

## T'Pak

The T'Pak are an advanced race. They are few in number due to their history. They take it upon themselves to guard and direct other races so as to prevent their own destruction.

In the early part of the T'Pak's history, they consumers of their home planet's resources, T'Pal. They built wondrous buildings and devices of science, medicine and space. Unfortunately, the early T'Pak were also very war like. They had establish a few colonies in space when, for reasons not entirely know, their sun went supernova. The T'Pak had the technology to detect and divert this that is why it is commonly believed that a faction made their sun go supernova. The explosion destroyed the planet of T'Pal and the surrounding systems.

The T'Pak had one colony left – R'kar. They were in the process of launching a convoy to another system when the supernova struck. Most of that convoy was able to enter the Void and avoid destruction. This part of the T'Pak history had a deep impact on the race's psyche. Though the T'Pak have weapons and ships of war, they prefer to refrain from their use. They will hide or negotiation and only use force as a last resort.



T'Pak	
STR/STA:	-10
DEX/RS:	-
INT/LOG:	+10
PER/LDR:	+5
Special Abilities:	<i>Logic 5%*</i>
	Restraint**

The T'Pak are rather weak in a physical aspect. They have worked more to develop their minds. This results in their low strength and stamina and higher intuition and logic scores. Also T'Pak make for good ambassadors. As they use their logical understanding of a situation to their advantage. This increases their personality and leadership scores.

The T'Pak have a *Logic\** special ability. This is **not** a bonus to the Logic score. As the Vrusk use Comprehension to better understand a social situation, the T'Pak use their *Logic* to have a better understanding of things relating to math, science and medical situation. So, if a T'Pak doctor analyzes a new virus in an attempt to discover a cure, this bonus would be added to his skill roll.

T'Pak also have the ability of Restraint\*\*. In a situation that a T'Pak may leave a scene in fear and no save is allowed – the T'Pak may making a saving roll. In a scene where a saving roll is allowed and the T'Pak fails, he/she is allowed to reroll one time. This is through years of the T'Pak controlling their emotions through meditation, training, mentors and more.

## Sha-hal

Type:	Shuttle	HS:	1
LS & Backup:	12 & 12	HP:	6
Comp Level:	4	ADF:	6
Security:	Computer Lockout	MR:	5
Commo:	Videocom, Subspace radio	DCR:	23
Detection:	Radar	Engine # & Type:	1 Pion "A"
Programs:	various	Crew Size:	2
Other Equipment:	SL, 1 escape pod (cockpit)	Passengers:	10
Weapons:	PL	Defense:	LA, RH, DS (5 hits)

The Sha-hal is a shuttle class ship. It mounts a Pion class stardrive and is therefore able to enter the Void. This is not their intended use nor are they used as such. They mount a pod laser and deflector screen for defense purposes. A shuttle can carry 10 passengers or cargo but, in times of emergencies, they can carry 20 passengers. The T'Pak word for shuttle is Sha-hal.



## Neshek

Type:	Cutter	HS:	2
LS & Backup:	12 & 12	HP:	14
Comp Level:	4	ADF:	5
Security:	Computer Lockout	MR:	4
Commo:	Videocom, Subspace radio	DCR:	26
Detection:	Radar	Engine # & Type:	1 Pion "A"
Programs:	various	Crew Size:	7
Other Equipment:	SL, 12 escape pods	Passengers:	5
Weapons:	(PLx2)	Defense:	MA, RH, [DS (6 hits)]

The Neshek is a cutter, as it means in the T'Pak language. They are used to carry out missions within a star system, such as: customs, law enforcement, research, training, freight, etc. Those vessels with customs or law enforcement are equipped with pod lasers and deflector screens. The civilian vessels are not. These vessels are commonly used to transport passengers, cargo, etc.



## Ek'katal

Type:	Survey Ship	HS:	3
LS & Backup:	19 & 19	HP:	24
Comp Level:	5	ADF:	5
Security:	Computer Lockout	MR:	4
Commo:	Videocom, Subspace radio	DCR:	29
Detection:	Radar, Energy Sensor	Engine # & Type:	1 Pion "B"
Programs:	various	Crew Size:	14
Other Equipment:	SL, UAD, 19 escape pods	Passengers:	5
Weapons:	PLx2, IB	Defense:	HA, RH, DS (7 hits), MF

The Ek'katal is a survey ship or science vessel. The word Ek'katal means science to the T'Pak. Half of the crew on these vessels are scientists or students. Most universities petition the Ministry of Science for positions upon these vessels for their students. Roughly 20 to 30% of the crewmen on these vessels are students. The Ek'katal is also used to observe other races and when necessary – to make first contact.

These vessels are powerful craft for their size. They are equipped with pod lasers, ion battery, deflector screen and a masking field. The masking field is a type of cloaking device. The ship is not able to move or fire and every turn, there is a cumulative 1% chance that 1 up to 4 ghost images will appear within one kilometer of the vessel. Still, combined with its heavy armor and reinforced hull, the Ek'katal is more than a match for most vessels it's size.



## Duv

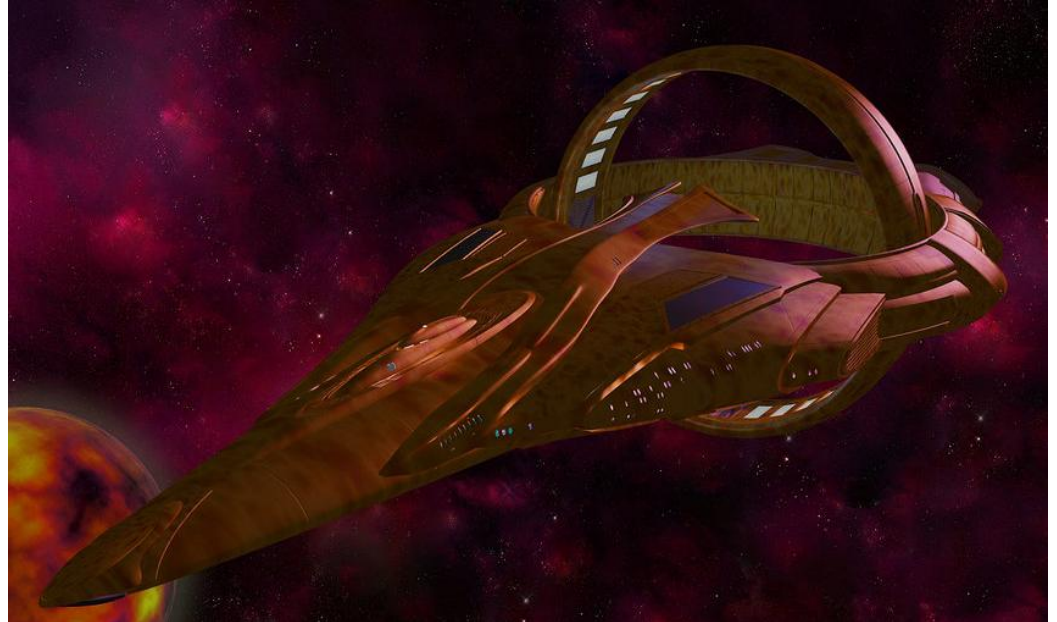
Type:	Corvette	HS:	4
LS & Backup:	25 & 25	HP:	32
Comp Level:	4	ADF:	4
Security:	Computer Lockout	MR:	4
Commo:	Videocom, Subspace radio	DCR:	32
Detection:	Radar, Energy Sensor	Engine # & Type:	1 Pion "A"
Programs:	various	Crew Size:	20
Other Equipment:	SL, UAD, 25 escape pods	Passengers:	5
Weapons:	PLx2, IB, SM (2 salvos)	Defense:	HA, RH, DS (8 hits), MF

The Duv is a corvette class starship. It is equipped the same as the Ek'katal with the inclusion of a strike missile launcher. These ships are used to project the T'Pak's influence in areas where they are known.

A Sathar frigate strayed into T'Pak space. It was ambushed by a Duv class corvette. The first shot from the ion battery disrupted their engines. The Duv then launched a salvo of missiles and laser fire that destroyed the vessel.

It is rumored that they T'Pak are testing a new masking field on a Duv corvette that will allow it to move while cloaked.

The T'Pak word Duv, means shadow. That is a good word to describe this vessel.



## Tricheq

Type:	Frigate	HS:	5
LS & Backup:	50 & 50	HP:	40
Comp Level:	5	ADF:	4
Security:	Computer Lockout	MR:	3
Commo:	Videocom, Subspace radio, WNB	DCR:	35
Detection:	Radar, Energy Sensor	Engine # & Type:	3 Pion "B"
Programs:	various	Crew Size:	45
Other Equipment:	SL, UAD, 50 escape pods, 1 life boat	Passengers:	5
Weapons:	HLB, PLx2, IBx2, PLTx2	Defense:	HA, RH, DS (9 hits), MF
	HBRx2 (2 salvos each)		

The Tricheq (knife) is a T'Pak class frigate. It is the workhorse of the T'Pak military space fleet. These vessels are common throughout T'Pak space. They perform in the same capacity as a cutter, customs, law enforcement but, they also act as couriers, perform reconnaissance and transport T'Pak ambassadors to other systems.





## Ket

Type:	Destroyer
LS & Backup:	70 & 70
Comp Level:	5
Security:	Computer Lockout
Commo:	Videocom, Subspace radio, WNB
Detection:	Radar, Energy Sensor
Programs:	various
Other Equipment:	UAD, 70 escape pods, 1 life boat
Weapons:	HLC, PLx2, IBx2, PLTx2
	WLT (8 SM)

HS:	6
HP:	48
ADF:	4
MR:	3
DCR:	38
Engine # & Type:	3 Pion "B"
Crew Size:	60
Passengers:	10
Defense:	HA, RH, DS (10 hits), MF

The Ket is the T'Pak's destroyer, as the name implies. It mounts impressive lasers and carries a warhead launcher turret with 8 striker missiles. The Ket is also the last vessel to mount both a masking field and a deflector screen.

A typical role for the Ket is to provide escort to a Teval cruiser or Tricheq frigate, carrying an ambassador on a mission. When not performing in these roles, the Ket is sent on border patrols.



## Teval

Type:	Cruiser	HS:	9
LS & Backup:	120 & 120	HP:	72
Comp Level:	5	ADF:	3
Security:	Computer Lockout	MR:	3
Commo:	Videocom, Subspace radio, WNB	DCR:	47
Detection:	Radar, Energy Sensor	Engine # & Type:	2 Pion "B"
Programs:	various	Crew Size:	100
Other Equipment:	UAD, 120 escape pods, 1 life boat	Passengers:	20
Weapons:	HLC, HLBx2, IBx4, PLTx2, TB	Defense:	HA, RH, MF
	WLT (8 SM), WLT (2 HBR)		

The Teval is a small cruiser. It carries a vast array of weaponry, with its heavy lasers alone it can out range most other starships. This combined with its masking field makes this vessel an absolute terror. The T'Pak use the Teval as a flagship for most fleets. Teval means executioner in the T'Pak language.





## Weapons

	Cost (cr.)	Damage	Range	Cubic Meters	MHS	Program - Lvl/FP	Hit Table/Mod.
Pod Laser (PL)	6,000	1D10	50,000 km	20	1	1 & 3	Laser Cannon/0
Pod Laser Turret (PLT)	8,000	1D10	40,000 km	20	1	1 & 4	Laser Battery/0
Heavy Laser Battery (HLB)	12,000	1D10+2	100,000 km	30	5	1 & 4	Laser Battery/0
Heavy Laser Cannon (HLC)	20,000	2D10+4	120,000 km	50	6	1 & 3	Laser Cannon/0
Ion Cannon (IC)	15,000	Disable sys. 2D10+5 turns	60,000 km	20	1	1 & 4	Disruptor Cannon/0
Ion Battery (IB)	18,000	Disable sys. 2D10+5 turns	50,000 km	20	2	1 & 4	Disruptor Cannon/0
Tractor Beam (TB)	35,000	must be 8 HS less; draw 2 hex/turn	30,000 km	30	6	4 & 5	Electron Battery/0
Striker Missile – rack (SM)	10,000	need MR 4 and above	-	5	1	1 & 4	Torpedo/-10
Striker Missile - missile	5,000	1D10+2	60,000 km	-	-	-	0
Heavy Bomb/Rocket – launcher (HBR)	10,000	-	-	10	2	1 & 3	Rocket Battery/-20
Heavy Bomb/Rocket - missile	20,000	3D10	30,000 km	-	-	-	0
Warhead Launcher Turret (WLT)	20,000+	holds 8 striker or 2 HBR	varies	40	5	2 & 8 +	varies

## Defenses

	Cost (cr.)	Information	Cubic Meters	MHS	Program - Lvl/FP
Armor – Light (LA)	100,000*HS	6 HP per HS	-	-	-
Armor – Medium (MA)	200,000*HS	7 HP per HS	-	-	-
Armor – Heavy (HA)	400,000*HS	8 HP per HS	-	-	-
Reinforced Hull (RH)	800*HS	when at 50% HP, add -15 to chance to break apart	-	-	-
Streamlined (SL)	plus 10%	enable landing on planets	-	up to HS 5	-
Universal Air Dock (UAD)	10,000	universal airlock connection	-	3	-
Masking Field (MF)	4,000*HS	cloak-no move/fire, 1% cum. Per turn 1-4 ghosts w/l 1 Km	-	3	5 & 18
Deflector Screen (DS)	1,500*HS	absorb hits, HS+4; directional or all	HS*5	up to HS 6	2 & 8
Pion Engine	2x Atomic	plus 1 ADF & 2 small engines can be trade in for 1 medium	-	-	-

The T’Pak have been able to design escape pods so that they do not detract from the starships. There is one escape pod per number supported with life support. Life boats are still added as per the normal rules. Those ships that can mount them, do so near the living quarters; as most escape pods are near personnel’s duty stations.

# COMBAT TABLE

Weapon	Defense		Reflective Hull	Proton Screen	Electron Screen	Stasis Screen	Masking Screen	ICM	Hull Damage					
	None													
Laser Cannon	75%	60%	60%	45%	75%	60%	75%	60%	25%	10%	—	2d10		
Laser Battery	65%	55%	50%	40%	65%	55%	65%	55%	20%*	10%*	—	1d10		
Proton Beam Battery	60%	50%	60%	50%	25%*	15%*	70%	60%	40%	30%	50%	40%	—	1d10
Electron Beam Battery	60%	50%	60%	50%	70%	60%	25%*	15%*	40%	30%	50%	40%	—	1d10
Disruptor Cannon	60%	45%	60%	45%	50%	35%	50%	35%	40%	25%	50%	35%	—	3d10
Torpedo	50%	45%	50%	45%	50%	45%	50%	45%	75%	65%	50%	40%	-10/ICM	4d10
Assault Rocket	60%	50%	60%	50%	60%	50%	60%	50%	60%	50%	60%	50%	-5/ICM	2d10+4
Rocket Battery	40%	30%	40%	30%	40%	30%	40%	30%	40%	30%	40%	30%	-3/ICM	2d10
Mines	60%		60%		60%		60%		80%		60%		-5/ICM	3d10+5
Seeker Missile	75%		75%		75%		75%		90%		75%		-8/ICM	5d10

\* Weapon causes half damage (rounded up) on Hull hits.

Shaded percentages apply to characters using Gunnery skills.

## DAMAGE TABLE MODIFIERS

Laser Cannon	0
Laser Battery	0
Proton Beam Battery	+10
Electron Beam Battery	+10
Disruptor Beam Cannon	+20
Assault Rocket	-10
Rocket Battery	-10
Torpedo	-20
Mine	-20
Seeker Missile	-20

## ADVANCED GAME DAMAGE TABLE

Modified Die Roll	Type of Damage
-20 — 10	Hull hit: double normal damage
11 — 45	Hull hit: roll normal damage for weapon
46 — 49	Drive hit: lose 1 ADF point
50 — 52	Drive hit: lose 1/2 total ADF (round up)
53	Drive hit: lose entire ADF
54 — 58	Steering hit: lose 1 MR point
59 — 60	Steering hit: lose entire MR
61 — 62	Weapon hit: LC; LB; PB; EB; AR; RB
63 — 64	Weapon hit: PB; EB; LB; RB; T; AR
65 — 66	Weapon hit: DC; LC; AR; T; LB
67 — 68	Weapon hit: T; AR; EB; PB; LB; RB
69 — 70	Weapon hit: LB; RB; T; AR; PB; EB; LC
71 — 74	Power short circuit: lose all screens and ICMs
75 — 77	Defense hit: PS; ES; SS; MS; ICM
78 — 80	Defense hit: MS; ICM; SS; PS; ES
81 — 84	Defense hit: ICM; SS; PS; ES; MS
85 — 91	Combat Control System hit: -10% on all attacks
92 — 97	Navigation hit: lose maneuvering control
98 — 105	Electrical Fire: roll additional damage at +20 each turn
106 — 116	Damage Control hit: DCR cut in half
117 — 120	Disastrous Fire: DCR cut in half; lose entire ADF and MR; -10% on all attacks; roll additional damage at +20 each turn

## WEAPON RESTRICTIONS

Weapon	Restrictions	Range
Laser Cannon	FF, RD	10
Laser Battery	RD	9
Torpedo	MPO, LTD	4
Assault Rocket	FF, MPO, LTD	4
Rocket Battery	LTD	3
Proton Beam Battery	RD	12
Electron Beam Battery	RD	10
Disruptor Beam Cannon	FF, RD	9
Mines	LTD	0
Seeker Missiles	LTD	unlimited