



STARBASE PITCAIRN

A Star Trek Sim

Guide

STARBASE PITCAIRN

Player's Manual & Guide

USS Southern Cross NCC 63550
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INTRODUCTION

If you are reading this, then you will likely have joined the revised Star Trek Sim of the USS Southern Cross Role Playing Game (RPG) Group – Starbase Pitcairn, and we welcome you to the game.

The purpose of this manual is to not only assist any new player to get started, but to also provide a ready source of information and reference for background material that may be required, as you progress through the game.

Also listed in this manual, are the rules and regulations covering all aspects of the inter-action with your character (or characters) and you should ensure that you have a reasonable knowledge of these rules before starting out, so as to cause as little disruption to the other players, as possible.

Anything that you cannot find in this guide can be easily provided, and for this, we would ask that you contact either the Games master (GM) or one of the Game Moderators. You will find the contact details for each of these people listed in the reference section of this manual.

RULES OF THE GAME

The Rules and Regulations of this game have been carefully structured so as to ensure satisfaction for all participants, irrespective of their level of SIM experience. It is requested that all Players abide by these Rules wherever possible so as to ensure as little disruption or confusion as possible for all other members of the group.

Again, if you are at all unsure of any Rule or require clarification on any point, please do not hesitate to contact either a Moderator or the GM.

Rules & Regulations

1. All Club affiliations will be left at the door.
2. No flaming or bad talking about others within the Sim, in Sim chats, or other Sim related venues.
3. Keep to a PG13 format as children may read the Sim and others may be offended.
4. If a post goes above PG13 then post a disclaimer at the top so that those who might be offended and children or their parents may know in advance. This way they may choose if they wish to read the post or allow their children to do so.

Rules & Regulations

5. Due to time constraints on some people wishing to play, the minimum amount of posts done by one person is one a week.
6. To allow those who can only post once a week to stay current no more than 5 posts a week per person unless it is for a secondary character or NPC that may be needed somewhere in the story.
7. If you are unable to post within a week for vacations, illness, etc. then please let the moderators know so that you won't be suspended or anything.
8. If you are going to be away any length of time and your character is in a major part of the storyline then please let the moderators know what you wish to be done with your character while you are gone so they may post it for you or put a halt to that area of story until your return.
9. If you aren't heard from for more than 2 weeks with no notice for an absence, then it will be assumed that something has happened and the moderator has the right to move your character into a position where it is not interfering with plots. (i.e. give your character an illness or injury that requires time in sickbay such as a coma)
10. If you are absent without notice for a month your simming privileges will be suspended until you have been heard from and your situation has calmed down. If you are not heard from by the end of a month, Moderators will attempt to contact you. If they are unsuccessful in this, then Rule 11 will be implemented
11. Any absence without notice for more than a month and without any subsequent, successful contact with you by a moderator, will result in your character being written out and your simming privileges completely revoked only being given back at the GM's discretion.
12. You may not seriously harm or kill another person's character(s) without prior permission.
13. You may have 1-2 secondary characters (i.e. family of your main character), more if you and the moderator think you can handle them. They can't be killed without your permission either.

Rules & Regulations

14. An NPC may be killed or maimed at the writers discretion and as the story dictates as they belong to no one and are only there to further the plotline (kind of like the “red shirts”)
15. NPC’s can be introduced at any time but approval needs to be given by GM prior to introduction
16. A character may only know what they see, feel, and are told, etc. They may not know things that have not directly related to their character’s interactions. (Example: Hella would not know that Kalista, whom she has never met, is pregnant by Jalen unless she knew Jalen and he had told her providing that Kalista had told Jalen.)
17. There may be a few characters who are listed as “permanent NPC”. These characters will be under the sole responsibility of named person and can only be used in interaction with the express approval of the person controlling the character. These characters cannot be placed in any situation of jeopardy nor harm at any time without express approval.
18. The character of the CO will be managed by a named person until such time as the GM or Moderators decide to pass ‘control’ of this character to another.
19. No player other than the game’s founder may hold this character permanently.
20. The Executive Officer of Starbase Pitcairn will be a permanent character who will be managed on a twelve week rotational basis by all members. This means that every twelve weeks, the role of the Station XO will be passed to the next player (in alphabetical sequence by real life surname). This character cannot be killed off nor put into a position of jeopardy without discussion with moderators and other players
21. The player managing the Starbase XO may keep the management role for a longer period than 12 weeks, provided all players agree - particularly if plotlines and stories have been developed in this manner.

Rules & Regulations

22. Players not wishing to accept the role of Starbase XO, will simply pass that responsibility onto the next player in the cycle
23. The Starbase CO character may be changed after time to a different character from the original pre-set, after group discussion.
24. Players may not use any of the known Star Trek characters, although an “association” (be that by family, service/military association) is acceptable.
25. The GM, reserves the right to “readdress” overall plot lines if it is felt that storylines have drifted too far from key intent. This would be done in discussion with moderators.
26. All comments, queries, requests for story line support and character manifestation, should be directed to the GM in the first instance.
27. Decisions made by the GM and/or moderators, will be considered final. Any complaints or comments on such decisions made should be addressed to the GM in the first instance.

HOW TO PLAY THE GAME

This will be a Play by Email (PbeM) RPG. This means that all game play from other players will come to your email box from the main gaming site - in our case, a password-protected forum on an internet website (<http://thedocnetwork.net/pitcaim>) . Players will have one of two ways to reply to messages - they can reply directly to the email they need to reply to; or they may go to the RPG forum and post from there. Only registered game players can post to the forum.

Story continuity is achieved by one player posting what their character is saying or doing, then someone else may either reply to the first person's character (if they wish to be interacting with that character at that time) or they may wish to post what their own character is doing or saying. This could be a direct response to a situation or comment raised by the first character's post, or it could be a whole new storyline or dialogue relating to their own particular character.

Examples: Larina walked into the ship's commissary to obtain a new set of dress uniforms. She saw Deela was working behind the counter and smiled. "Good morning, Deela. How did the date with Keenan go last night?"

<reply>

How to Play the Game

“Not bad, Larina. He’s not such a great conversationalist but what a great kisser.” Deela replied as she winked at her friend. “What brings you to my neck of the woods today, anyway. Aren’t you supposed to be down in stellar cartography?”

<reply>

The first part of the above is an example of a short post from the first person while the second part would be what the next person might send as a reply. Another option may be that Deela is an NPC (non-personal character) and in that case the <reply> wouldn’t be necessary as the same person would be writing for both characters.

Not all posts would be this short though. A person could continue on with what their character would say or do as shown in the next example.

Example 2: Darla sat down at the table where Ben and Jerry were discussing the upcoming mission. “Hello officers. Have either of you decided what you will be doing for shore leave once this mission is finished?” She hoped they had no plans as she was trying to organize a group trip to Daneb IV and very much wanted them along.

<replies to either>

“That’s great. I’d hoped neither of you had plans already.” Darla grinned at the two men happily. “I’m planning a trip to Daneb IV and wanted to invite you along. Marin and Jacob are going too so this should be a wonderful trip.”

Now in the above instance, the person writing the character of Darla has inferred that both of her counterparts will say they have no plans. This is perfectly acceptable because as the posted replies from the other two comes thru, they can word their replies to say they have no plans but if they don’t wish to pursue the potential storyline further they can have their character decline the invitation or at a later date their character may be in a situation where they can’t go with Darla.

How to Play the Game

You may also have what is called a joint post (JP). That is where two players privately send their posts back and forth between themselves and work on it until they feel it is ready to be posted. Try not to send it back and forth too often as it may take a long time to finalize or it could end up 10 pages long. This can easily happen and for the sake of the other players/readers you end up having to split those types of posts into several parts.

Remember to give credit where credit is due and before the post put an OOC that it is a JP between you and the other person.

Try to keep your storyline arcs within a similar vein to the main thrust of the manner in which the game develops. Too many different arcs will be confusing for readers and are difficult to maintain.

If you need assistance at any time, simply send a message to a moderator stating what help you need. The forum site (to be found at <http://thedocnetwork.net/pitcairn>) is where you will go for inter-action between all players; a place to seek help for storylines or character development; general chit chat; or to use our growing reference section. Here is where your character(s) biography (bio) will be placed as well.

FURTHER DEVELOPMENT & BASE PRINCIPLES

Once your application for a character position is approved (whether you have applied for an “open position” or simply forwarded a character bio for approval) you will be able to immediately inter-act in the Sims.

When writing your storylines, it is important that you follow a basic set of ‘rules’ that will ensure you keep the theme of the Starbase paramount.

How to Play the Game

The Command Crew (Moderators and the GM) will provide a balance as necessary to ensure that the basic formats are preserved, but there will always be a huge allowance for individuality. It is the job of the players however, to work together within the guidelines provided so as to ensure good continuity – but creativity is always encouraged!

While playing the game you will find plenty of opportunity to be creative, but you must remember that there will be limits to what you should and should not do. Your characters for example, must be within the accepted guidelines and you must remember that this is a Star Trek Sim – not Battlestar Galactica, Star Wars or any other series.

There can be no Q's; no Cylons; no Darth Vader; references to “the Force”; or some magical being from Narnia that suddenly appears and makes everything right or “different”.

Characters should not use references to any non-Star Trek abilities or technology. We are firmly set within a Star Trek universe so if you are unsure, ask yourself the question “would what I am writing or thinking of happen in a Star Trek episode?” – this will be your own best guide.

When you are ready to write stories or start to create your own logs, use the notices and messages posted on our Forum to assist you. Interaction with other players is highly encouraged as this can help lead to generation of ideas; assist with the development of characters and storylines; and simply help you to gain a better insight of what is going on.

Don't hide yourself away and write in a vacuum.

When you write, you are not bound by 'how' you write. What this means is that you can write in either the first person (e.g. using pronouns such as “me” and “I”) or in the third person (using pronouns such as “he she, it” etc).

How to Play the Game

You can create sub-plots from other major story arcs that may be working and you can also inter-act directly with other characters to extend and expand the progress of the development of a particular plot or thread that may better suit your character.

If you wish to include another player's character into a story, it would be expected that you first ask permission of the owner of that character first. It is also highly recommended that you would both write the story together – unless you are only referencing briefly to that other character.

To ensure that we don't end up with a myriad, labyrinth of story lines going off in lots of different tangents – the GM and Moderators will always provide a base “Chapter” (or “Mission”)for each scenario to be worked in.

You will be able to develop your own stories and sub-plots from this base chapter, but generally, a “theme” for the chapter will be pre-provided.

Moderators may call for ideas for the generation of a new chapter, once the previous one has been exhausted.

You should always feel free to offer suggestions.

If your story arc takes you too far from the original chapter premise, Moderators will notify you or – or, it may be decided that your particular story arc is worthy of further development, and a new chapter can begin from there.

For an example of this topic – the first chapter is entitled “First Steps”. The idea would have been for you to use this chapter to introduce your characters and to begin to develop their backgrounds for all to see.

“First steps” deals with the arrival to the base of a new Skeerrear Ambassador, transferred there to replace the previous Ambassador who was murdered.

How to Play the Game

Immediately, we have the basis for a whole slew of plotline developments and you can see how the need for a base plots is important.

Who murdered the Skeerrean Ambassador? Why was she murdered? What does the turn of events mean for your particular character? What affect will a new Skeerrean Ambassador have to the base? And so on...

If in doubt at any time – always ask. None of us are experts and we will all work together to help create this new group into a fun element.

GAME SETTING

Of obvious importance to the game, is the background details that assist in anchoring the timeline; setting; historical dynamics – and all the other features necessary to give the players a base for their plot and storylines.

This chapter deals with background plot development ideas and leads up to the opening storylines on which the Sim is based.

Players should endeavour to not only research appropriate star charts to familiarise themselves with the region of space in which the opening settings for the game are set, but also take note of the historical background that has led to the opening storyline.

While the Starbase is naturally a military installation, filled with lots of marines and fighter pilots etc, and that it is in the midst of what was (and could well still be) a highly militarily-influenced environment, this does not mean that plots and storylines need to overly pursue military matters. The station is huge, filled a wide variety of peoples – to say nothing of any visiting star ships. Thus the opportunity to broaden the horizons beyond that of simply Starfleet, Marines, warfare etc, is enormous. Players are encouraged to do so.

Game Setting

Star Chart – Alpha Quadrant; Bajor Sector



BACKGROUND DEVELOPMENT

Opening Period date - fourth quarter 2379

Station location: Bajor Sector , near the planet Kobliad and in close proximity to the border of the Tzenkethi Coalition.

Station History:

Following the Dominion War, the Federation realised that their military defensive/offensive capabilities had been too focused on the use of their Fleets of star ships.

Game Setting

Added to that, their fleets had in many cases, lacked a strong military capability in terms of offensive actions, with a distinct shortage of heavy battle cruisers and flight-carrier capable vessels.

In recognising their shortcomings, the Federation decided to not only strengthen the true military capability of their Fleet, but to also vastly improve their defensive ‘screens’ with the updating and rearming many of their existing stations, space docks and relay stations, coupled with the creation of several new, heavily armoured and well fortified deep space starbases or stardocks such as Station 188 is

These latter stations were built and equipped for one major purpose – that of an aggressively designed, offensive/defensive ‘port’ from where reasonably sized strike groups (Task Forces) could be based.

Most of these new stations have been placed in known ‘trouble spots’ , or in quadrants and sectors where the Federation desires to have a much greater influence on neighbouring races who are not part of the Federation, or who have had aggressive dealings with the Federation in the past.

Starbase Pitcairn was one of the first such military bases established.

Commissioned in April 2378, the station was built in record time and considered to be fully operational when only two thirds of her structure had been completed. Strategically placed between the planet of Kobliad and the area of space known as the “Badlands”, the station is well placed to monitor not only a key portion of Cardassian space (sectors relevant to Bajor and the “Bajoran” wormhole) but also the border of the Tzenkethi Coalition – scene of a war with Federation in the 2350’s.

Pitcairn’s closet Federation facilities are Starbase 621 and Deep Space 9 both considered too lightly armed and armoured to be considered defensible in any

Game Setting

major conflict as was seen to be the case during the Dominion War and the Klingon/Cardassian conflicts.

Following the Tzenkethi Wars of 2350's/60's, the Federation had long sought to place a more permanent presence in this region and in the aftermath of the Dominion War, justification for "defensive monitoring capabilities" gave them good reason for the positioning of Starbase Pitcairn. Also, with the Kobliad now having joined the Federation, the starbase has been able to be sited near their system, thus providing a security 'comfort' for this new ally.

With its proximity to the Badlands, the Federation has also been able to use the premise that the station and its huge contingent of Marines and Fighter Squadrons provide adequate protection to the major trading routes in the sector, keeping Federation and non Federation safe from the harassment of pirates, disaffected Maquis and other nefarious elements that have based themselves throughout the Badlands for generations.

This has meant that Pitcairn is perfectly placed to be able to provide a strong "Ready Reaction" offensive or defensive capability at a moment's notice.

It also allows for improved surveillance activity on the Cardassian border enabling the Federation to keep a wary eye on their aggressive neighbours as they start to rebuild the Union following the Dominion War, and at the same time, providing yet another military defensive force in easy reach of the Bajoran wormhole

Following commissioning, Admiral Benjamin Jackson was appointed as the OIC but he was replaced after only short tenure due to health issues and the current OIC is Fleet Admiral Verena de la Porta, a rising star in the Federation and one of the youngest female commanders appointed to such an important military role.

Game Setting

The Station's actual designation is Starbase 188 – with the 'common' name of "Starbase Pitcairn" being given by the first crews posted there as they felt that the Starbase was a far-flung, distant "island" that was not dissimilar to the postings felt by the old-Earth British naval personnel posted to Pitcairn Island in the Pacific Ocean in the 18th and 19th centuries.

The logo of the station has been designed to reflect the history of the nickname given by original crew, enhanced by the significance of the sector deployment.

The triangular design is indication of the "three sectors of responsibility" that fall within the jurisdiction of the base's sector of influence. This triangular design is also depicted in the centre of the design.

The "three points" referred to are – The Cardassian Border; the Tzenkethi Border; and the sector of the quadrant known as 'the Badlands'.

The outline of the border of the main triangle and the centre of inner triangle, are the chains representing the Transported Convicts sent to Pitcairn Island in old Earth history – an important cultural part of the original crews sent to the base after first commissioning.

The motto – "a rock in the ocean" – represents the strength and security of a solid projection in the midst of space (the 'ocean') just as Pitcairn Island was originally deemed to be in the 18th and 19th centuries.

Starbase Deployment:

The station provides a military base of operations for the 11th TAC Fleet but also has a large scientific centre; a reasonably sized Diplomatic section; sizeable engineering facilities; a large commercial centre; and substantial residential quarters needed because of the great distance for other suitable facilities.

The military sections include a dry dock/repair facility; a very large complement of Marines; a Fighter Air wing for offensive/defensive operations; military training facilities; and is heavily armoured and contains a high degree of defensive ordnance.

The Station is quite capable of withstanding a prolonged attack from most quarters and is more than able to provide a solid defensive screen for any fleet of ships, near-proximity planet or even a single refugee, that makes it a tough nut to crack should any enemy of the Federation attempt to do so.

BASELINE PLOT & HISTORICAL DETAILING

Period: 4th quarter 2379

SITUATION ANALYSIS

Alpha Quadrant

- The Dominion War has ended and the Founder's have returned to their Homeworld seeking to become a peaceful race with no further intention of war or conquest
- The Romulans have returned to their own territory and are recovering from the effects of the "Nemesis" plotline (in other word, new government; reassuring the Federation of their peaceful intent; basically becoming what they were before the War
- The Federation (with the Klingons watching closely over their shoulder) are monitoring both the Romulans (more surreptitiously than obviously) and have put much heavier presence in Cardassians space to keep an eye on their developments
- Bajor have joined the Federation and have allowed the Federation to establish military 'support' bases and posts within Bajoran space

Game Setting

- The Wormhole is under control of Bajor but militarily defended by the Federation
- DS9 has been taken over completely by the Federation as one of their base sites for supply and monitoring duties
- The Federation have established several Starbases within the Cardassian Borderworlds area and along the Romulan frontier
- The Klingons have rejected joining the Federation outright but have retained their “alliance” status in support of the Federation
- The Klingons have also established ‘monitoring stations’ in the Gamma quadrant and significantly increased their military bases and outposts along the Romulan border
- The Cardassians are trying to recover their ‘lost’ Empire and are having to rebuild their resources, military, fleets and bases following the destruction caused by the Jem H’adar and the effects of the War
- Cardassia is also undergoing some internal turmoil – with its ruling government being undermined by remnants of the original Central Command who would prefer to see Cardassia return to its status of ‘power and influence ‘ within the sector
- Cardassia has several Ambassadorial posts in key federation areas including SOL 1
- There is a ‘secret Cardassian fleet’ being established (refer Gamma Quadrant notes)
- The collapse of the Dominion has seen a huge influx of refugees from the Gamma Quadrant which is putting serious pressure on the Federation and Bajor officials in monitoring use of the wormhole – which has had to be ‘closed’ to only “authorised traffic”, something that is not easily achieved in a peaceful manner

Game Setting

- The Wormhole has seen action in regard to aggressive dissidents from the Gamma Quadrant (privateers; mercenaries; criminal elements etc – from disaffected ex-Dominion controlled worlds)
- Kobliad has joined the Federation

Gamma Quadrant

- With the ‘demise’ of the Dominion following the Founder’s decision to become a peaceful and introspective race, the Dominion has ceased to be the ruling power within the Quadrant, causing civil strife; aggression from neighbouring planets; and other negative activities – as individual worlds and races attempt to either take some form of control in their sectors or simply set about rebuilding their individual societies.
- The Federation has only managed to have effect on several worlds, those closest to the Wormhole – although none of these planets have joined the Federation as there is yet to be an established unifying mechanism
- The Klingons are showing signs of “great interest” as they see opportunity to further extend their own influence in the Quadrant.
- The same is to be expected of the Romulans but following the events of the “Nemisis” timeline, they are currently more concerned in rebuilding and re-establishing their own political needs in their homeworld.
- The Jem ‘Hadar and the Horta have ceased to be a threat – with the Founders carrying out a basic program of genocide by denying the Jem ‘Hadar access to kestrel white, and have simply left the billions of troops and bases to their own devices. All of these troops simply ceased to exist.
- Virtually all of these units simply expired – although a core of Horta and Jem ‘Hadar have been retained to protect the Founder’s Homeworld and a base has been established for this purpose

Game Setting

- Most of the technology of the Jem 'Hadar had been destroyed by loyal officers utilizing 'self –destruct' mechanisms – but many of their attack ships and a few bases have been left abandoned but intact.
- Cardassian agents and sympathisers have managed to secretly recover many of these ships and they have been hidden on various worlds awaiting development
- Some Jem 'Hadar technology has fallen into the hands of some previously enslaved races and this is expected to cause further civil problems within the Quadrant
- Because of the Prime Directive, the Federation has thus far refused to impact either politically or in any military sense within the Gamma Quadrant and are instead playing a simply diplomatic and observer role.

TECHNICAL SPECIFICATIONS

As has been listed previously, the SIM is built around a Starbase in the Alpha Quadrant. The specifications for this Starbase, allow for the creation of a new design of space dock based on the Ournal class.

These specifications are not necessarily canon but have been designed to provide some basis for player's development of their characters; allow for an "insight" into the setting; assist with the establishment of story-lines; and simply to give players a better "feel" for the core element of the game (the Starbase itself).

Changes can, and will be made to these specifications and players should feel free to pass their advice, comments or ideas onto the GM or the moderators as these specifications can be altered or adjusted according to the dynamics of the game, or the needs of the players.

STARBASE PITCAIRN SPECIFICATIONS

A redrafted design of the original Ournal class design, the Woomera Class Spacedock was originated to handle the larger Starfleet vessels built since the late 2360s and to provide a much more defensively arranged weapons platform, than those of the original designs. Somewhat larger than the original design, the Woomera class offers many of the same features and functions, including refits, repairs, and a shipbuilding capability. Like the Ournal class, the Woomera class is

Technical Specifications

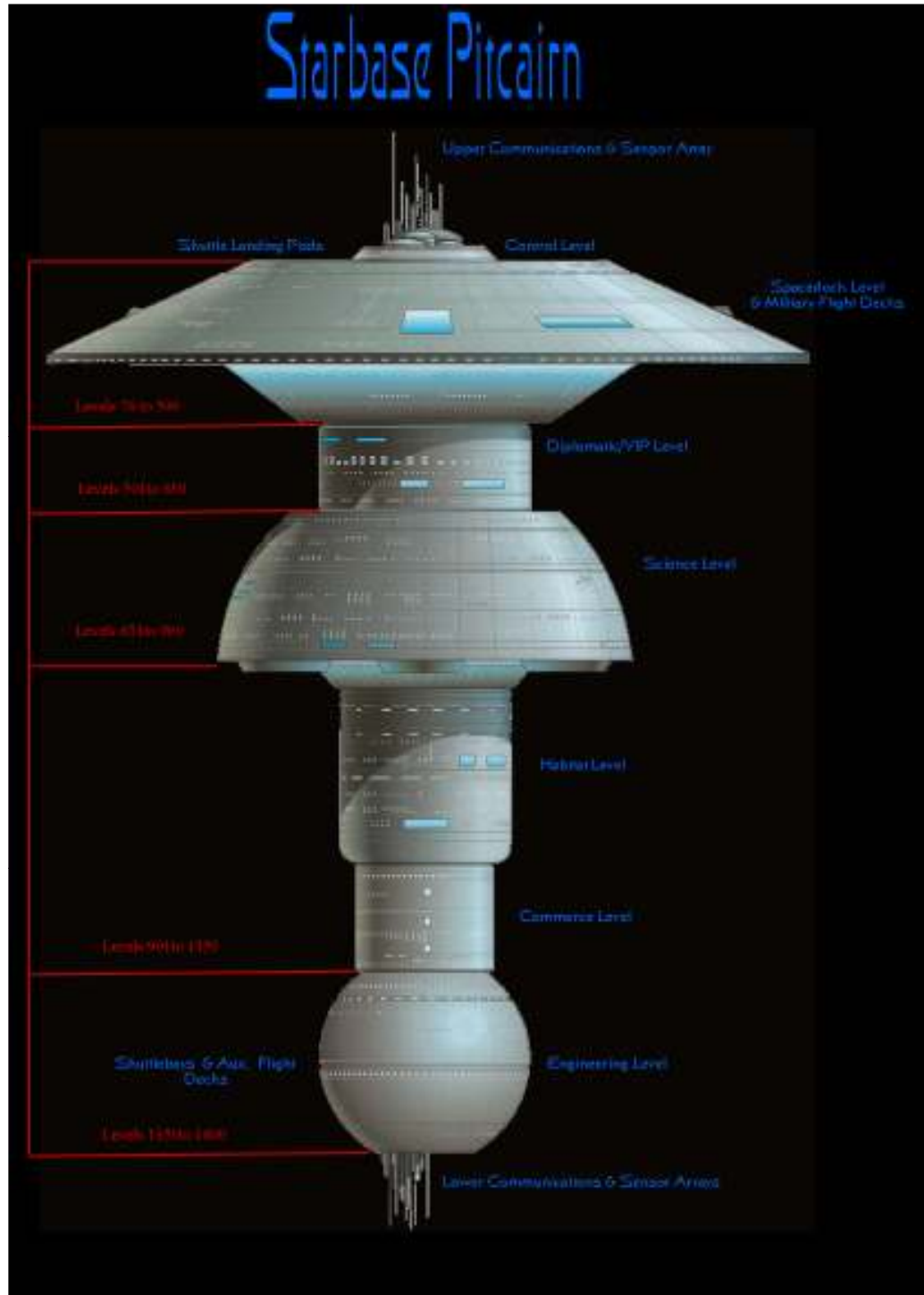
also heavily armed, though the weapons mix is somewhat different, relying on torpedo and long-range phasers as "stand-off" weapons. The only Ournal base ever successfully attacked, was bombarded from afar. Coupled with permanently deployed Fighter Wings, the Woomera class provides a variation from the standard Federation deep space facilities.

Because of its deep space setting, a large portion of the station is given over to civilian habitat and a correspondingly large area for commerce.

The commerce sections cover many decks and are referred to as "Boulevards" (think 'Promenade' from DS9 – only larger).

These Boulevards can host a wide variety of outlets so players should feel free to assist in the creation of new businesses as time goes by. To create a new business, simply drop the GM a line with your suggestion.

Technical Specifications



Technical Specifications

TECHNICAL SPECIFICATIONS

Starbase:	TAC Fleet 11 th MEU HQ
Registry Number:	SB 188
Ship Class:	Woomera Class Starbase
Type / Role:	Space dock
Commissioned:	2377
Bridge Plaque Quote:	<i>A rock in the Ocean....</i>

HULL DIMENSIONS

Diameter:	5,110 meters
Height (Main):	6,365 meters
Height (Overall):	7,830 meters
Number of Decks:	1,600

DOCKING BAYS / CARGO BAYS

Starship Dry-docks:	15
Docking Ports:	50
Cargo Bays:	200

SHUTTLE BAYS / FLIGHT DECKS

Main Shuttle bays:	10
Auxiliary Shuttle bays:	10

Flight Decks:	10
Shuttle Load out & Embarked Crafty	25 Type 18 shuttle pods 300 Type 6 shuttlecraft 50 Type 7 shuttlecraft 100 Type 9 warp shuttles 110 Type 15 shuttlecraft 12 T8 Albatross heavy transport Craft 14 T17 Loon Tactical Landing craft 46 F/A-55 Le-Matya Strike Craft 30 A-18 Firebolt Close Air Support Craft 10 Danube class runabouts 10 SC class Diplomatic shuttles 11th Marine Air Wing Fighter Group (11th MAW): MAG 375 (Support) 2 squadrons – VMS 368; VMS 375; MAG 377 (Tactical Fighters) 10 squadrons – VMFA 362; VMFA 366; VMFA 369; VMFA 377; VMFA 376; VMFA 380;

VMFA 384; VMFA 386; VMFA 388; VMFA 392 (Training)

Technical Specifications

CREW INFORMATION

Standard Crew: 160,000
Maximum Capacity: 210,000
Civilians: 50,000 + 20,000 transients (Cargo ship crews, tourists, refugees, etc.)
Standard Quarters: 150 square meters per person

COMPUTER SYSTEMS

Enhanced Bio-neural LCARS-II computer core.

Computer Core Type: 3, Bio Neural; Main and Engineering (Secondary) and an Auxiliary.
Maximum Storage: 8.5 million kiloquads
Data Transfer Rate: 3,600 kiloquads / second

PROPULSION SYSTEMS

Sub light Drive: 25 Omni-directional thruster arrays (for attitude control)
FTL Drive Experimental Drive based on Ferengi Warp Array geometry.
[EXPERIMENTAL] Primary Coil Array - 16,000 meters: Main Dome
Secondary Coil Array - 7'000 meters: Secondary Science Dome

TACTICAL SYSTEMS

Shields Sustainable Load: 64,000 MW
Shields Auxiliary Load: Up to 70% of primary
Phaser Arrays: 40 Type XII Phaser Arrays
20 Type XII Pulse Phaser canons
Maximum Emitter Length: 250 segments
Torpedo Launchers: 100
Torpedo Payload: 23,000 Mark II Quantum

SENSOR SYSTEMS

Lateral Sensors: 18 arrays of 6 pallets
Probe Load out: Class I Short-Range Sensor Probes
Class II Multi-mission Sensor Probes
Class III Planetary Survey Probes
Class IV Stellar Encounter Probes
Class V Medium-Range Reconnaissance Probes

Class VI Communications Relay/Emergency Probes
Class VII Remote Culture Study Probes

Technical Specifications

Class VIII Medium-Range Multi-mission Warp Probes
Class IX Long-Range Warp Probes

TRANSPORTER SYSTEMS

Personnel Transporters: 200 - 7 person [1 every 8 decks]
Cargo Transporters: 200 - 15,000 metric ton (1 in each cargo bay)
Emergency Transporters: 400 - 20 person [2 every 8 decks]

HOLOGRAPHIC SYSTEMS

Main Holodecks: 50
Personal Holodecks: 110
Research Holodecks; 25
Military Training
Holodecks: 30
Engineering Holodecks: 5
Holographic Programs: 1 Long-Term Medical Holographic Program

SCIENCE

Main labs
1 General Science Lab with Chief's office
2 Cybernetics
3 Stellar Cartography
5 Exobiology
2 Planetary Science
1 Astrometrics
5 Cultural Anthropology
4 Geo Physics
6 Micro Biology
3 Physics
10 Chemistry Lab
Secondary labs
35 General Research Labs
25 Medical Research Lab
1 Self Contained Viral Research lab

TAC FLEET COMMAND FACILITIES

Quarters: 2 Fleet Command level quarters at 250 square meters each.
50 Staff quarters at 180 square meters each.
25 Guest Quarter at 150 square meters each.
Offices: 2 Offices at 50 square meters each

30 Offices at 35 square meters each
10 Offices at 20 square meters each

Technical Specifications

Facilities: 1 independent communications facility
1 Command Intelligence Centre

Military Detachments:

8 x Marine Strike Groups (attached 11th BDE, 6th DIV) – 374th,
379th, 381st (Spec Ops) – 371st, 379th, 377th, (Infantry) - 377th
(Combat Engineers), - 377th MSH (Medical) – 378th (Support)

1 X Marine Air Wing (MAW) 11th MAW – 375th MAG;
377th MAG

DIPLOMATIC FACILITIES

Quarters: 15 Ambassadorial quarters at 250 square meters each.
100 Staff quarters at 180 square meters each.
275 Guest Quarter at 150 square meters each.

Conference Facilities: 5 300 square meter conference hall complex for
100 guests + press
5 250 square meter conference hall complex for
75 guests + press
10 200 square meter conference hall complex for
50 guests + press
60 50 square meter 15 seat briefing rooms
1 independent communications facility

Technical Specifications

DECK LAYOUTS

Deck

SUP 1 – 30	Upper Communication & sensor arrays
1 – 75	Command & TAC Fleet HQ
76 -500	Space Dock, Military Flight Decks & Marine HQ
501 – 650	Diplomatic
651 – 900	Science
901 – 1350	Civilian Habitats & Commercial
1351 – 1600	Engineering & Auxiliary Flight Decks

DECK LAYOUT DETAILS

Deck	Details
SUP 30 -22	UPPER COMMUNICATIONS & SENSOR ARRAYS Sensor Arrays 1-8 [Designated Operations, Tactical and Long Range Science] and Communications Array Sensor and Communications Auxiliary Control Room [Deck Sup 22] Equipment Storage and Maintenance [Deck Sup 22]
SUP 21 – 10	UPPER COMMUNICATIONS & SENSOR ARRAYS Pulse Phaser Turrets 1-5 [Towers extend from Deck Sup 10-20] Astrometrics Sensors and Observation Pod Primary Subspace transmitter Pod [1500 separate emitters capable of carrying 5000 simultaneous transmissions] Primary Space Dock Approach Control [Deck Sup 11]
SUP 9 – 1	UPPER COMMUNICATIONS & SENSOR ARRAYS Auxiliary Fusion Generator - Superstructure [Deck Sup 2] Primary ODN node - Superstructure [Deck Sup 3] Partition Deck [Deck Sup 1] - Allows Superstructure to be removed and replaced Torpedo Launchers 1-5 [Deck Sup 5] Torpedo Magazine Alpha [500 torpedoes]
1 – 5	COMMAND: Operations Centre [Deck 1] Starbase Commander's Office and Ready Room Strategic Ops Centre Conference Rooms 1-3 Executive Officer's Ready Room [Deck 3]

Technical Specifications

6 – 15	Main Briefing Room [Deck 5] Transporter Room 1 [Deck 3] Command Administrative offices Senior Officers Mess Hall [Deck 5] COMMAND Primary Computer Core Communications Control Centre EPS routing control 1 Auxiliary Fusion Generator - Upper Command Section Support Services Centre (Alpha) Transporter Room 2 [Deck 11] Emergency Transporter Rooms 1 & 2 [Deck 7] Emergency Transporter Rooms 3 & 4 [Deck 15]
16 – 25	COMMAND Primary ODN Node - Command [Deck 16] Command Level Medical Facilities [Deck 17] Transporter Room 3 [Deck 19] Emergency Transporter Rooms 5 & 6 [Deck 23] Command Level Shield Generators [Decks 18-21] Phaser Array 1-5 Tactical Ops Centre [Deck 23]
26 – 35	COMMAND Holodecks 1-5 [Decks 26-30] Holodeck Buffers Senior Officers Quarters Senior Officer/VIP Dining Room, Banquet Room Kitchens Transporter Room 4 [Deck 27] & 5 [Deck 35]
36 – 45	COMMAND & TAC FLEET HQ 11th TAC Fleet Admin Quarters [Deck 36 - Outer Ring] 11th TAC Fleet Offices [Deck 37 - Outer Ring] 11th TAC Fleet Comms Centre [Deck 37] 11th TAC Fleet Command Intelligence Unit [Deck 37] SpecOps Section (Deck 38 – classified personnel only) Starfleet VIP guest quarters Junior Officer's Quarters Transporter Room 6 [Deck 43] Emergency Transporter Room 9 & 10 [Deck 39]
46 – 65	Holodecks 6-10 [Deck 36-40] COMMAND Junior Officer's Quarters Junior Officer's Mess Hall [Deck 46] Senior NCO's Quarters

Technical Specifications

	Senior NCO's Mess Hall [Deck 55] Transporter Room 7 [Deck 51] & 8 [Deck 59] Emergency Transporter Rooms 11 & 12 [Deck 47] Emergency Transporter Rooms 13 & 14 [Deck 55] Emergency Transporter Rooms 15 & 16 [Deck 63] Holodecks 11-15 [Deck 46-50] & 16-20 [Deck 56-60]
66 – 75	COMMAND Secondary Computer Core Auxiliary Fusion Generator - Lower Command Section Support Services Centre (Beta) Transporter Room 9 [Deck 67] & 10 [Deck 75] Emergency Transporter Rooms 17 & 18 [Deck 71] Gym and Recreation area [Deck 75] SIF generators - Command Level
76 – 85	SPACE DOCK Shuttle/Runabout landing pads & Elevators [Deck 76] Shuttle/Runabout Bays 1-4 [Decks 77-85] Boatswain's Office [Deck 76] Landing Pad Tractor Control [Deck 76] Transporter Room 11 [Deck 83] Emergency Transporter Rooms 19 & 20 [Deck 79]
86 -175	SPACE DOCK <i>Dome:</i> Enlisted Crew Quarters Emergency Transporters [Every 8 decks and at opposite sides of the dome] Starfleet Family Quarters Visiting Crew Quarters Recreational Facilities Medical Facilities Holodecks 20-35 Personal Holodecks 1-40 MAW Flight Centre (TIC) <i>Core:</i> Fusion Generators for Space doors Auxiliary Shuttle and Worker Bee Bays 5 and 6 Shuttle and Small Craft Maintenance Bays Upper Tractor Control [Deck 101] Industrial Replicator Matter Storage [Decks 87-97] Hangar Observation Deck [Deck 110] Dock Operations and Control [Deck 111]

Technical Specifications

176 – 185	<p>Power Transfer Control [Deck 175] Fusion Generators for Umbilicals [Decks 170-175] SPACE DOCK <i>Dome:</i> Dome Phaser Arrays 6-20 [Deck 176] Torpedo Launchers 6-35 [Deck 178] Tactical Sensors [Deck 177] Torpedo Bays [Deck 179] Shield Generators [Decks 180-185] (1/Quartile) <i>Core:</i> Generator for Main Phaser Bank Tactical Systems sub-processor and ODN node Space Dock Medical Bay [Deck 180]</p>
186 – 285	<p>SPACE DOCK <i>Dome:</i> Civilian Crew Quarters and Facilities Space Doors (x4) [Decks 200-270] Fighter Bays 1-4 [Decks 230-5] <i>Core:</i> Generator for Main Phaser Bank Tactical Systems sub-processor and ODN node Space Dock Medical Bay [Deck 180]</p>
286 – 370	<p>SPACE DOCK <i>Dome:</i> Small Vessel Dry Docks [Decks 300-340] Outer Rim Promenade Deck [Deck 370] Park and recreational facilities [Decks 350-370] <i>Core:</i> Dry Docks (Cont...) Lower Tractor Control [Deck 360] Tractor Beam Emitters [Deck 370] (Dock Floor)</p>
371 – 500	<p>SPACE DOCK & MARINE HQ Dry Docks and Dockyard Machine shops [Decks 371 (Space Dock Floor) - 410] 11th BDE Marine Corps HQ [Deck 411] Marine Barracks [Decks 412-415] Marine Combat Training Centre [Decks 416-420] Holodecks 43-50 [Decks 419-420] Cargo Bays 1-200 [Decks 421-470] Main Armouries - Torpedo Storage [Decks 471-500] 11th TAC Fleet - Secure Armory (Unconventional Weaponry) [Decks 371-400 (Under Core)]</p>

Technical Specifications

501 – 650

DIPLOMATIC

Diplomatic Corps / Judge Advocate General Offices & Court rooms. [Decks 501-520]

Diplomatic Level Fusion Reactors [Decks 521-3]

Life Support [Deck 522 - Inner ring]

Shield Generators [Decks 525-7]

Federation Colonial Affairs, Diplomatic Communications Center [Decks 530-2]

Various Corporate Offices [Decks 528-530]

Holodecks 51-60 (Diplomatic/Legal use only) [Decks 531-535]

Emergency Transporters [every 8 decks - Core]

Federation Member Offices [Decks 536-540]

Emergency Lifeboats [Every 8 decks - outer hull]

Main Embassies and Consulates [Decks 541-585] (And Ambassadors residences)

Xeno-Medical facilities [Decks 560-3] (3 EMH mark V as supplement)

Main Summit Chamber. (capacity 2000+ people) [Deck 555-557]

Ambassadorial Staff Quarters [Decks 586-620]

Clerical/Service Staff quarters [Decks 621-650]

651 – 660

SCIENCE

2 Cybernetics [Deck 651]

3 Stellar Cartography [Decks 653-660]

2 Planetary Science [Deck 657]

1 Astrometrics [Deck 658]

General Science Lab with Chief's office [Deck 660]

Science section head offices. [Deck 660]

661 - 675

SCIENCE

5 Exobiology [Decks 661-664]

5 Cultural Anthropology [Decks 665-670]

4 Geo Physics [Decks 671-675] (Each lab is 5 decks high to allow for large experiments)

676 – 750

SCIENCE

6 Micro Biology [Deck 676]

3 Physics [Decks 677-685] (Warehouse Labs)

10 Chemistry Lab [Decks 686-690]

35 General Research Labs [Decks 691-720]

25 Medical Research Lab [Decks 721-750]

1 Self Contained Viral Research lab [Deck 749]

Technical Specifications

751 – 855

SCIENCE

Emergency Life Support [Deck 751]

OPS Power Node [Deck 753]

OPS IV (Battle Center IV) [Deck 754]

Shield Generators [Decks 755-760]

Torpedo Storage Areas [Decks 761-763]

Torpedo Launchers & Phaser Banks [Deck 762]

Probe Preparation and Launch tubes [Deck 764]

Observation Deck (open to arboretum & garden level)
[Deck 790]

Holodecks 61-75 (for Science use only) [Decks 765-770]

Arboretum and Gardens [Decks 771-850] (Core)

Middle Sensor Array [Decks 800-810]

Science Level Fusion Reactors [Deck 851-853]

Life Support [Deck 852]

856 – 900

SCIENCE

Educational Facilities -

University Lecture Halls [Decks 856-865]

Sports and Physical Education [Decks 866-886] (Including
playing fields)

Hydroponics labs [Decks 887-890]

**Secondary Shuttle Bays and Science Runabouts
[Decks 870-875]**

Science Computer Core and AI institute [Decks 891-900]

901 – 1300

CIVILIAN HABITAT & COMMERCE

Civilian Quarters [Decks 915-1300]

Civilian Level Fusion Reactors [Decks 901-910]

Life Support [Decks 905-7]

Shield Generators [Decks 911-13]

Security Offices [Decks 915, 45, 75... every 30 decks]

Main Security Office [Deck 1000]

Holding cells for all environments [Decks 995-999]

Medical Bays [Decks 915, 45, 75... every 30 decks]

Emergency Transporters [Every 8 decks]

Emergency Lifeboats [Every 8 decks]

School Rooms [Decks 960-865]

Education Center [Deck 963]

Historical Library [1000]

Visitor Orientation Centre [1000]

Alpha Boulevard [Decks 945-948]

Public Recreational Holosuites and Holodecks 91-120
[Decks 1100-1150]

Transporter Rooms [Every 8 decks]

Technical Specifications

Beta Boulevard Level [Decks 1000-1004]

Public Replimat [Deck 1207]

UFP & Star Fleet services [Deck 946]

Tribune Office [Deck 1045]

Gamma Boulevard Level [Decks 1100-1104]

Delta Boulevard Level [Decks 1200-1204]

Hotels, Bars, Restaurants etc. [All Boulevard levels - and others]

Allpress Coffee [All Boulevard levels]

Hungry Jacks [All Boulevard levels]

David Jones [Delta Boulevard]

Wendys (Alpha & Delta Boulevards)

Myers [Alpha Boulevard]

Rodd & Gunn [Delta Boulevard]

R.M.Williams (Beta Boulevard)

Ralib's Emporium (Beta Boulevard)

1301 – 1350

CIVILIAN HABITAT & COMMERCE

Sewage and reclamation systems [Decks 1301-1320]

Matter storage for food replicators [Decks 1321-1330]

Dry Goods and Comestibles Storage [Decks 1331-1348]

Separator Levels and Engineering Pod Ejection system [Decks 1348-1350]

1351 – 1400

ENGINEERING

Separator Levels and Engineering Pod Ejection system [Decks 1351-1353]

Pod Ejection system control [Deck 1353]

Main EPS shutoff valves [Deck 1354]

Deuterium Fuel Pumps and Fill Ports [Deck 1355]

Deuterium Storage [Decks 1355-1400]

Fuel Ejection systems [Decks 1360, 1370, 1380 & 1390]

1401 – 1500 ENGINEERING

Raw Matter Storage Facilities [Decks 1401-1430]

Deuterium Cryogenic conversion systems [Decks 1401-1405]

Pressure regulation units [Decks 1406-1410]

Keltrinium Crystal storage [Deck 1411]

Matter Reactant Injectors [Decks 1411-1415] x16

Core Ejection Systems [Deck 1415-1416] x8

Magnetic Constrictor Coils [Decks 1417-1456] x8 sets

Engineering Computer Core [Decks 1420-1430]

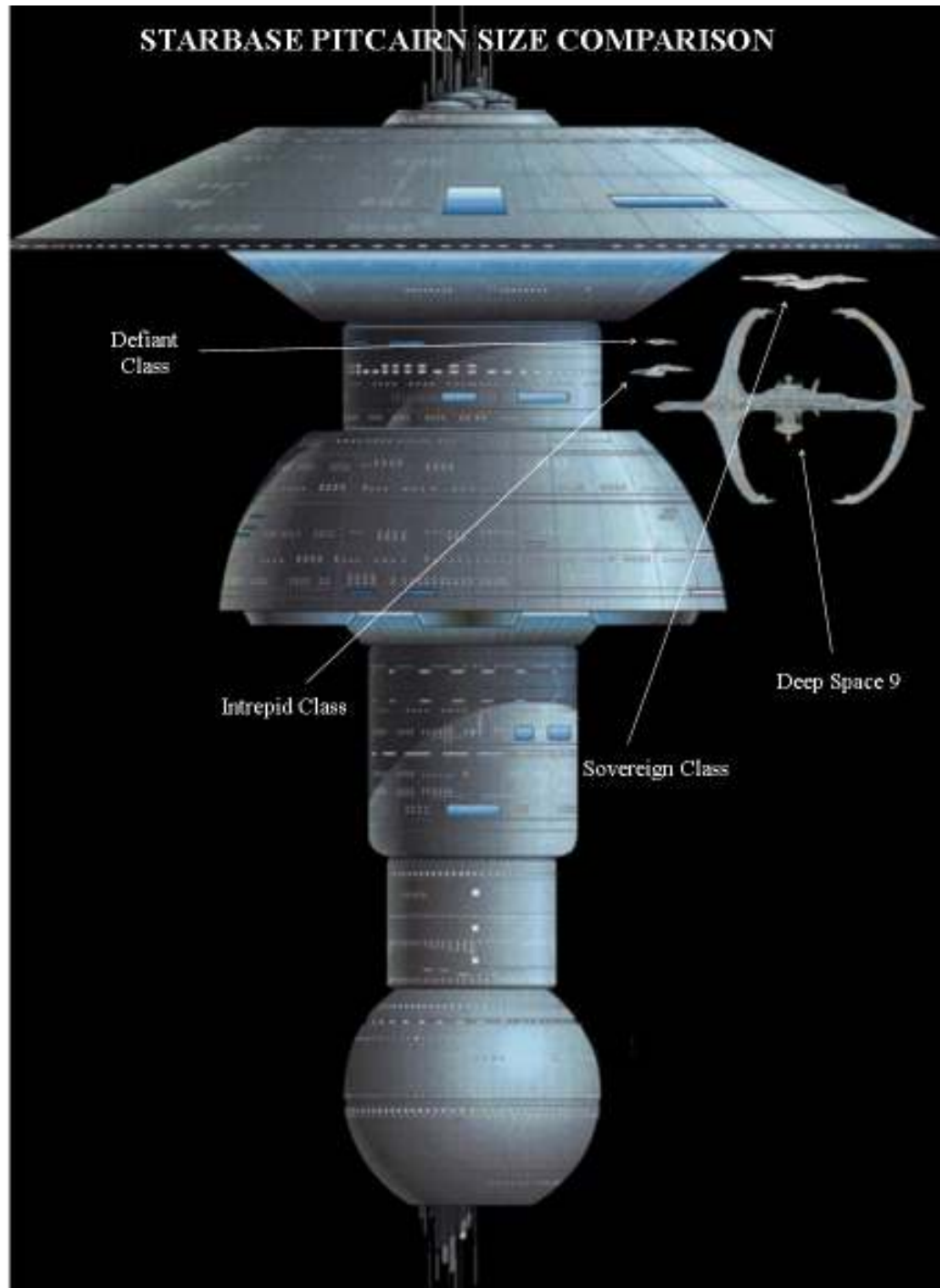
Holodecks 1-5 (Engineering) [Decks 1435-1440]

M/AM Reaction Chambers [Deck 1457] x8

Technical Specifications

	Power Transfer Conduits [Deck 1457] x16 (2/reactor)
	Main EPS Taps [Deck 1457] x16
	CEO's Office [Deck 1456]
	Main Engineering Deck [Deck 1457]
	Primary Environmental Control [Deck 1458] Technical
	Engineering Section shield generators [Decks 1458-1460]
	Torpedo & Phaser Banks [Deck 1457]
	Torpedo Storage [Decks 1456-8]
	Engineering Section Shuttle bays and Worker Bee Storage [Decks 1473-1478]
	Industrial Replicators and Workshops [Decks 1473-1478]
	Magnetic Constrictor Coils [Decks 1458-1498] x8 sets
	Core Ejection Systems [Decks 1499-1500] x8
1501 – 1570	ENGINEERING
	Antimatter Injection Systems [Decks 1501-1505] x8
	Antimatter containment control [Deck 1506]
	Antimatter Containment Systems [Decks 1506-1550]
	Antimatter Ejection ports [Decks 1510, 20, 30, 40 & 50]
	Attitude Control Thrusters [Decks 1551-1554]
	Impulse Engines for Rotation and station-keeping [Decks 1551-1555]
	Secondary Helm control [Deck 1553]
	Maintenance Main Storage Bays [Deck 1556-1570]
1571 – 1600	ENGINEERING & AUXILLARY FLIGHT DECKS
	Sensor Processing [Deck 1572]
	Gyroscopic Motion Sensors [Decks 1575-1580]
	Primary Sensor Relays [Deck 1581]
	Communication Array hub [Deck 1582]
	Fighter/Shuttle/Runabout auxiliary landing pads & Elevators [Deck 1583 -1584]
	Gamma Radiation telescope [decks 1585-1587]
	Sub-space Communication Arrays [Decks 1585-1600]
	Lower Sensor Arrays [Decks 1580-1600]

Technical Specifications



CHARACTERS

The list of possible characters able to be integrated into the game is mind boggling. With a deployment of around 200,000 persons of every shape, role and culture, players should have no difficulty in the creation of a persona to best suit their needs (remember that you can create as many NPC persons as you feel you can handle but can only have one main character and also assuming all vacant positions are filled).

Listed herein, are a few standardised details that might prove of assistance in character creation. The possibility that two or more players will create almost identical characters – or at worst, similar characters doing/taking the same job/role – will be decided under the simple premise of “first character received takes the role/position”.

Some of the ideas in deciding your character will be based on your interest. It might be that you stick to the naval/military side only; you could choose to work within the Diplomatic arena and create an Ambassador or even an Ambassador’s aide from one of many Federation or affiliated races (the moderators will frown on the inclusion of any ‘enemy’ race unless a strong case for inclusion is put forward – so no Borg please...); you may choose a civilian working in a commercial enterprise in the “Boulevard”; or perhaps a scientist working within the huge scientific complex on board. You could even be a crew member of a visiting ship (cargo or military or scientific); an engineer working on station maintenance – or a person not associated with the station at all but from a nearby planet (a trader; a pirate in the Badlands; a Tzekenthi spy) – anything goes as long as it is within the ordained parameters.

Characters

In the creation of your character, remember the rules governing this game in that your character **MUST** be from the Star Trek universe. You can of course use your imagination in the creation perhaps of a new race or species, but again, ensure that you have thoroughly done your research on this so that the character will fit into a Star Trek environment.

Do not be overly concerned if your initial character creation is not fully fleshed out. For needs of an application to the GM to use a certain character, you will be required to provide basic details such as – name, race, gender, position, age, and perhaps some basic back history details. You can always add more and more to your bio on this character as time goes by, but it is considered best that you do end up with as full a biography (family history, Starfleet or other background etc) as possible, as this helps others get a better understanding of who you are and what you will likely end up doing.

You may wish to have a pre-ordained rank or status (such as a military/naval or diplomatic rank) but ranks and position again, **MUST** be pre-approved by the Moderators. Do not assume that you can simply become an Ambassador or an Admiral without checking first.

NOTE: It is important that you remember that **ALL** characters must be approved by the GM or moderators before they can be used in the Sim. In the first instance, characters will be chosen from the vacant positions as set by the GM. If you believe that one of the characters listed as being “available” will best suit you, then you need to apply for that vacancy, by sending your expression of interest along with your bio for that role, to the GM or Moderator.

Simply remember that the Starbase is the hub or core of the game and your characters do not necessarily have to be bound by its environs.

CONTACTS

The game Moderators are the persons you should contact in the first instance with any queries or comments you may have. It is greatly desired that you use the Forum pages which are designed to serve the majority of your queries, request or any problems. Other players may well be able to provide you with the answers or support you need.

However, listed below are the names and contact addresses for the current Moderators. Moderators may be added to or changed from time to time, so it will pay to ensure you know who is responsible for what. New or additional moderators may be required and if you are interested in the possibility of becoming a moderator, you should send an application when such a position is advertised. (The number of moderators for the game will be entirely dependent upon the total number of players. The more players we have, the more moderators will be needed).

CONTACT DETAILS:

Game Master/Moderator - BGN Bruce O'Brien - retrojetpak@yahoo.com

Game Moderator – PO1 Wayne McAlicee - wandlm@bigpond.com

Webmaster/Moderator - MCPT Ross Manuel - captainmanuel@hotmail.com

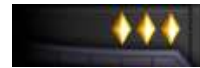
CREDITS

This manual was been produced to assist members of the Starbase Pitcairn Role Playing Game group and has now been updated.

There has been no intent to infringe on any real or perceived copyrights of material and if anyone believes that there has been an infringement, please contact the Game Administrators.

This manual was originally created by:

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