Supplements D6 / Star Trek to Star Wars (Rev



Star Trek to Star Wars

Rev. 01: Sunday, April 11, 2010

Rev. 02: Wednesday, March 02, 2011

1. Funny pic stolen from here: http://www.flickr.com/photos/inju/2738867068/

2. Reformatted overall layout to be better suited to a plain text format.

3. Separated principal categories by a line of asterisks and changed each beginning category name to all caps.

4. Categories which have been revised have been noted with an asterisk in front of the category name.

5. Per comments have expanded and further detailed the Food and Gunpowder sections.

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***OVERVIEW**

Star Trek tech has the essential appearance of being more ?energy? based.

That is using more esoteric physics and molecular manipulation to generate many of their technologies and effects.

Star Wars tech appears to be more ?mechanical? in nature, think steampunk, cyberpunk, a ?57 Chevy, etc.

Thus while the Star Trek universe appears crisp and clean, the Star Wars is flying along as fast as its steampunk supercharged hyperdrives and droids can shake it!

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***WARP SPEED vs. HYPERDRIVE**

Warp Drive Scale = ST:TNG (Enterprise D, Captain Picard)

Warp Drive 01 = Hyperdrive x100

Warp Drive 02 = Hyperdrive x90

Warp Drive 03 = Hyperdrive x80

Warp Drive 04 = Hyperdrive x70

Warp Drive 05 = Hyperdrive x60

Warp Drive 06 = Hyperdrive x50

Warp Drive 07 = Hyperdrive x40

Warp Drive 08 = Hyperdrive x30

Warp Drive 09 = Hyperdrive x20

Warp Drive 10 = Hyperdrive x10

Warp Drive 11 = Hyperdrive x09

Warp Drive 12 = Hyperdrive x08

Warp Drive 13 = Hyperdrive x07

Warp Drive 14 = Hyperdrive x06

Warp Drive 15 = Hyperdrive x05

Warp Drive 16 = Hyperdrive x04

Warp Drive 17 = Hyperdrive x03

Warp Drive 18 = Hyperdrive x02

Warp Drive 19 = Hyperdrive x01

Warp Drive 19.5 = Hyperdrive x00.5

Other Star Trek Propulsion Technologies:

Transwarp Drive: Borg, Federation, and Voth

Quantum Slipstream Drive: Federation

While the Federation has not yet been able to completely crack the secrets of Transwarp or Quantum drives, they have made progress towards these technologies (just check the interwebs: http://memory-alpha.org/en/wiki/Portal:Main).

They will likely have some experimental prototypes of these drives in use. Play it by ear as to what you think they should be rated at.

From the information described in various sources on-line and what I recall regarding the Quantum drive I would think it would be just about comparable to the hyperdive?maybe it?s a primitive version of the hyperdrive?

This could be a good in, for introducing a whole shipload of Trekkers to the Star Wars universe!

SUBLIGHT (Space & Maneuverability):

Scale: Capital

--Space: +2D, Star Trek speeds for capital ships are faster.

--Maneuverability: +2D, Star Trek maneuverability for capital ships is better.

--Note; this is due not necessarily to the power of Star Trek sublight engines, but to the design and construction of the vessels (see Hull for additional information).

Scale: Starfighter, Light Freighter

--Space: Equivalent

--Maneuverability: Equivalent

Picard Maneuver:

The Star Trek Warp Drive allows for this maneuver, whereas a hyperdrive requires a more complete amount of information to engage its drive system, even when performing a microjump.

Thus a Warp Drive can be utilized for this type of maneuver, while a hyperdrive cannot.

A Warp Drive sets you on a course (direction), whereas a hyperdrive has a destination.

Note:

If you have a Hyperdrive installed in place of or alongside a Warp Drive there are some issues that you will encounter.

See ?Warp Drive to Hyperdrive? for more complete information.

WARP DRIVE to HYPERDRIVE:

Upgrading a Warp Drive to a Hyperdrive typically negates half of the speed and maneuverability bonus.

This is principally due to the difference in mass concentration (think Saturn Rocket versus ZPM, ala Stargate).

The warp drive is (overall) a more energy field and matter state based, thus it has a larger more dispersed engineering/engine section, while the hyperdrive is far more compact and fuel based.

The hyperdrive concentrates the engine and fuel mass into a smaller more compact area, rather than requiring large coils and conduits to move and regulate superheated plasma, or controlling dilithium radiation in and around the ship to generate a warp field.

**And even if this isn?t exactly how the Warp Drive works?SHUT UP! It?s just an example!*

Technically speaking the warp drive does mass far more than the hyperdrive due to its component parts.

However, until new Trek ships are built from scratch around the hyperdrive engine, the shoehorning in of a hyperdrive will essentially throw off the balance of the ship with respect to speed and maneuverability.

Even if the warp nacelles are left intact the reworked engineering section with its new hyperdrive is going to generate a much different set of handling characteristics at sublight speeds.

GENERAL Star Trek Vessel Conversions (Warp Drive *Replacement*):

Once the hyperdrive is installed roll a D6:

1: The vessels speed and maneuverability is dropped to 0D, or Star Wars equivalent for that class.

2-5: The vessels speed and maneuverability is dropped by half (round down).

6: The vessel is affected by a -1D to speed and maneuverability.

SUITABLE Star Trek Vessel Conversions (Warp Drive *Replacement*):

These classes already have their engines relatively in-line with the mass of the ship and/or have a balanced enough design to allow for the addition of a hyperdrive.

Thus warp to hyperdrive conversions can be made without major handling drawbacks.

Most other vessels have their warp nacelles too far away from the centerline of the ship to allow for the new hyperdrive without drastically affecting the sublight handling.

Starfleet:

-Ambassador (Enterprise C)

-Excelsior

-Defiant

-Intrepid (Voyager)

-Miranda

-NX-01 (Enterprise)

-Nebula

-Sovereign

-Runabout

Klingon:

-K?Vort

-B?rel

-Bird of Prey

Once the hyperdrive is installed roll a D6:

1: The vessel is affected by a -1D to speed and maneuverability.

2-5: No change to speed and maneuverability.

6: +2 pip to speed and maneuverability.

WHAT IF I use both Warp and Hyperdrive engines?

While not completely incompatible, the use of both drive systems in one vessel poses some significant challenges and risks:

Hyperdrive Placement:

The hyperdrive must be placed in a different location than the main engineering section.

Maneuverability automatically drops to 0D.

All sublight (Space) maneuvers require a Piloting check each round or control is lost until the sublight drives are shut down, or throttled back to zero thrust.

Picard Maneuver:

In order to engage the Warp Drive for this, *or any warp maneuver* requires the complete shutdown of the hyperdrive.

Even when in standby the hyperdrive is generating sufficient energy to interfere with the warp field.

Basically, the hyperdrive is ready to insert the ship into hyperspace (an alternate spatial dimension, aka subspace for our purposes).

The energies generated by the hyperdrive will prevent the warp field from being generated.

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Turning on the hyperdrive with the warp field active (or vice versa) is NOT a recommended action:

Roll a D6:

1: Reroll, if you roll a 1 again your vessel explodes killing everyone.

2-5: 2D internal vessel scale damage (capital for capital), plus additional explosions as appropriate.

6: Lots of sparks in the engine room, requiring complete overhaul of the Warp Drive or hyperdrive.

Whichever was being turned on or was on or that the GM feels like?be Evil GM, Evil I say!

The only relatively safe way to engage either drive system on one vessel is to completely shut down the other.

Once the Main Power to that drive is shut down it will typically take at least 3 full rounds before you can engage the other drive system.

Assume that any vessel with both drives has a display to indicate this information (think of Kirk making Khans shields drop on Khans vessel in Star Trek 2).

Roll a D6:

1: 6 rounds

2-5: 3 rounds

6: 1 round

Custom Built Vessel:

If a vessel is custom built from the ground up in accordance with each drive systems requirements you can apply Space and Maneuverability stats as normal.

In doing so you should install a Drive Switch System allowing you to automatically switch safely from one drive to the other.

You must still however roll to see how long the switchover takes.

Roll a D6:

1: 3 rounds

2-5: 2 rounds

6: 1 round

Installing a Warp Drive into a Hyperdrive vessel:

You are better off having a vessel custom built than trying to install this monstrosity into a hyperdrive vessel.

You would need at minimum a bulk freighter just for the space needed for the main warp core.

A smaller vessel would essentially be cut into scrap by the time you had it installed, and it would not be as stable as a custom built vessel with a true Drive Switch System.

Even the Bulk Freighter would be pretty darn swiss cheesed.

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REPULSORLIFTS:

Repulsorlift technology is actually about equivalent.

Far more is made of this technology in the Star Wars universe than has been shown in the Star Trek universe, since Trek is more spaceship based, and within the Star Wars universe we spend just as much time on planet as on ships.

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***HULL:**

The Structural Integrity Field of Star Trek ships play a far larger role in keeping the vessel structurally sound, than its Star Wars counterparts.

Star Wars ships are more dependent on their component physical structure to strengthen them, than their own more modest SIF.

Thus Star Wars ships are considered to be tougher than their Star Trek counterparts.

This is not to say that the Star Trek hulls are tinfoil vs. durasteel of the Star Wars vessels, but that the Star Trek ships as designed where intended to be essentially surrounded at virtually all times by the Structural Integrity Field, which greatly bolsters the minimum physical structural integrity of the vessels even at minimal levels.

Star Trek Vessels:

Capital Class: -1D (300 meters+)

Space Transports: -2 pip (0 ? 200 meters)

Space Transports: -1 pip (0 ? 100 meters)

Starfighter: Equivalent (0 ? 30 meters)

Roll a D6 for each vessel:

1: Take full stat loss as indicated

2-5: Reduce stat loss by 1 pip

6: No stat loss. Capital ships reroll, if second roll is also 6 no stat loss.

Exceptions:

Early Star Trek designs such as the NX-01 Enterprise and the later Defiant Class ships where built to a stronger physical standard either due to the level of technology available at that time, or as a result of its intended purpose.

Also, smaller starfighter scale vessels (such as Runabout shuttles and others) are essentially equivalent in their durability to Star Wars starfighters.

Roll D6:

1: -2 pip

2-5: -1 pip

6: No affect, full Star Wars equivalent durability

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***SHIELDS:**

Star Trek has more energy efficient shields allowing them to be left up for longer and cover all arcs automatically.

Separate shield rolls to block an attack are not required unless an arc of shielding collapses and the operator must redistribute power to cover the hole.

Shields ? Auto: 4D for all automatic shield checks

Shields ? Manual + Auto Assist: +2D to all operator skills rolls

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***WEAPONS:**

Personal ? Phasers: Blasters

Personal ? Disrupters: Disrupters

Capital ? Phasers: Equivalent to Hapan Battle Dragon Turbolasers with a slightly faster recharge rate (fires every other round).

--Think of the pause between Phaser shots in the various Star Trek battle scenes, whereas the Star Wars equivalents are blazing away like crazy.

--Exception: The Defiant Class has a standard firing rate, no recharge time. Since the Defiant was designed as a warship it is the most equivalent of all pure Star Trek vessels to match up against a Star Wars vessel.

Starfighter ? Phasers: Laser Cannons

Capital & Starfighter ? Photon Torpedoes: Concussion Missiles

Capital & Starfighter ? Quantum Torpedoes: Proton Torpedoes

All Star Trek ship weapons can be linked by default. They can also be fired by an auto-targeting system (see Droids & Computers Category).

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***DROIDS & CYBORGS**

Star Trek: Data = Star Wars: IG-88

--Droids in Star Trek are fantastically rare, while they are as common as vacuum in Star Wars.

--That being said given the range of abilities shown by Star Treks Data I would judge him to be the equivalent in combat of an IG-100 MagnaGuard, the general ?starship? capability of an R2, 6, or 8 Astromech, and having a willingness to elucidate upon any number of subjects at considerable length as per the example of C3P0. Create your own stats accordingly!

Star Trek: Universal Translator (Capital Vessel) = Star Wars C3P0

--Consider, C3P0 may be rated as knowing 6 million languages, but what is probably actually happening is he has 1 million languages ?hard programmed,? while the rest are marked as derivative or otherwise similar to ?X? language, and various mathematical formulas (taking up far less memory) have been written to compile these into a particular dialect, or similar language when identified in conversation.

--Think of the difference between a raster and vector image. The raster image takes up far more memory space because the computer must know the ?GPS coordinate? of every pixel. While the vector image knows the start and end point and uses formulae to ?draw in? the rest of the image from those points.

--Think Paint vs. CAD

Star Trek: Borg = Star Wars: Yuuzhan Vong

Previously I have listed here Darkside Cyborgs.

I recall reading about them somewhere on Wookieepedia, but at this point can either find no reference to them, or I just crossed the two references in my own mind and confused the issue.

Regardless of that, for our purposes consider the Star Trek Borg to be the antithesis of the Yuuzhan Vong.

Perhaps they where even the original race of beings that the Vong speak of:

"The ancient texts are unclear. It appears we were invaded by a race that was more technological than animate. We called on the gods for protection, and they came to our aid, providing us with the knowledge we needed to convert our living resources to weapons.?

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***COMPUTERS**

*Networking:

Star Trek computer networking is way better allowing for a far smaller crew size.

Star Trek Galaxy Class (642 meters): 350 estimated actual crew (+900 additional civilians), with only 125 of those crew being ?on shift? at any one time. ? My guestimate

Star Wars Acclamator Assault Ship (752 meters): 700 actual crew (+16,000 troops)

Note: The ships of the Katana fleet were slave rigged to other vessels. Thus they where not truly networked together. They were not operating independently, but blindly heeding instructions to follow the leader.

Whereas in the Star Wars universe Artificial Intelligence was placed in independent bodies creating droids, Star Trek tech focused on the better and more efficient running of programs within a larger computerized system.

All Star Trek computers are considered to be assisting with each starship function due to the additional data and automated processing capability it is providing to the operator/pilot.

*Computer Displays:

Think Avatar 3D, in terms of the imaging used on the computers in the movie.

Also think of the virtual docking bay scene in The Matrix as the Neb comes back to Zion.

Or Tony Starks holo-design table! Ooooooooo?wants!

Yeah, I know it?s not really Trek Tech, but dude! It looks so cool!!!

*Sensors:

Due to the better networking capabilities of the Star Trek systems, the sensors are able to run automated sensor sweeps, target vessels, and otherwise assist any flight crew in performing their duties.

Sensors ? Auto: 4D for all ?automatic? sensor sweeps or other appropriate automatic actions by the vessel.

Sensors ? Manual + Auto Assist Function = +2D to all operator skills rolls (does not stack with the Auto only of 4D).

*Auto-Targeting Systems (ATS):

With the networking ability of Star Trek computers it is possible to allow a vessels weapons systems to fire automatically at designated vessel types and ID.

Of course there are levels of automation in this respect. You wouldn?t want your weapons firing automatically on an Imperial vessel the minute you encounter them!

This level of automation requires significant computational power, thus the vessel be must equipped either with a full Nav Computer, secondary Nav Computer (dedicated to the weapons systems), or have an astromech droid running the system.

The Nav Computer is used here as an example of computer processing power.

The ATS does not specifically need to be run through the Nav Computer, but a system of comparable computational power.

For our purposes here we will simply refer to this system as a Nav Computer.

Astromech: 1D + Fire Control for each weapon system

--The astromech can control up to 3 weapons systems.

--The astromech must be plugged into the vessel and cannot perform any other functions while running the auto-targeting systems. It can accept orders to target specific vessels or types. Call it a full action to switch targets if hollered at during combat operations.

--The astromech can have the appropriate gunnery skill programmed into it for better shooting up to a maximum of 3D + Fire Control.

Nav Computer (Standard): 4D + Fire Control for each weapon system

--The Standard ATS can control up to 5 weapons systems.

--If the ATS is being run through the primary Nav Computer (whether as standard or as a back-up), while a hyperspace jump is being plotted, add 1D of difficulty/extra time to make the calculations.

Nav Computer (Dedicated): 6D + Fire Control for each weapon system

--The Dedicated ATS can control up to 8 weapons systems.

--Running two Dedicated ATS in parallel can control up to 10 weapons systems.

--This can be routed to the primary nav computer as a back-up.

--The first round of the switch over to the back-up ATS (the primary Nav Computer), the ATS will only have a 2D + Fire Control rating. The number of controlled weapons systems drops to 5 as noted under the Standard ATS system. A priority list/algorithm can be preprogrammed ahead of time so that such a switchover maximizes the available resources.

--If an additional second dedicated Nav Computer is used (total two Nav Computers running in parallel), the stats change to 7D + Fire Control for each weapon system.

--If the system is ordered to run more weapons than it is rated for, it will attempt to perform as instructed. However, it will suffer a -2D to its skill check for ALL weapons per individual emplacement over its rating. Thus having a system run 2 more weapons systems than its rating drops it rating for ALL controlled weapons by -4D.

Special Note:

Tractor Beams:

--These are considered to be one single system.

--It is understood that a Tractor Beam system is usually a series of emitters that are used to first capture, draw in, and hold in place a smaller vessel.

--If however a Tractor Beam system is used on multiple targets say, holding one in the cargo bay, while trying to capture another outside the vessel, it will be considered as two weapons systems against its rating.

--The system can release control of unneeded emplacements in order to concentrate its resources against the multiple targets it is trying to acquire with the tractor beam emitters.

--By releasing control of the unneeded emplacements it will avoid the penalty associated with trying to control more systems than it can handle.

*ATS Weapon Emplacements:

The above information applies specifically to Starfighter and Transport scale vessels.

It will also apply to Capital scale vessels with relatively few weapons emplacements.

Vessels (Capital scale or otherwise) with more weapons emplacements than those noted here will need additional Nav Computers to run the extra weapons systems.

You can in fact ?mix and match? the weapons under ATS control, meaning you could also use one Nav Computer for one set/type of weapons and another for the remaining, or even port and starboard, or dorsal and ventral, or use one for the maximum rated number, and leave the rest on manual controls, etc.

*Typical Auto-Targeting Levels of Operation

--Condition Blue: Off-line ? Powered Off; Automatic Locks Engaged (Must hit this covered button three times to reengage to Condition Green.)

--Condition Green: Off-line ? Maintenance Cycle; All weapon systems powered down. Minimal power (trickle charge) routed through weapons to maintain readiness.

--Condition Yellow: On-line ? Standby; Weapons and Shields powered up. Note; visible weapons only, concealed or ?stealthed? systems still maintain Condition Green.

--Condition Red: On-line ? Active; All unconcealed weapons and shields active and looking for identified targets. Initial firing sequence of all weapons pending approval.

--Condition Black: On-line ? Active; Unconcealed and Concealed weapons activate and fire on identified targets and targets of opportunity.

*Time to Activate:

--Condition Blue / Green to Yellow: 1 round

--Condition Yellow to Red / Black: 1 round

--Consider: It will usually take a character at least 2 rounds to just sprint to the weapons systems, and an additional round or more to set-up and begin the firing sequence. This will be anywhere

from 3-5 rounds overall for a manual process. Whereas with an ATS system you are at 1-3 rounds from Oh Excrement!, to FIRE!

Typical Vessel Activity at specified ATS Level:

--Condition Blue: Vessel docked, repair or loading operations underway.