

"These are the voyages of the *Ginny's Delight* . . ."

An adventuring starship for
STAR TREK®: The Role-Playing Game

by Dale L. Kemper



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Many science-fiction gamers enjoy creating adventuring parties which go from planet to planet in their own small starships. If no such ships are available in the game, then the game master or one of the players with an interest in starship design will have to create them. The supplements already published for the STAR TREK® game that deal with starships (such as the Klingon and Federation Ship Recognition Manuals) are quite limited in their presentation of vessels that could be run by a small band of adventurers. The manuals are instead concerned with the larger ships of Star Fleet and the Klingon Imperial Navy, ships that usually have 300-400 crewmen aboard them.

Some games fill this gap with "adventure-class" vessels published in various supplements or magazines. This article presents one such ship for the STAR TREK game, and it is ideal for adventuring parties of up to four characters. The STAR TREK game is not just for those who wish to be Star Fleet officers or Klingon Naval personnel. Only imagination should limit what characters can do.

Tramp Trader *Ginny's Delight*

Vessel Class: Tramp trader, small
Vessel Type: Merchantman
Designer: T.P. Hodekker
Vessel name: *Ginny's Delight*
Hull number: MM 13920

Contractor: Belter Industries
Cost: 29.23 MCR

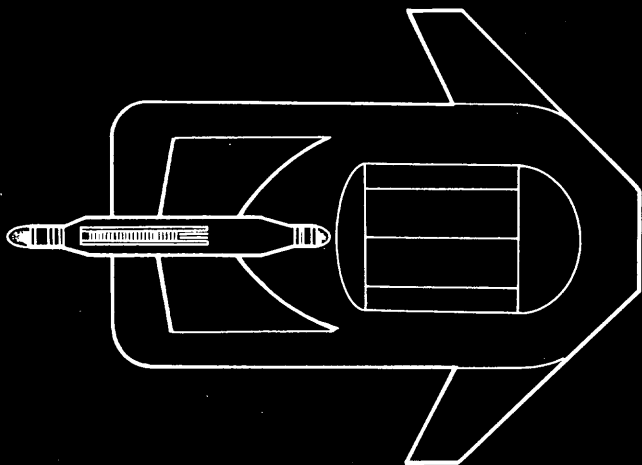
Overall length: 48 meters
Overall width: 34 meters
Overall height: 15 meters
Deck ceiling height: 2.5 meters
Cargo units: 90
Metric tonnage (empty): 8000

Warp engines

Type: One FWA
Movement point ratio: 1/1
Power units available: 6
Stress charts: F/G
Max. safe cruising speed: Warp 7.5
Emergency speed: Warp 9

Impulse engine

Type: FIA
Power units available: 2

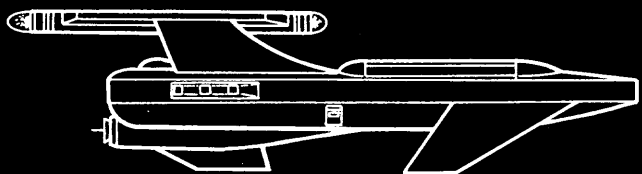


Contrary to initial appearances, the bow of the *Ginny's Delight* is to the left in the two schematic views of the ship to the left. The forward-mounted warp drive overhangs the bridge and photon torpedo mount.

Upper left: Overhead view of ship

Lower left: Port view of ship

Below: Bow view of ship



Shields and damage control

Superstructure points: 5

Deflector shield type: None

Armaments

Type: FP-2 photon torpedo mount

Location: Bow

Firing chart: 3

Power to arm: 1

Damage: 6

Other data

Transporters: One standard 2-person model

Shuttlecraft: None

Tractor beams: None

Crew requirements: 1-4*

Passenger facilities: Varies

Damage chart: A

* — Captain, navigator, engineer, assistant engineer. One person may operate the ship, however.

The tramp merchant trader *Ginny's Delight* is a one-of-a-kind vessel, currently owned and operated by Captain Ontario Barnes and various free-lance crew personnel picked up at starbase bars and flop houses. Built some thirty years ago, the ship has acquired a number of "special modifications" along the way that make her unique. One of the most important alterations is the Type FP-2 photon torpedo mount situated

beneath the forepart of the warp nacelle. Being in such close proximity to the warp drive, the mount cannot be detected by most standard sensors, and the *Delight* has surprised a number of unwary pirates, eager for an easy kill.

No deflector shields have as yet been installed, but Captain Barnes has frequently announced his intention to

Ginny's Delight is a one-of-a-kind vessel...

mount some eventually. Because of the currently poor defensive capabilities of the vessel, her usual tactic, when approached by any suspicious vessel, is to make an emergency warp out of the area and to ask questions later. This has been very effective in keeping the ship in one piece.

The *Ginny's Delight* is streamlined and capable of planetary landings. With her low cargo capacity, she usually is found transporting smaller, high-profit cargoes,

sometimes of an illegal nature. Found mainly in the Federation/Orion border areas, she is well known in some of the major ports there. She is easily recognizable by her unique forward-positioned warp nacelle on her upper hull and by the large cargo hatch aft. The old-style sensor array and swept-back atmospheric winglets, combined with her worn appearance, complete the picture. There are no passenger facilities, but Captain Barnes has been known to take on a "paying" crewman or two, usually being smuggled into one system or another.

The *Delight* was constructed by one of the smaller ship construction yards, Belter Industries, located amid the asteroid field surrounding Dicameron VI. Named by her designer after the memory of a pleasant leave spent on the pleasure asteroid Alover, she continues to be one of the most interesting tramp merchantmen amid the thousands that ply their trade within the Federation Exploration Zone.

The deck plans for the *Ginny's Delight* have been placed on the four center pages of this magazine. Simply bend back the staples, pry the deck plans loose, and lay them out flat for use in your STAR TREK® gaming with miniature figures or cardboard counters.