

Technicalities

STAR TREK: THE ROLE-PLAYING GAME SOMNULUS CLASS HOSPITAL SHIP *United Federation of Planets.*

The SOMNULUS Class was designed to insure rapid response to any major medical emergency within the Federation. The design was taken from the standard plans for many ore freighters of the UFP, but has been radically altered to fit its purpose. This class carries all the latest medical equipment and facilities, including cryosurgical bays and cardiostimulator booths. Only a fraction of the ship's interior is given over to the crew, whose quarters are right below the bridge and near the Engineering Section. The bulk of the craft is composed of laboratories, operating rooms, intensive care units, and convalescent wards. Sections for dentistry, obstetrics, and other specialties are

Hull Data —

Numbers:	92500-92550
Model Numbers:	Mk I
Date Entering Service:	2/0401
Number Constructed:	35
Size:	
Length:	140 m
Width:	102 m
Height:	61 m
Weight:	61,600 mt
Cargo Units:	140 SCU

Other Data —

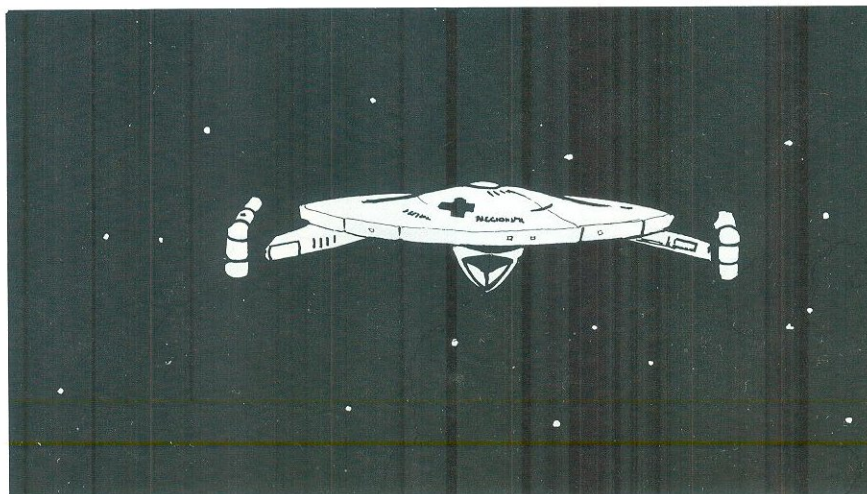
Crew:	40 + 500 patients and staff
Shuttlecraft:	6 Type S-6
Transporters:	8 standard 6-person 4 emergency 22-person 4 cargo

Engines and Power Data —

Total Power Units Available:	19
Movement Point Ratio:	4/1
Warp Engine Type:	FWF
Number:	1
Power Units Available:	16
Stress Charts:	F/K
Maximum Safe Cruising Speed:	Warp 6
Emergency Speed:	Warp 8
Impulse Engine Type:	FIC
Power Units Available:	3

Shields and Damage Control Data —

Superstructure Points:	6
Damage Chart:	C
Deflector Shield Type:	FSB
Shield Point Ratio:	1/2
Maximum Shield Power:	6



also included in the design. The ship can hold up to 500 patients of any Federation race, and there are special sections designed for exotic atmospheres and temperature requirements of some races included aboard.

The SOMNULUS Class is mainly intended to aid in the treatment of life forms during a particular crisis, and can therefore be considered an "Ambulance Ship" in the classic sense. By the use of the large S-6 shuttlecraft (Which are specially designed for quarantine duty, if necessary), and

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STAR TREK: RPG

Somnulus Continued

the large numbers of transporters aboard, rapid aid can be given to victims of a disaster on a planetwide scale.

The SOMNULUS Class has already proven its usefulness many times over. For example, on Reference Stardate 2/0801.04, the USS DESOERIA (NCC-92507) evacuated 104 people from the planet Zenophen who had contracted Arkadian Skin Fungus. They were taken to Starbase 18 for treatment. It was later proven that all would have died except for the in-transit treatment given to them aboard the DESOERIA.

To date only one vessel of this class has been lost. The USS BONIFACE (NCC-92510) picked up the crew of a deep space freighter that was apparently suffering from a form of Rigelian Fever. The affliction spread uncontrollably throughout the crew and other patients, however, leading the Head Resident, Dr T'rgil Oventhre, to the conclusion that this was some unknown mutated versio of the disease, highly contagious and quite deadly. Dr. Oventhre, in conjunction with Captain Bors Sillader, agreed that the destruction of the vessel was the only hope to contain the virulent strain. When nearly 78% of the crew and patients had succumbed, Captain Sillader destroyed his ship after transmitting his log tapes to the nearest starbase. Both the Captain and Dr. Oventhre were posthumously awarded the Medal of Gallantry for their sacrifice.

- by Dale L. Kemper

BATTLETECH

BattleMech Type N4A-Nate

Long Range Scout

Mass: 30 tons
Chassis: KetoBond
Power Plant: Vlar 300XL (MASC)
Cruising Speed: 108 kph
Maximum Speed: 154 kph
Jump Jets: None
Jump Capacity: None
Armor: Fibrolyte Ferro-Fibrous Sheathing
Armament:
1 Zeta Thermal Medium Pulse Laser
1 Buzzsaw Anti-Missile System
Manufacturer: Aresbach Defense Contracts
Communication System: Kelly 125
Targeting and Tracking System: Omniguard 2000

Overview

The N4A-Nate was one of the many specialized BattleMechs developed in the later years of the Star League. Created as an offshoot of the Noah and Ned type civilian RacingMechs of the early 28th century, the Nate offered the military excellent ground mobility and proven dependability as well.

First delivered into service in 2742, the Nate Long Range Scout soon proved its effectiveness in a series of wargame exercises conducted throughout the Star League. It was known for its survivability and its recon potential in several mission profiles. Variants of the Nate with ad-

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ditional components such as the Beagle Active Probe or Guardian ECM Suite increased the usefulness of the design, although reducing its protec-

Type: N4A-Nate

Equipment	Mass
Internal Structure	3.0
Engine: Vlar 300 XL (MASC)	9.5
Walking MPs:	10
Running MPs:	15
Jumping MPs:	0
Heat Sinks :	10 0.0
Gyro:	3.0
Cockpit:	3.0
Armor Factor:	90 5.0
Location	Internal Armor
Head	Structure Value
Center Torso:	3 9
Center Torso (rear):	10 14
Rt/Lt Torso:	7 13
Rt/Lt Torso (rear):	5 5.0
Rt/Lt Leg:	7 13

NOTE: This 'Mech has no arms.

Weapons and Ammo:

Mass	Location	Critical
Pulse Laser (Med)	CT	1 2.0
Anti-Missile System	CT	1 0.5
AM Ammo (24)	CT	1 2.0
MASC	RL	1 1.0
MASC	LL	1 1.0
XL Engine	RT	3
XL Engine	LT	3
Ferro-Fibrous Armor		14

tive armor sheath.

Nate Type Long Range Scout 'Mechs were directly assigned to battalion, regiment, and divisional command lances. There was never enough 'Mechs of this type produced to allow them to be assigned to light line lances as other scout 'Mechs were. Used on specialized missions with highly trained pilots, the Nate achieved remarkable successes in its assigned role.

Capability

The N4A-Nate was designed for specialized reconnaissance missions such as the discovery of secret supply dumps or headquarters in the enemy rear ar-