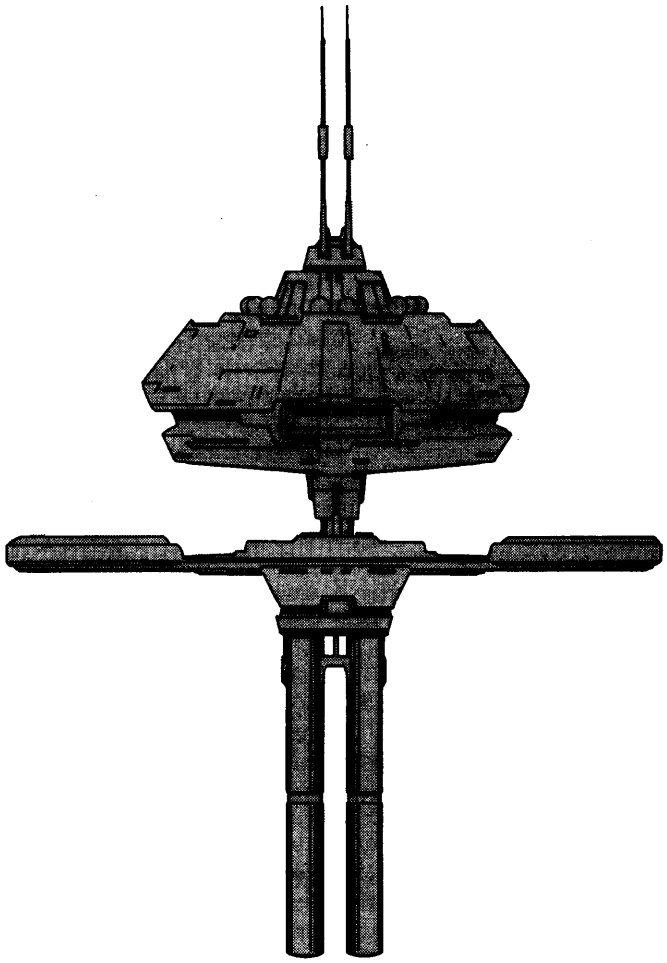
R-1 TERMINUS TYPE ORBITAL PENAL INSTALLATION

Construction Data:	
Date Entering Service—	2/2303
Number Constructed—	2
Hull Data:	
Superstructure Points—	40
Damage Chart—	Outpost
Size	
Diameter—	250 m
Length—	260 m
Weight—	975,000 mt
Cargo	
Cargo Units—	200 SCU
Cargo Capacity—	10,000 mt
Landing Capability—	None
Equipment Data:	
Control Computer Type—	M-1
Transporters—	
standard 6-person	2
emergency 22-person	1
cargo	1
Other Data:	
Crew—	80
Inmates—	150
Shuttlecraft—	0–4
Engines and Power Data:	
Total Power Units Available—	114
Movement Point Ratio—	10/1
Matter-Antimatter Power Generator Type—	FMAPG-1
Number—	1
Power Units Available—	98
Impulse Power Generator Type—	FIPG-1
Power Units Available—	16
Weapons and Firing Data:	
Beam Weapon Type—	FH-3
Number—	3
Firing Arcs—	1/arc
Firing Chart—	W
Maximum Power—	5
Damage Modifiers—	
+3	(1–10)
+2	(11–17)
+1	(18–20)
Missile Weapon Type—	FP-3
Number—	3
Firing Arcs—	1/arc
Firing Chart—	D
Power to Arm—	1
Damage—	6
Shields Data:	
Deflector Shield Type—	OFSA
Shield Point Ratio—	1/2
Maximum Shield Power—	16
Combat Efficiency:	
D—	113.1
WDF—	21

STATION NOTES

The *R-1 Terminus* Type orbital penal installation was built to confine foreign agents and hard-core criminals captured within Federation space. Though Federation authorities deny it, enemy operatives are probably taken to these maximum security institutions for interrogation and processing.

A security zone, possibly as wide as one thousand kilometers, surrounds the installations. *Scorpio* Class corvettes and armed shuttlecraft patrol this zone and will attack any intruders. The station's crew is a combination of Star Fleet Marine and Intelligence personnel, with some scientific and medical staff. Admission to these confinement installations requires priority clearance in advance from the Department of Star Fleet.



SUPPORT VESSELS

The following section describes the auxiliary craft that operate out of certain *R-1* Type stations. In addition to vessel design data, information on vessel deployment is also provided.

SAMSON CLASS X WARP TENDER

Construction Data:
- *Hull Numbers*— 92300–92310
- *Model Number*— MK 1
- *Date Entering Service*— 2/0902
- *Number Constructed*— 26

Hull Data:
- *Superstructure Points*— 20
- *Damage Chart*— B (Treat "Beam Weapon Hits" as "Tractor Beam Hits")
- *Size*
  - Length— 200 m
  - Width— 140 m
  - Height— 60 m
  - Weight— 152,000 mt
- *Cargo*
  - Cargo Units— 100 SCU
  - Cargo Capacity— 5,000 mt
- *Landing Capability*— None

Equipment Data:
- *Control Computer Type*— M-4
- *Transporters*—
  - standard 6-person— 1

Other Data:
- *Crew*— 52
- *Shuttlecraft*— 2

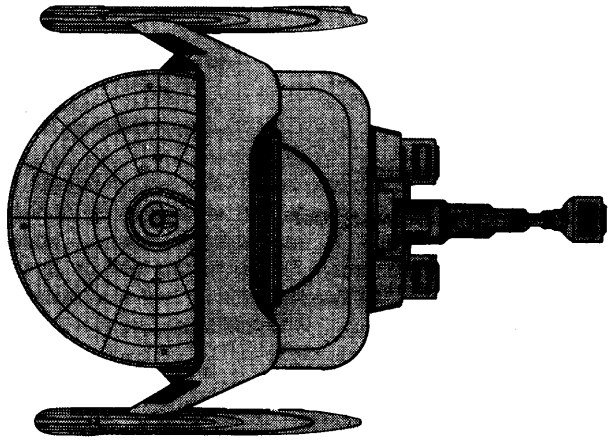
Engines and Power Data:
- *Total Power Units Available*— 44
- *Movement Point Ratio*— 4/1 unloaded, 8/1 loaded
- *Warp Engine Type*— FWF-1
  - Number— 2
  - Power Units Available— 20
  - Stress Charts— G/L
  - Maximum Safe Cruising Speed— Warp 6 unloaded, Warp 3 loaded
  - Emergency Speed— Warp 8 unloaded, Warp 5 loaded
- *Impulse Engine Type*— FID
  - Power Units Available— 4

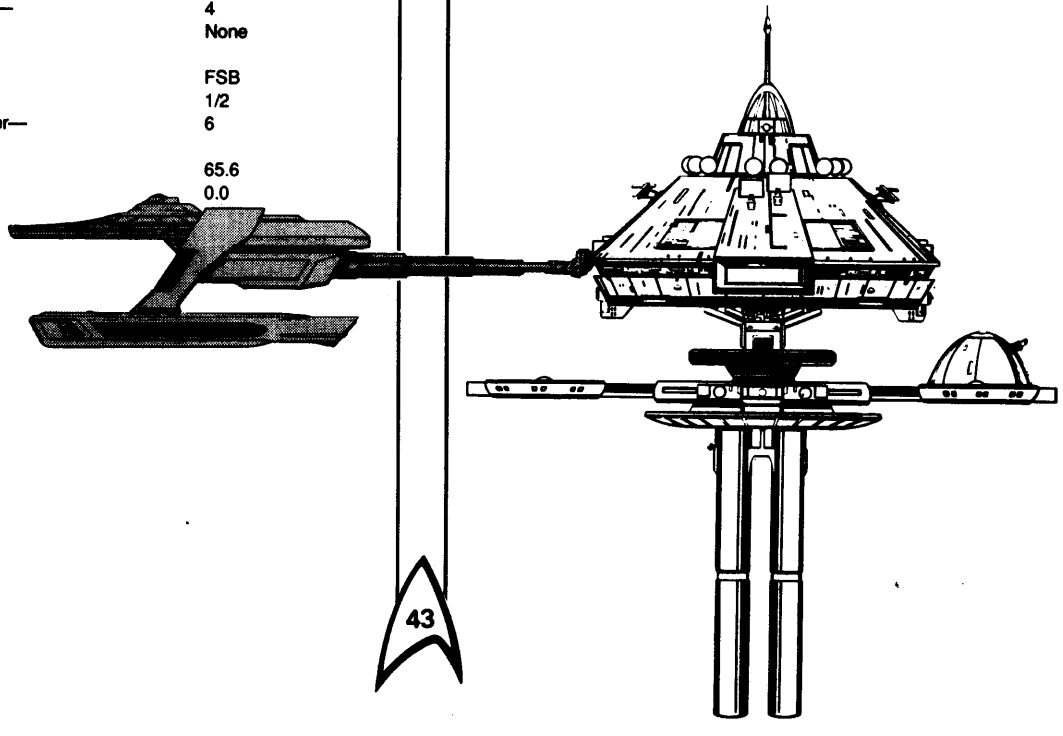
Weapons and Firing Data: None

Shields Data:
- *Deflector Shield Type*— FSB
  - Shield Point Ratio— 1/2
  - Maximum Shield Power— 6

Combat Efficiency:
- *D*— 65.6
- *WDF*— 0.0

Developed by a joint commercial venture between Rantura Shipping Lines and Chiokis Starship Construction, the *Samson* Class X warp tender is designed primarily to provide warp mobility to all *R-1* Type stations. As it uses enormous amounts of power to tow even the lightest of the *R-1*s, the warp tender has no power to spare for weaponry and has only limited defensive capabilities. All these warp tenders operate out of star bases and are dispatched to an *R-1* station only when the station must be moved. With the growing military tension between the Federation and the Klingon Empire, Star Fleet is currently planning to upgrade the existing MK 1 design to a more powerful version.

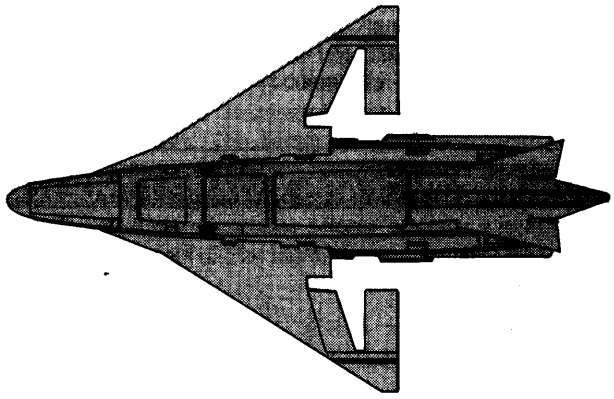


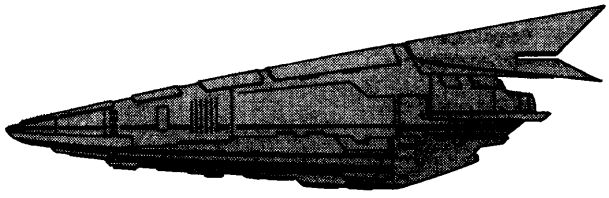


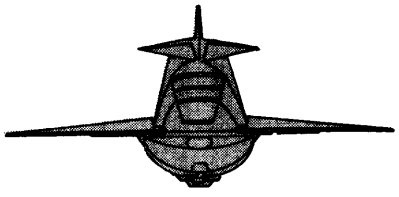
SCORPIO CLASS II CORVETTE

Construction Data:	
Model Number—	MK 1
Date Entering Service—	2/2206
Number Constructed—	192
Hull Data:	
Superstructure Points—	3
Damage Chart—	C
Size	
Length—	22 m
Width—	7 m
Height—	7 m
Weight—	7,840 mt
Cargo	
Cargo Units—	1 SCU
Cargo Capacity—	50 mt
Landing Capability—	Yes
Equipment Data:	
Control Computer Type—	L-13
Transporters—	
standard 6-person	1
Other Data:	
Crew—	4
Engines and Power Data:	
Total Power Units Available—	2
Movement Point Ratio—	1/3
Warp Engine Type—	FWA-1
Number—	1
Power Units Available—	6
Stress Charts—	F/G
Maximum Safe Cruising Speed—	Warp 7
Emergency Speed—	Warp 9
Impulse Engine Type—	FIA-1
Power Units Available—	1
Weapons and Firing Data:	
Beam Weapon Type—	FH-1
Number—	2 in 1 bank
Firing Arcs—	f/p/s
Firing Chart—	F
Maximum Power—	2
Missile Weapon Type—	FP-3
Number—	1
Firing Arcs	f
Firing Chart	D
Power to Arm	1
Damage	6
Shields Data:	
Deflector Shield Type—	FSB
Shield Point Ratio—	1/2
Maximum Shield Power—	11
Combat Efficiency:	
D—	81.2
WDF—	2.2

Organized into groups of twelve ships operating in three flights of four ships each, *Scorpio* Class corvettes are used primarily as long-range support craft for Federation bases and orbital platforms. Though lightly armed and armored, this craft is very quick and maneuverable, making it ideal for commerce protection, long-range scouting, and interception duties. Its Andorian design makes it a favorite of Andorian pilots. Most *Scorpios* operate out of star bases, but one group, the 14th Pursuit Group, is quartered at an *R-1 Invictus* Type orbital defense outpost. As additional corvettes are produced at the Morena and Salazaar shipyards, more will be added to *R-1 Invictus* Type stations as well.







S-11 TYPE REPAIR AND MAINTENANCE POD

Construction Data:
- *Model Number—* Series 8
- *Date Entering Service—* 2/1201
- *Number Constructed—* 2,547

Hull Data:
- *Superstructure Points—* 0
- *Damage Chart—* C
- *Size*
  - Length— 3 m
  - Width— 5 m
  - Height— 4 m
  - Weight— 6 mt
- *Cargo*
  - Cargo Units— 1 SCU (manned version only)
  - Cargo Capacity— 50 mt (manned version only)
- *Landing Capability—* Yes

Equipment Data:
- *Control Computer Type—* L-12

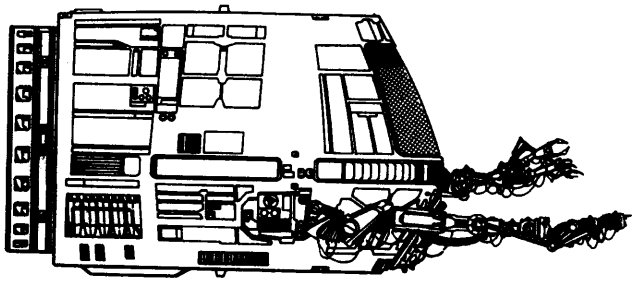
Other Data:
- *Crew—* 1 or remote-controlled

Engines and Power Data:
- *Total Power Units Available—* 1
- *Movement Point Ratio—* 1/1
- *Warp Engine Type—* None
- *Impulse Engine Type—* FMIA
  - Power Units Available— 1

Weapons and Firing Data: None

Shields Data:
- *Deflector Shield Type—* Navigational Only

Built from the original specifications of the *S-10* travel pod, the *S-11* repair pod is capable of effecting standard equipment repairs to exterior station systems and spacecraft. The *S-11* comes in two types: manned or remote-controlled (MK I and II, respectively). Mark I versions carry one standard cargo unit. The remote-controlled version lacks cargo capacity, because its additional computer systems take up the space.



S-12 TYPE MEDICAL POD

Construction Data:
- *Model Number—* Series 9
- *Date Entering Service—* 2/2007
- *Number Constructed—* 158

Hull Data:
- *Superstructure Points—* 0
- *Damage Chart—* C
- *Size*
  - Length— 8 m
  - Width— 4 m
  - Height— 5 m
  - Weight— 8 mt
- *Landing Capability—* Yes

Equipment Data:
- *Control Computer Type—* L-12

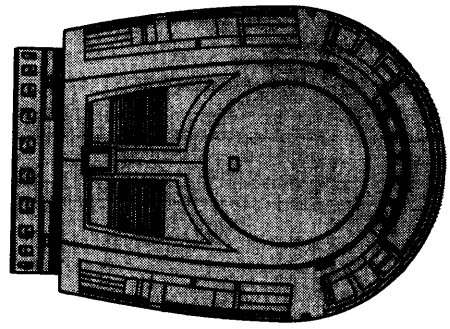
Other Data:
- *Crew—* 1
- *Patients—* 2

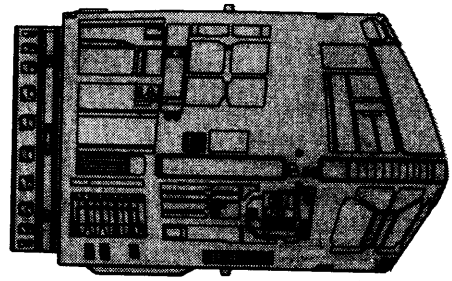
Engines and Power Data:
- *Total Power Units Available—* 1
- *Movement Point Ratio—* 1/2
- *Impulse Engine Type—* FMIA
  - Power Units Available— 1

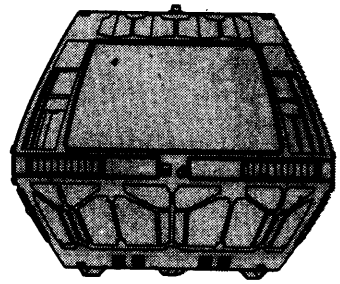
Weapons and Firing Data: None

Shields Data:
- *Deflector Shield Type—* Navigational Only

Based on the *S-10* travel pod design, the *S-12* medical pod was developed for use aboard *R-1 Mercy* Type orbital medical centers. Medics use it if beaming up injured patients to the station would jeopardize their health. The intensive care unit directly behind the pilot can be set for low or zero-gravity conditions.







INFILTRATOR TYPE SURVEILLANCE DRONE

Construction Data:
- *Date Entering Service*— 2/1405
- *Number Constructed*— Unknown

Hull Data:
- *Superstructure Points*— 1
- *Damage Chart*— C
- *Size*
  - Length— 10 m
  - Width— 2 m
  - Height— 1 m
  - Weight— 12 mt

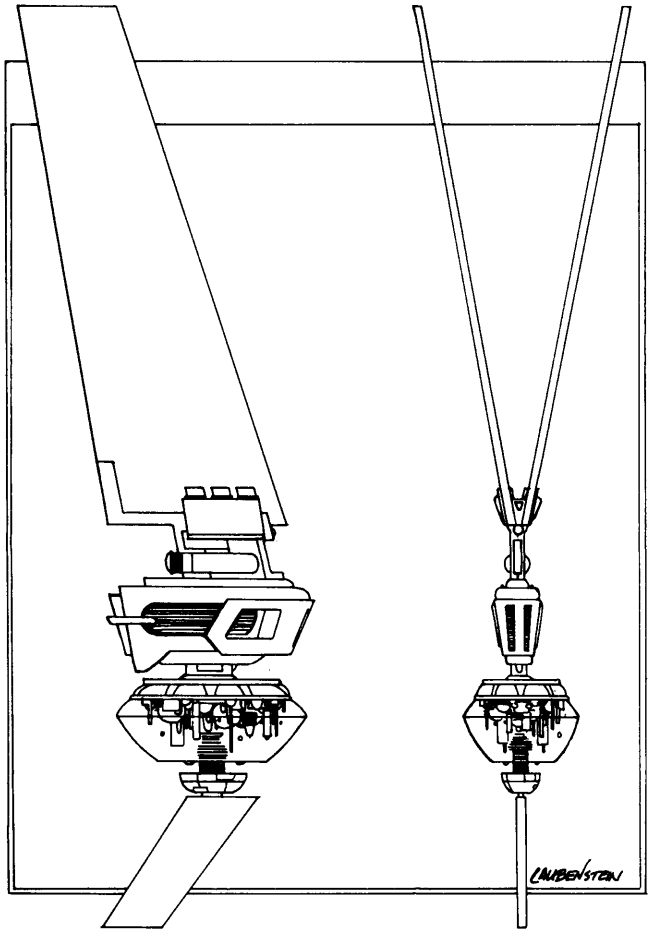
Equipment Data:
- *Control Computer Type*— L-12

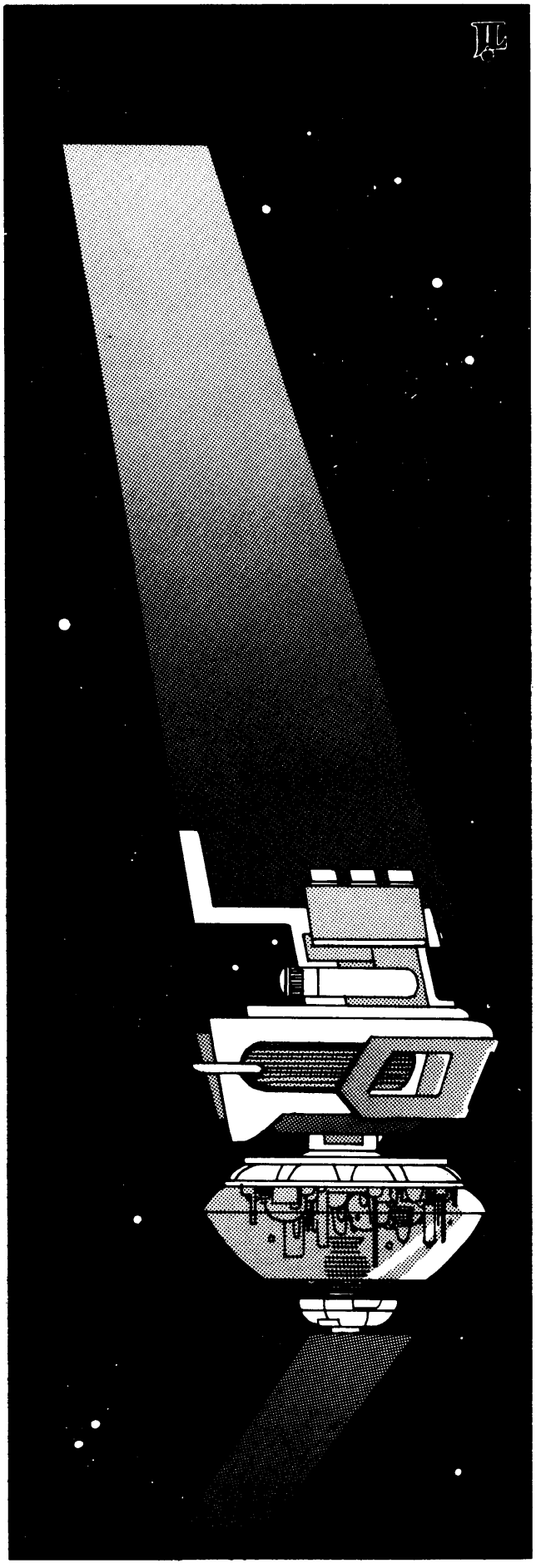
Engines and Power Data:
- *Total Power Units Available*— 2
- *Movement Point Ratio*— 2/1
- *Warp Engine Type*— FMWA
  - Number— 1
  - Power Units Available— 2
  - Stress Charts— A/A
  - Maximum Safe Cruising Speed— Warp 2

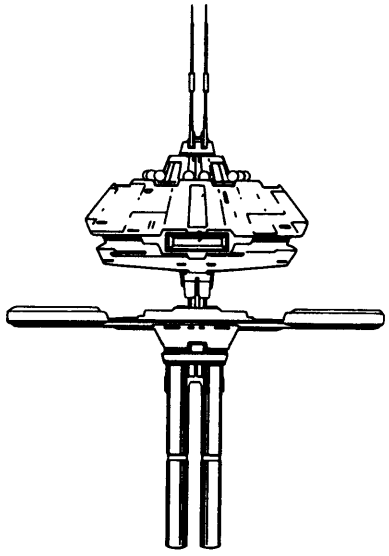
Weapons and Firing Data: None

Shields Data:
- *Deflector Shield Type*— Navigational Only

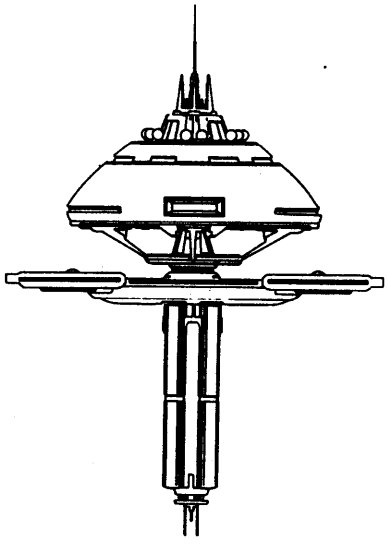
Because many details of the *Infiltrator* Type surveillance drone are classified, the above information represents the best estimate of its abilities. Essentially, it is a microwarp engine attached to long-range sensors. Although the exact number is unknown, some drones are currently operating out of key Federation outposts, including *R-1 Informant* Type surveillance centers. Unconfirmed rumors report that an *Informant* drone was the first to detect the *V'ger* starcraft, which gave Star Fleet Command enough time to react to the menace.



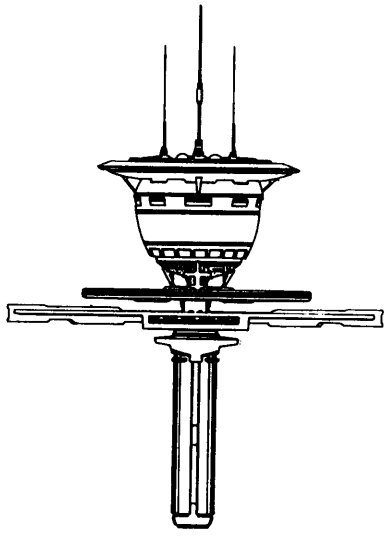




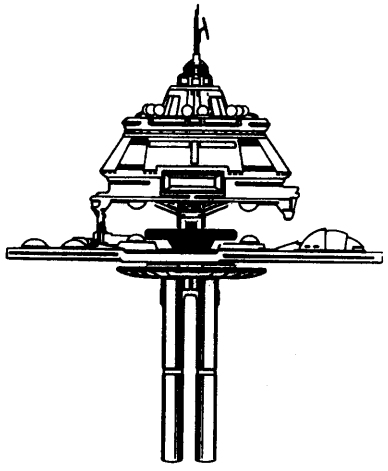
Terminus Type Orbital Penal Installation



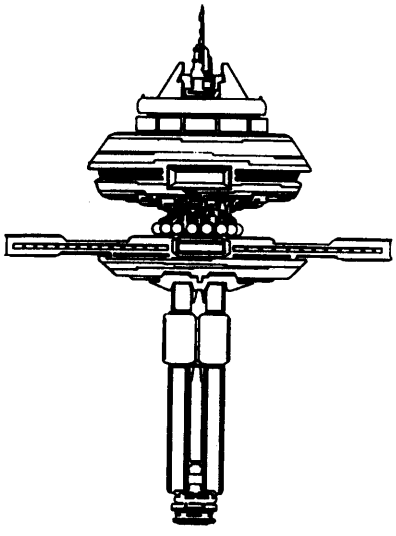
Mercy Type Orbital Medical Center



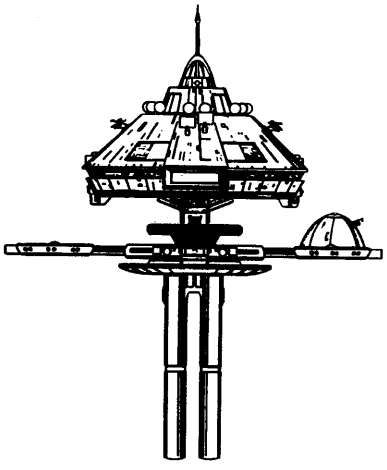
Harmony Type Recreational Facility



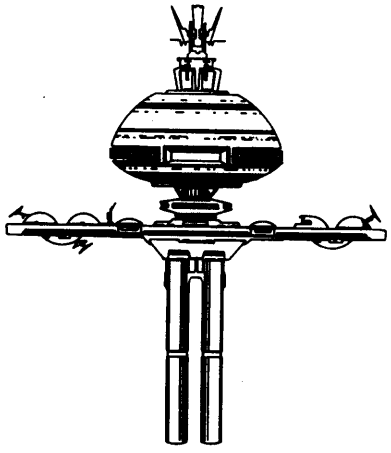
Investigator Type Orbital Research Station



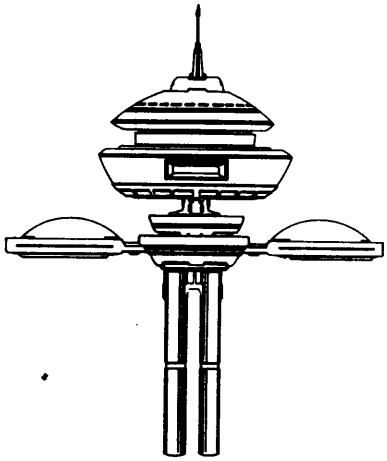
Artisan Type Orbital Manufacturing Center



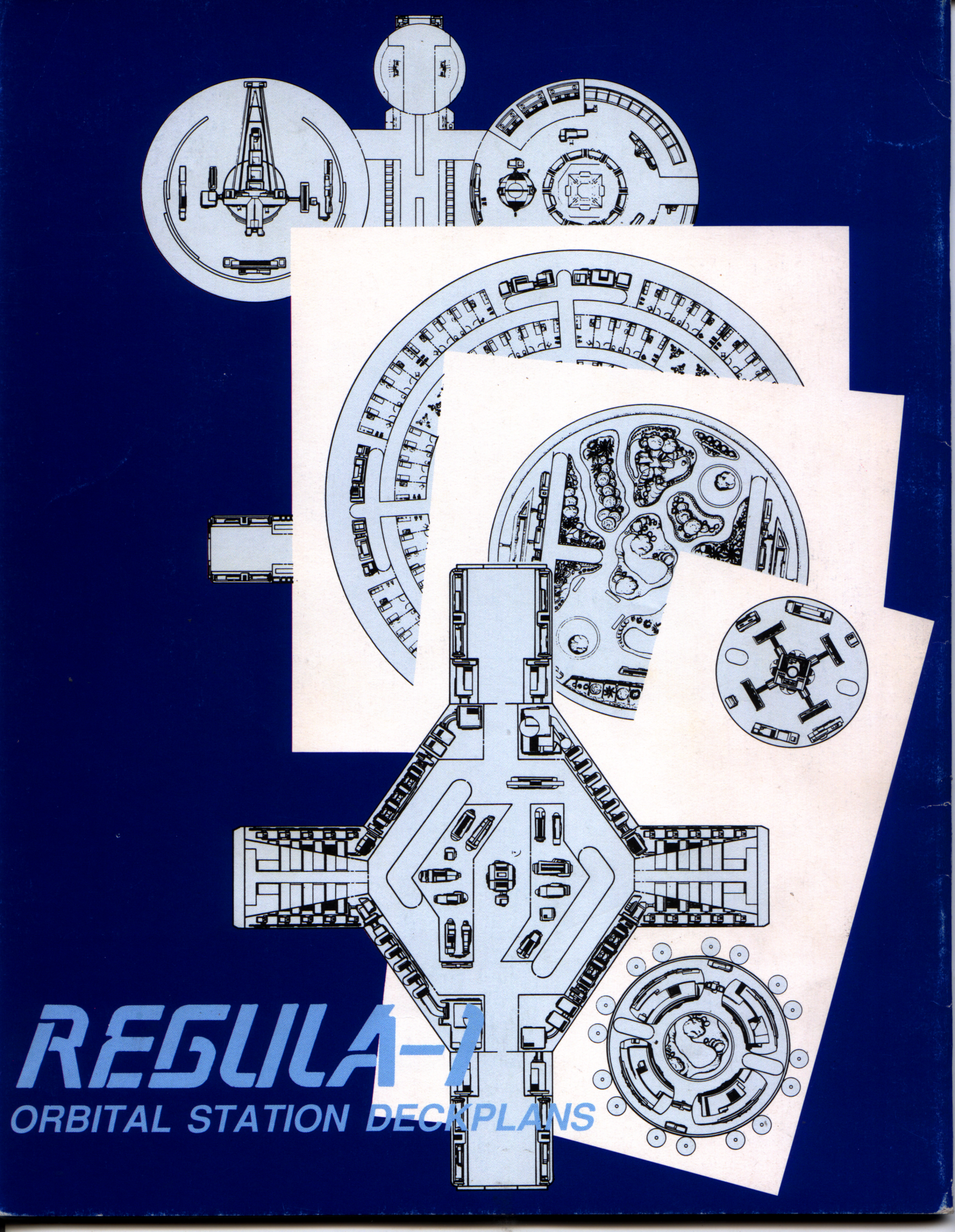
Invictus Type Orbital Defense Outpost



Informant Type Deep-Space Surveillance Center



Administrator Type Orbital Administrative Center



REGULA-1

ORBITAL STATION DECKPLANS