

STAR TREK

SPACEDOCK

SHIP RECOGNITION
MANUAL


VOLUME 2

STARSHIPS
OF THE
CARDASSIAN UNION



SOURCEBOOK

By Steven S. Long



THE SHIP RECOGNITION MANUAL, VOLUME 2: STARSHIPS OF THE CARDASSIAN UNION

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Welcome to the second *Ship Recognition Manual*—the first successor to Volume 1, *The Ships of Starfleet, Part 1*. As this book's title indicates, it focuses on the ships of the Cardassian Union. Of the 30 ships contained herein, most are Cardassian military vessels, but a few are civilian ships, or ships created by Union member or allied species other than the Cardassians themselves.

To use this book, you should also have *Spacedock: The Advanced Starship Construction and Combat Manual*, available as a download from TrekRPG.Net. Otherwise the Starship Templates may prove somewhat confusing. You'll probably also find it helpful to have the first *SRM*, which covers canon Starfleet vessels.

SRM2: Cardassians includes several ships that previously appeared elsewhere, such as the *Galor* and *Guran* classes. Any Starship Templates in this book supercede those published in earlier volumes. The versions in this book use Cardassian-specific rules and, where necessary, correct errors in the original templates.

Chapter One, *Cardassian Ship Classification*, describes how the Cardassians classify their starships. It includes lists of representative classes of ships for each ship category.

Chapter Two, *Cardassian Ship Construction*, provides special rules and guidelines for constructing Cardassian ships. As you'll see, for the most part Cardassians build their ships using the ordinary *Spacedock* rules, but in a few instances (such as hulls, computers, and navigational deflectors), the rules for their ships differ slightly.

Chapter Three, *The Cardassian Ship Registry*, is where you'll find the meat of this book—the 30 Starship Templates, ranging from the *Aberax*-class Destroyer to the *Chk'tk'taa*-class Warship fielded by the H'n'k.

Corshasa Khaldok! – and I hope you enjoy the book.

Steven S. Long

January, 2001

the Federation during various 2370s wars.

The *Incursion Cruiser*, on the other hand, goes a different route. Similar to a Federation "Fast Cruiser," it removes some weapons and shuns the common Cardassian embedded warp nacelle framework to create a battle cruiser-like ship with greater speed and maneuverability. Combined wings of Incursion Cruisers and Fast Attack Ships inflicted tremendous damage on enemy fleets during the Dominion War.

Frigates

The Central Command uses *Frigates*, fast medium-sized vessels, in the same roles Starfleet does: patrol, rapid response, and general military and escort duties. But compared to the Federation, the Cardassian Union has few classes of frigates; it relies on them much less than Starfleet does, preferring to use cruisers (particularly the *Galor*) instead.

The Cardassians designate as *Incursion Frigates* ships equivalent to Starfleet's fast frigates. They also have a *Strike Frigate* which is more powerfully armed than a Heavy Frigate, but still retains much of a standard Frigate's speed and maneuverability.

Cardassian Figates Currently In Service (Representative Selection)

Class	Classification Code
<i>Dorneg</i>	FR
<i>Kheras</i>	FL
<i>Ragar</i>	FI (Incursion Frigate)
<i>Thalkar</i>	FH
<i>Vidren</i>	FS (Strike Frigate)

Fast Attack Ships and Destroyers

The Cardassians employ two types of smaller ships, *Fast Attack Ships* and *Destroyers*, not used by Starfleet. Destroyers are military vessels generally smaller than Cruisers, but larger (and more heavily armed than) a Frigate. Fast Attack Ships are, basically, smaller, sleeker, faster Destroyers designed primarily for perimeter defense, patrol, and rapid response missions. Unsurprisingly, the Union refers to Fast Attack Ships maximized for perimeter defense as "Perimeter Defense Ships"; they correspond, at least in part, to Starfleet escorts used for perimeter patrol missions. The Central Command technically classifies the *Hideki*-class Fighter as a Fast Attack Ship.

Escorts and Scouts

The Cardassians tend to lump *Escorts* and *Scouts* together, using them almost interchangeably and building them with many of the same systems. Escorts typically have slightly heavier weaponry,

Cardassian Fast Attack Ships and Destroyers Currently In Service (Representative Selection)

Class	Classification Code
<i>Aberax</i>	DA (Destroyer)
<i>Berak</i>	FAS-PD (Fast Attack Ship –Perimeter Defense Ship)
<i>Dakar</i>	DH (Heavy Destroyer)
<i>Guran</i>	FAS
<i>Hideki</i>	XF
<i>Rath'at</i>	FAS

and Scouts slightly better flight control systems, but otherwise they're often quite similar.

The Central Command favors the larger, more powerful versions of these types of ships, such as Destroyer Escorts and Heavy Scouts. It has even developed a special type of ship, the *Armed Scout*, for use in wartime. Only slightly weaker than a Heavy Scout, but possessing most of the maneuverability of a standard Scout, it's a favorite among Cardassian pilots.

Cardassian Escorts and Scouts Currently In Service (Representative Selection)

Class	Classification Code
<i>Emred</i>	SA (Armed Scout)
<i>Mithras</i>	ED (Destroyer Escort)
<i>Nuras</i>	SH
<i>Sugren</i>	EH
<i>Sulor</i>	ES
<i>Thurak</i>	SS

Research/Laboratory and Medical Vessels

Although many other societies regard the Cardassians as little more than cruel, brutal warriors, the Central Command actually engages in an extensive amount of scientific research. The Sixth and Ninth Fleets perform deep space exploration missions, conduct planetary and astronomical surveys, and study newly-discovered lifeforms. To assist them (and Cardassian civilian scientists) with these tasks, the Starship Engineering Division has created many different types of research vessels (including medical ships).

Cardassian Research/Laboratory and Medical Vessels Currently In Service (Representative Selection)

Class	Classification Code
<i>Bren'thar</i>	SVH
<i>Gerar</i>	MD
<i>Hogera</i>	SV
<i>Nor'net</i>	SRS/SRL
<i>Sho'vash</i>	MD
<i>Thakar</i>	SVH
<i>Tronesh</i>	SV
<i>Voreska</i>	SRS/SRL

Specialized, Support, and Auxiliary Vessels

The Cardassians have the usual motley assortment of support vessels for their main military fleet. These ships are on the low end of the totem pole when it comes to resource allocation, so many are older, in poor repair, or lacking certain amenities.

Of note in this category is the *Veras*-class Armed Courier, a type of vessel not found in Starfleet. As small and fast as a regular Courier, the *Veras* comes equipped with much stronger tactical systems than one would expect in a ship its size. The Cardassians use it to transport highly sensitive personnel and data. More than one enemy who expected such a small ship to be "easy pickings" has gotten stung by the *Veras*'s weaponry.

Cardassian Specialized, Support and Auxiliary Vessels Currently In Service (Representative Selection)

Class	Classification Code
<i>Amror</i>	TNF (Fleet Tender)
<i>Dabal</i>	TTA
<i>Jo'gra</i> (Types 3-7)	IS
<i>Raxas</i>	SCF (Far Courier)
<i>Salgar</i>	TMF (Military Freighter)
<i>Tharbalt</i> (Types 3-9)	WS
<i>Veras</i>	SCA (Armed Courier)
<i>Vul'at</i>	TTO (Occupation Transport)

Starship Names

The Central Command does not identify its ships with a such as "U.S.S." or "I.K.D.F." It just gives its ships names—the *Ga'vet*, the *Trenac*. Markings on a vessel, and the contents of its prefix code and identification beacon, inform other Cardassian ships which Order and unit it belongs to.

CARDASSIAN STARSHIP CONSTRUCTION

This chapter describes the process for constructing Cardassian ships using the *Spacedock* rules. Unless noted otherwise, all rules (including SU and Power costs) in *Spacedock* apply when you're creating Cardassian vessels.

For the most part, Cardassian ship technology does not differ significantly from the ship technology of the other major starfaring species; an officer in Starfleet or the Romulan Star Navy could figure out how to use a Cardassian ship's systems without too much difficulty (assuming he could read the control panels, or reprogram them for his own language). However, some intriguing variations exist, and they sometimes affect the way a Cardassian ship confronts opposition or copes with being attacked.

Starship Construction Basics

As noted in Chapter One, Cardassian ships don't have registry numbers, just names. Refer to the "Noteworthy Vessels" section of the Starship Templates in Chapter Three for plenty of examples of Cardassian ship names.

Materials, System Modularity, and Cross-Ship Compatability

Due to resource scarcity problems, Cardassian ship systems often use different proportions of component materials from ship to ship. For example, the hull on one *Galor*-class Battle Cruiser might contain a higher proportion of duranium than another *Galors* hull, since when the first one was built, there was more duranium available (or perhaps some other material was scarce, and the engineers increased the amount of duranium to compensate). This sometimes causes supply and logistical problems.

On the other hand, to maximize resource use efficiency, and to minimize the aforementioned logistical problems, the Cardassians design many of their systems for high degrees of modularity and compatability. For example, instead of creating a new transporter system and configuration for a new type of Battle Cruiser, they simply incorporate the exact same type of transporters used on other Battle Cruisers. Thus, Cardassian officers sometimes speak of "*Galor*-class disruptor banks" or "*Aberax*-class shield generators," since those particular systems are closely associated with the ship classes they were originally designed for. This allows Cardassian commanders to switch between ships with relatively little loss of efficiency; they know how the other ships work, since the systems on one ship are similar (if not identical) to those on another. But this cuts both ways; if an enemy locates a weakness in a particular system, he can sometimes exploit that weakness when fighting many different types of Cardassian ships.

Hulls and Hull Systems

Outer and Inner Hulls

SU Cost: 5 x Size each

Power Cost: None

Because they design their ships, first and foremost, for use in combat, the Cardassians construct them with simpler, sturdier spaceframes than those used by Starfleet. Therefore, Cardassian hulls provide more protection than the hulls on most vessels. To simulate this, Cardassian outer and inner hulls cost 5 x Size in SUs, rather than 4 x Size as on most other ships.

Ablative Armor

The Obsidian Order stole the technological secrets needed to construct starship ablative armor from Starfleet in the early 2370s. However, the advent of the Klingon-Cardassian War, followed by a civilian government and then the Dominion War, has prevented the Central Command from taking advantage of this information. Almost no Cardassian ships have ablative armor.

Structural Integrity Field

Since their hulls are stronger than those on most ships, the Cardassians often employ slightly weaker SIFs. Most Cardassian ships have SIFs in the Class 35 range. Only the largest and most powerful ships, such as the *Keldon*-class Heavy Warship, have Class 6 SIFs, and Class 7 SIFs are only found on ships uprated by the Dominion.

Personnel Systems

The accompanying tables provide information on Cardassian crew complements. These numbers represent average percentages by department; individual ships' complements may vary considerably from these figures.

Crew Quarters

On a Central Command ship, often a significant percentage of the crew accommodations are Spartan. Unlike the Federation, the Cardassian Union doesn't have the resources to waste making lowly soldiers' quarters the lap of luxury. Some Cardassian ships even use "hot racking," a system in which two or three crewmembers share the same rack (bed), with one sleeping while the other two are on duty.

Average Number of Cardassian Crewmen By Ship Type

Ship Type	Average Number of Crewmen per 100 SUs
Battleship	26
Courier	2
Cruiser	22
Destroyer	18
Escort	2
Frigate	19
Medical	33
Research/Laboratory	6
Scout	4
Surveyor	26
Transport	2
Warship	24

A ship's Passenger complement is usually about 10-20% of its Crew, but this may vary depending upon the nature of the ship (a personnel transport or medical ship is built to carry more passengers than a Battleship or Cruiser). A ship's Evac complement ranges from 5-15 times the size of its Crew (again, this may vary from ship to ship).

Medical Facilities and Systems

Medical systems on Cardassian ships other than Medical Cruisers rarely exceed rating 6. The Cardassians do not possess Emergency Medical Hologram technology.

Recreation Facilities

SU Cost: 8 per rating (see table)

Power Cost: 2 Power per rating per round of use

Use the accompanying tables to determine the recreation facilities on a Cardassian ship. Note that the SU and Power costs per rating do not change from that for Starfleet vessels.

Ship Type	Typical Recreation Rating
Battleship	6-8
Courier	1-2
Cruiser	3-7
Destroyer	3-6
Escort	1-4
Frigate	2-6
Medical	3-7
Research/Laboratory	3-7
Scout	1-2
Surveyor	2-6
Transport	2-10
Warship	5-8

Cardassian Recreation Rating

Rating	SUs	Notes
1	8	No holodecks; a spartan mess hall; no lounges; maybe an exercise room or gym
2	16	No holodecks; a spartan mess hall; 1 small lounge; 1 gym
3	24	No holodecks; a spartan mess hall; 2 small lounges; 2 gyms
4	32	No holodecks; large eating facilities; 2 small lounges; 2 gyms
5	40	No holodecks; pleasant eating facilities; 3 small lounges; 3 gyms
6	48	1 main holodeck; pleasant eating facilities; 1 large lounge; 3 small lounges; 3 gyms
7	56	1 main holodeck; 1 personal holodeck; large, pleasant eating facilities; 2 large lounges; 4 small lounges; 4 gyms
8	64	2 main holodecks; 2 personal holodecks; large, pleasant eating facilities; 3 large lounges; 4 small lounges; 4 gyms
9	72	3 main holodecks; 3 personal holodecks; large, pleasant/luxurious eating facilities; 4 large lounges; 6 small lounges; 6 gyms
10	80	4 main holodecks; 6 personal holodecks; large, luxurious eating facilities; 6 large lounges; 9 small lounges; 9 gyms

Cardassian Crew Breakdowns

Branch	Battleship	Warship	Cruiser	Frigate	FAS/Destroyer	Escort/Scout	Science/Medical
Command	19	19	18	17	19	15	12
Operations							
Engineering/Technical	13	14	15	17	15	22	12
Operations, General	22	23	27	20	22	23	11
Security/Tactical	17	16	17	25	22	28	11
Science							
Medical/Support	15	16	11	13	13	09	38
Science/Research	14	12	12	08	09	03	16
Officers/Enlisted	18/82	17/83	22/78	15/85	15/85	35/65	30/70

Propulsion Systems

Warp Propulsion System

The Cardassian Union uses a unique form of warp drive technology. Because Cardassian industrial processes cannot produce antimatter as pure and refined as that manufactured by the Federation or Romulans, Cardassian warp drives use a magnetic latticework focused by a mineral called *ladarium* to help purify the antimatter before it interacts with the matter. Without *ladarium*, a Cardassian ship risks catastrophic warp core breach, since it cannot fully regulate the matter/antimatter reaction and resultant power flow. Cardassian ships carry *ladarium* as part of their consumables, but as with dilithium and crucial spare parts, always seem to run out at inopportune moments, which gives rise to difficulties and adventures.

In game terms, if a Cardassian ship has to use its warp core in any way—to attain warp speeds, or simply to generate power—without *ladarium* to purify the antimatter, the Narrator rolls 1d6 for every ten

minute period of operation (or fraction thereof). On a 1, a catastrophic warp core failure occurs; the Narrator rolls on the table on page 93 of *Spacedock* to determine the results. Rules for emergency warp core shutdown, warp core ejection, and the like apply.

Cardassian warp drive systems experience several other problems as well. First, they do not mask their warp eddies and signatures well. Grant other ships trying to follow an eddy or trail from a Cardassian ship a +1 Test Result bonus to do so (see *Spacedock*, page 100).

Second, Cardassian warp engines are prone to loss of stability when exposed to stress placed on the ship by maneuvering. Whenever a Cardassian ship makes maneuvers which provide a total +5 or more worth of bonuses to attack or defense during a single round, the Narrator rolls 3d6. If he rolls a 3, catastrophic warp core failure occurs; the Narrator rolls on the table on page 93 of *Spacedock* to determine the results. Rules for emergency warp core

shutdown, warp core ejection, and the like apply.

Warp Nacelles

Cardassians frequently employ embedded warp nacelle technology in their ship designs. This reduces the warp fields efficiency, and thus the ship's maximum speed, slightly (though they often use engine upgrades to overcome this effect). However, it increases the strength of its deflector shields, since the shield generators don't have to make the shield bubble large enough to cover pylons and nacelles. See page 35 of *Spacedock* for more information on embedded nacelles.

The maximum speed attainable by Cardassian vessels as of 2376 is Warp 9.7. Using technological information obtained from the Dominion, the Cardassians may learn how to exceed this speed, once they solve their current political troubles and can concentrate on such research again.

Power Systems

Cardassian vessels built prior to 2371 have a weakness in their EPS systems which enemies can exploit. The famed Klingon General Gornag, who fought the Cardassians during the Betreka Nebula Incident, first developed a maneuver for doing so. Cardassian ships have a special type of power junction just a few meters from each of their spiral-wave disruptors. By maneuvering in very close to the target ship (which usually involves some skilled flying, due to the number and placement of weapons on Cardassian ships), an enemy can hit a disruptor power junction with a disruptor blast, creating an overload in the EPS system which causes explosions throughout the Cardassian ship and decreases its ability to provide power to its systems.

To get close enough to perform the Gornag Maneuver, an attacker's Flight Control officer must spend a full round and succeed with a Moderate (8) Shipboard Systems (Flight Control) Test to get close enough to the Cardassian ship. Then the Tactical Officer targets the disruptor power junction by making an attack Test at a -10 penalty (he may cancel this called shot penalty in the normal fashion; see *Spacedock*, pages 110-11). If the attack succeeds, any damage which penetrates the shields and the hull's Resistance is *tripled*.

Operations Systems

Computer Systems

SU Cost: 3 x Size per computer core

Power Cost: 5 Power per active computer core

Cardassian ships use some advances in computer systems which the Federation and Klingons are studying. While Cardassian ship computers have a slightly slower processing speed than Starfleet computers, their higher levels of reinforcement allow them to withstand more damage, subspace field shock, and vibration. By studying Cardassian computers captured during the Dominion War, Starfleet hopes to develop a new computer that incorporates the Cardassian reinforcing technology with its own high-speed systems, creating a "hybrid" computer better than any model currently in use.

In game terms, Cardassian computers cost 3 x Size in SUs, rather than the usual 2 x Size. Cardassian ships may not take bio-neural computer systems (unless the Narrator determines a ship has somehow been fitted with technology stolen from the Federation or a similarly advanced society), and may not take the Class Beta computer uprating package (in fact, they rarely take computer uprating packages at all).

Computers on older Cardassian ships (those manufactured prior to 2365 and not since uprated) are more susceptible to virus penetration and other forms of electronic warfare than modern

Cardassian vessels. When an enemy attempts to "hack" such computers, or engage in communications system-based electronic warfare against them, he receives a +1 Test Result bonus on all relevant Tests. (See *Spacedock*, pages 150, 153, for rules on electronic warfare.)

Navigational Deflector

SU Cost: 4 x Size for ships of Size 4 and lower; 5 x Size for ships of Size 5 and above

Power Cost: 5 Power per round of use

As a supplement to their main tactical systems, Cardassian ships using the *Galor*-class navigational deflector technology (roughly speaking, any ship of Size 5 or above) incorporate a redundant Class *Cheh'gesh* disruptor beam emitter into the deflector's technology. This makes the deflector cost 5 x Size in SUs for such ships, instead of the normal 4 x Size.

In game terms, the deflector-based disruptor uses the rules for "Main Deflector Phaser" on page 140 of *Spacedock*. However, using it requires no Tests; the disruptor functions as normal, but at 75% of normal strength (in other words, it does 105 damage at a cost of 14 Power, and can fire up to three shots per round with an Accuracy of 5/6/8/11). If the navigational deflector takes 25% or more of its SUs in damage, this disruptor ceases functioning until the crew repairs the deflector.

Transporters

Cardassian transporters suffer from some technological restrictions that Starfleet models do not. First, they have a maximum buffer storage time of four minutes, slightly more than half that of a Starfleet transporter. Second, their biofilters screen out only about half the substances that a Starfleet model would.

Security Systems: Internal Force Fields

SU Cost: 2 x Size

Power Cost: 2 Power per round per 3 Strength per force field

The Cardassians refer to their containment fields as *neutralization fields*. A neutralization field resembles an ordinary internal force field, but adds a device called a neutralization emitter to the system. This device allows the ship to generate the force field at lethal frequencies. Anyone who touches a neutralization field suffers injury. For each point of Strength a neutralization field has, it does 1+1d6 damage to anyone touching it. Thus, a Strength 5 field does 5+5d6 damage. This extra feature causes Cardassian internal force fields to cost more SUs and more Power than standard force fields. If necessary, the crew can turn off the neutralization feature, converting the containment fields to ordinary force fields and reducing the Power cost to the standard 1 Power per 3 Strength per force field.

Tactical Systems

Spiral-Wave Disruptors

The main weapon on most Cardassian ships is the spiral-wave disruptor. This weapon resembles the disruptors used by the Klingons and Romulans in most respects, but uses a different technology to transmit the energy to the weapon. To a certain extent, spiral-wave technology makes a disruptor more like a phaser (but not enough to differentiate it from other disruptors in game terms). The accompanying table provides Cardassian terminology for disruptors.

Cardassian ships frequently have a large weapon, sometimes the vessels largest weapon, mounted aft—a decidedly unusual placement in the eyes of many non-Cardassians. This is a naval tradition dating back into Cardassia's ancient past. Wet navy captains, fearing

treachery, often mounted large weapons on the aft sides of their ships to discourage backstabbing or defection by other ships in their fleets. Additionally, they found that having a large aft weapon helped to discourage pursuit if they had to withdraw from the battlefield. In the modern day, the Cardassians have also discovered that in the three-dimensional combat environment of space, where a ship mounts its weapons often has little impact on its ability to bring those weapons to bear on a target. Many Cardassian ship maneuvers and fleet formations position ships with aft disruptor cannons so that they can use those weapons effectively.

Cardassian Targeting Systems

Cardassian ships use a targeting system similar in most respects to Starfleets Threat Assessment/Tracking/ Targeting System (TA/T/TS). Their targeting systems have the same SU and Power cost.

However, Cardassian systems enjoy one advantage over their Starfleet counterparts: they include a sophisticated automatic operation algorithm. During periods when the tactical officer cannot focus on every possible target (*i.e.*, in a large battle), the targeting system can fire some of the ship's weapons, albeit with somewhat less accuracy than the officer could.

In game terms, whenever a Cardassian ship confronts two or more targets, the tactical officer may use an action to activate the semi-autonomous firing system. Once activated, the system checks to determine which target(s) the tactical officer has chosen to fire at, then selects one additional target to fire at by itself. It has an Intellect of 2 and Shipboard Systems (Tactical) of 2 (3). It may fire any weapon on the ship which the tactical officer is not using and which remains capable of firing. The weapon has its normal range, but suffers a +2 Difficulty penalty to its Accuracy to reflect the somewhat inaccurate nature of semi-autonomous targeting. (For example, a weapon with a normal Accuracy of 4/5/7/10 has an Accuracy of 6/7/9/12 when fired by the system.) Firing the weapon costs the normal amount of Power, and the system can only fire the weapon once per round (and it may not Multifire).

On the other hand, Cardassian targeting systems sometimes lose targeting locks in multiple-launch situations. If a Cardassian ship makes more than two attacks (with any weapons controlled by the tactical systems) in a round, the Narrator rolls 2d6. If he rolls a 2, the ship loses all targeting locks; the tactical officers must either target enemy ships manually (see *Spacedock*, pages 91, 109) or spend one full round to re-establish all locks.

Shields

Remember that ships with embedded warp nacelles receive a bonus to their shields' Protection and Threshold.

Cardassian ships sometimes suffer from shield overload when their shields come under heavy attack. If a shield loses Protection equal to or greater than three times its Threshold in a single round (whether from one attack, or multiple attacks), the Narrator rolls 2d6. On a 2, the shields collapse entirely (the attacks which collapsed them do not cause any further damage to the ship). The crew must cycle them through their recharge period before it can activate them again.

Auxiliary Spacecraft Systems

The accompanying table lists suggested shuttlecraft complements for various types of Cardassian ships.

Suggested Cardassian Shuttle Complements

The following guidelines indicate the average number of Size 2 ships (shuttlecraft) Cardassian starships tend to carry (a ship may also carry Size 1 shuttlepods). A ship may substitute other small vessels, with the Narrator's permission. Generally speaking, ships should carry *only* shuttlecraft and shuttlepods (and in some instances, fighters); ships which belong to their own class and have names and registry numbers normally are not carried by other ships.

- Battleship: 35-60
- Courier: 0-1
- Cruiser: 25-45
- Escort: 0-2
- Destroyer: 0-10
- Frigate: 15-25
- Medical: 2-10
- Research/Laboratory: 3-12
- Scout: 0-1
- Surveyor: 5-15
- Transport: 0-2
- Warship: 25-40

Cardassian Spiral-Wave Disruptors Table

Cardassian Disruptor Type	Standard Disruptor Type	SU	Damage	Shots per Round
Class <i>Khelra</i>	Type 1	4	40	2
Class <i>Marghet</i>	Type 2	8	60	2
Class <i>Tesh'ra</i>	Type 3	12	80	2
Class <i>Garshep</i>	Type 4	16	100	2
Class <i>Ebshar</i>	Type 5	20	120	2
Class <i>Cheh'gesh</i>	Type 6	24	140	3
Class <i>Carkhet</i>	Type 7	28	160	3
Class <i>Rentaille</i>	Type 8	32	180	3
Class <i>Ta'vor</i>	Type 9	36	200	3
Class <i>Pelrec</i>	Type 10	40	220	3
Class <i>Jhokhel</i>	Type 11	44	240	5
Class <i>Drevan</i>	Type 12	48	260	5
Class <i>Ul'khar</i>	Type 13	52	280	5

THE CARDASSIAN SHIP REGISTRY

This chapter provides *Spacedock* writeups for over two dozen Cardassian military and civilian ships, plus three ships of species belonging to the Cardassian Union. These ships supercede earlier Cardassian ship writeups in *The Ship Recognition Manual, Volume 1: The Ships of Starfleet, Part 1* and *The Dominion War Sourcebook*, since these Starship Templates make use of the new rules in this book for Cardassian ships and, where necessary, correct errors.

Cardassian Ship Construction Rules Changes

Here's a quick summary of the main rules changes for building Cardassian ships:

- *Hulls*: both 5 x Size
- *Warp travel*: Warp 9.7 maximum
- *Computers*: 3 x Size, no bio-neurals, no Class Beta upratings
- *Navigational Deflector*: 5 x Size for Size 5 and larger ships
- *Internal Force Fields*: 2 x Size, and 2 Power per 3 Strength per field

CARDASSIAN MILITARY VESSELS

ABERAX CLASS

Class and Type: *Aberax*-Class Destroyer
Commissioning Date: 2362

HULL SYSTEMS

Size: 5
Length: 245.71 meters
Beam: 92.35 meters
Height: 38.50 meters
Decks: 8
Mass: 420,000 metric tonnes
SUs Available: 1,900
SUs Used: 1,829

Hull

Outer 25
 Inner 25

Resistance

Outer Hull: 8 9
 Inner Hull: 8 9

Structural Integrity Field

Main: Class 4 (Protection 70/110) 26
 [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) 13
 [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) 13
 [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 225/200/3,000

Crew Quarters

Spartan: 140 7
Basic: 80 8
Expanded: 50 10
Luxury: 20 20
Unusual: 4 4

Environmental Systems

Basic Life Support [10 Power/round] 20
Reserve Life Support [5 Power/round] 10
Emergency Life Support (30 emergency shelters) 10
Gravity [3 Power/round] 5
Consumables: 2 years' worth 10
Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
Medical Facilities: 5 (+1) [5 Power/round] 25
Recreation Facilities: 5 [10 Power/round] 40
Personnel Transport: 15
 Turbolifts, Jefferies tubes [2 Power/round]
Fire Suppression System [1 Power/round when active] 5
Cargo Holds: 33,000 cubic meters 1
 Locations: 6 locations throughout the ship
Escape Pods 6
 Number: 120
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5C2 66
Speed: 4.9/7.9/9.1 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Special Configuration: Embedded 20

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Amidships dorsal, port and starboard

Reaction Control System (.025c)

[2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Class 7/M (generates 375 Power/round) 83
Location: Amidships

Impulse Engine[s]:

2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type D (generates 40 Power/round) 40

EPS:

Standard Power flow, +200 Power transfer/round 45

Standard Usable Power: 431

OPERATIONS SYSTEMS

Bridge: Forward dorsal 25

Computers

Core 1: Forward [5 Power/round] v15
Core 2: Amidships [5 Power/round] 15
ODN 15

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000 25
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 40
Range Package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensors [5 Power/round] 20
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power/round] 18
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Probes: 30 3
Sensors Skill: 3

Flight Control Systems

- Autopilot:** 11
Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use]
- Navigational Computer**
Main: Class 2 (+1) [1 Power/round] 2
Backups: 2 2
- Inertial Damping Field**
Main 30
Strength: 9 [3 Power/round]
Number: 3
- Backup** 9
Strength: 6 [2 Power/round]
Number: 3
- Attitude Control** [1 Power/round] 1

Communications Systems

- Type:** Class 8 [2 Power/round] 19
- Strength:** 8
- Security:** -3
- Basic Upgrading:** Class Alpha (+1)
- Emergency Communications:** Yes [2 Power/round] 1

Tractor Beams

- Emitter: Class Gamma** [3 Power/Strength used/round] 9
Accuracy: 4/5/7/10
Location: Forward
- Emitter: Class Gamma** [3 Power/Strength used/round] 9
Accuracy: 4/5/7/10
Location: Aft
- Emitter: Class Alpha** [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters

- Type: Personnel** [5 Power/use] 30
Pads: 6
Emitter/Receiver Array:
Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One forward, one amidships
- Type: Emergency** [5 Power/use] 52
Pads: 16
Emitter/Receiver Array:
Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two forward section, one amidships, one aft
- Type: Cargo** [4 Power/use] 44
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two forward section, one amidships, one aft

Cloaking Device: None

Security Systems

- Rating:** 4 16
- Anti-Intruder System:** Yes [1 Power/round] 5
- Neutralization Fields** [2 Power/3 Strength] 10

Science Systems

- Rating** 2 (+1) [2 Power/round] 15
- Specialized Systems:** 1 5
- Laboratories:** 11 4

TACTICAL SYSTEMS

- Forward Starboard Disruptor Cannon** 54
Class: *Drevan*
Damage: 260 [26 Power]
Number of Shots: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward point of starboard section of command hull
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse
- Forward Port Disruptor Cannon** 54
Class: *Drevan*
Damage: 260 [26 Power]
Number of Shots: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward point of port section of command hull
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse
- Dorsal Starboard Spiral-Wave Disruptor Array** 42
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal on starboard section of command hull
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse
- Dorsal Port Spiral-Wave Disruptor Array** 42
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal on port section of command hull
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse
- Ventral Starboard Spiral-Wave Disruptor Array** 42
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral on starboard section of command hull
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse
- Ventral Port Spiral-Wave Disruptor Array** 42
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral on port section of command hull
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Dorsal Spiral-Wave Disruptor Array 42

Class: *Ta'vor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Engineering dorsal amidships
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Ventral Spiral-Wave Disruptor Arrays (2) 42 (x2)

Class: *Ta'vor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Equidistantly along ventral side of Engineering hull
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Forward Torpedo Launcher (x2) 18 (x2)

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Ventral of command hull, port and starboard
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher (x2) 18 (x2)

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft, port and starboard
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 300 30

TA/T/TS: Class Beta [1 Power/round] 9

Strength: 8
Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 48 (x4)

Shield Generator: Class 4
 (Protection 610 + 100 [embedded nacelles])
 [61 Power/shield/round]
Shield Grid: Type C (50% increase to 915 Protection)
Subspace Field Distortion Amplifiers: Class Epsilon
 (Threshold 200 + 10 [embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 10 Size worth of ships 20
Standard Complement: 5 shuttlecraft
Location(s): Ventral, port and starboard
Captain's Yacht: No

Description and Notes

Fleet data:

The Aberax-class Destroyer is one of the most feared ships in the Cardassian fleet. Although not as large as the Galor-class Battle Cruiser or other ships more commonly associated with the Central Command, it packs nearly as much offensive "punch" as that ship. With its multiple disruptor batteries and four torpedo launchers (an unusually large number of launchers for a Cardassian ship), it can cause significant damage to ships much larger than it.

During the Dominion War, wings of Aberax-class Destroyers saw action in nearly every major battle. Backing up the Battle Cruisers of both the Cardassians and the Jem'Hadar, they protected major assets while wreaking havoc among the Federation alliance fleets. Admiral Baltren Tozar of Starfleets Thirty-Fourth Fleet once described them as "the toughest thing ever flown by a spoonhead."

Like most Cardassian ships, the Aberax features embedded warp nacelles, giving it a streamlined appearance compared to most Starfleet and Klingon vessels. A roughly trapezoidal module attached to the forward dorsal edge of the main body contains the bridge and several other major systems. The aft end of the main body tapers, then flares out into a curved-edge axehead shape.

Noteworthy vessels/service records/encounters:

Aberax, prototype; *Khobaroth*, singlehandedly destroyed the Galaxy-class U.S.S. Hentar, NCC-71093, while that ship patrolled the Cardassian border (2374); *Temural*, accounted for five enemy ship casualties during the Third Battle of Vulcanis (2374).

BEL'SHAN CLASS

Class and Type: *Bel'shan*-Class Cruiser
Commissioning Date: 2334

HULL SYSTEMS

Size: 5

Length: 233.74 meters
Beam: 68.92 meters
Height: 36.55 meters
Decks: 8
Mass: 468,500 metric tonnes
SUs Available: 1,750
SUs Used: 1,634

Hull

Outer 25
 Inner 25

Resistance

Outer Hull: 6 6
 Inner Hull: 6 6

Structural Integrity Field

Main: Class 4 (Protection 70/110)
 [1 Power/10 Protection/round] 26
Backup: Class 4 (Protection 35)
 [1 Power/10 Protection/round] 13
Backup: Class 4 (Protection 35)
 [1 Power/10 Protection/round] 13

Specialized Hull: Atmospheric Capability 5

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 456/112/6,150

Crew Quarters

Spartan: 200 10
Basic: 300 30
Expanded: 75 15
Luxury: 15 15
Unusual: 3 3

Environmental Systems

Basic Life Support [11 Power/round] 20
Reserve Life Support [6 Power/round] 10
Emergency Life Support (30 emergency shelters) 10
Gravity [3 Power/round] 5
Consumables: 2 years' worth 10

Replicator Systems

Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]

Medical Facilities: 5 (+1) [5 Power/round] 25

Recreation Facilities: 4 [8 Power/round] 32

Personnel Transport:

Turbolifts, Jefferies tubes [2 Power/round] 15

Fire Suppression System [1 Power/round when active] 5

Cargo Holds: 62,000 cubic meters 2

Locations: 12 locations throughout ship

Escape Pods 6

Number: 120

Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 6B 95
Speed: 6.0/8.6/9.2 [1 Power/2 warp speed]
PIS: Type H (12 hours of Maximum warp) 16
Upgrading:
 Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 20

Impulse Engine

Type: Class 4B (.65c/.85c) [6/8 Power/round] 23
Location: Aft of command hull, port and starboard

Impulse Engine

Type: Class 4B (.65c/.85c) [6/8 Power/round] 23
Location: Aft of engineering hull

Reaction Control System (.025c)

[2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Class 6/K (generates 320 Power/round) 72
Location: Engineering hull

Impulse Engine[s]:

2 Class 4B (generate 38 Power/engine/round)

Auxiliary Power:

3 reactors (generate 5 Power/reactor/round) 9

Emergency Power:

Type C (generates 35 Power/round) 35

EPS:

Standard Power flow, +150 Power transfer/round 40

Standard Usable Power: 396

OPERATIONS SYSTEMS

Bridge: Command hull dorsal 25

Auxiliary Control Room: Engineering hull 15

Computers

Core 1: Location [5 Power/round] 15
Core 2: Location [5 Power/round] 5
 ODN 5

Navigational Deflector [5 Power/round] 25

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward, ventral of command hull

Sensor Systems

Long-range Sensors [5 Power/round] 40

Range Package: Type 5 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Lateral Sensors [5 Power/round] 20

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors [5 Power/round] 18

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Probes: 40 4

Sensors Skill: 4

Flight Control Systems

- Autopilot:**
- Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] 11
- Navigational Computer**
- Main: Class 2 (+1) [1 Power/round] 2
- Backups: 2 2
- Inertial Damping Field**
- Main** 30
- Strength: 9 [3 Power/round]
- Number: 3
- Backup** 6
- Strength: 6 [2 Power/round]
- Number: 2
- Attitude Control** [1 Power/round] 1

Communications Systems

- Type:** Class 8 [2 Power/round] 19
- Strength:** 8
- Security:** -3
- Basic Upgrading:** Class Alpha (+1)
- Emergency Communications:** Yes [2 Power/round] 1

Tractor Beams

- Emitter: Class Gamma** [3 Power/Strength used/round] 9
- Accuracy: 4/5/7/10
- Location: Forward
- Emitter: Class Gamma** [3 Power/Strength used/round] 9
- Accuracy: 4/5/7/10
- Location: Aft
- Emitter: Class Alpha** [3 Power/Strength used/round] 3
- Accuracy: 5/6/8/11
- Location: Shuttlebay

Transporters

- Type: Personnel** [5 Power/use] 30
- Pads: 6
- Emitter/Receiver Array:
- Personnel Type 6 (40,000 km range)
- Energizing/Transition Coils: Class F (Strength 6)
- Number and Location: One forward, one amidships
- Type: Emergency** [5 Power/use] 52
- Pads: 16
- Emitter/Receiver Array:
- Emergency Type 3 (15,000 km range)
- Energizing/Transition Coils: Class F (Strength 6)
- Number and Location: Two forward section, one amidships, one aft
- Type: Cargo** [4 Power/use] 44
- Pads: 400 kg
- Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
- Energizing/Transition Coils: Class F (Strength 6)
- Number and Location: Two forward section, one amidships, one aft

Cloaking Device: None

Security Systems

- Rating:** 4 16
- Anti-Intruder System:** Yes [1 Power/round] 5
- Neutralization Fields** [2 Power/3 Strength] 10

Science Systems

- Rating** 2 (+1) [2 Power/round] 15
- Specialized Systems:** 1 5
- Laboratories:** 11 4

TACTICAL SYSTEMS

- Forward Disruptor Array** 46
- Class:** *Pelrec*
- Damage: 220 [22 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Forward edge of command hull
- Firing Arc:** 360 degrees forward
- Firing Modes:** Standard, Pulse
- Command Hull Starboard Disruptor Array** 34
- Class:** *Carkhet*
- Damage: 160 [16 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Starboard edge of command hull
- Firing Arc:** 360 degrees starboard
- Firing Modes:** Standard, Pulse
- Command Hull Port Disruptor Array** 34
- Class:** *Carkhet*
- Damage: 160 [16 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Port edge of command hull
- Firing Arc:** 360 degrees port
- Firing Modes:** Standard, Pulse
- Engineering Hull Starboard Disruptor Array** 34
- Class:** *Carkhet*
- Damage: 160 [16 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Starboard edge of engineering hull
- Firing Arc:** 360 degrees starboard
- Firing Modes:** Standard, Pulse
- Engineering Hull Port Disruptor Array** 34
- Class:** *Carkhet*
- Damage: 160 [16 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Port edge of command hull
- Firing Arc:** 360 degrees port
- Firing Modes:** Standard, Pulse
- Engineering Hull Dorsal Disruptor Array** 34
- Class:** *Carkhet*
- Damage: 160 [16 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Dorsal side of engineering hull
- Firing Arc:** 360 degrees dorsal
- Firing Modes:** Standard, Pulse
- Engineering Hull Ventral Disruptor Array** 34
- Class:** *Carkhet*
- Damage: 160 [16 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Ventral side of engineering hull
- Firing Arc:** 360 degrees ventral
- Firing Modes:** Standard, Pulse



- Forward Torpedo Launcher** 15
 - Standard Load:** Type II photon torpedo (200 Damage)
 - Spread:** 4
 - Range:** 15/300,000/1,000,000/3,500,000
 - Targeting System:** Accuracy 4/5/7/10
 - Power:** [20 + 5 per torpedo fired]
 - Location:** Forward, ventral of command hull
 - Firing Arc:** Forward, but are self-guided
- Torpedoes Carried:** 4
 - 40 Type II photon and stratospheric torpedoes
- TA/T/TS:** 9
 - Class Beta [1 Power/round]
 - Strength:** 8
 - Bonus:** +1
- Weapons Skill:** 3
- Shields (Forward, Aft, Port, Starboard)** 39 (x4)
 - Shield Generator:**
 - Class 3 (Protection 560 + 100 [embedded nacelles])
 - [56 Power/shield/round]
 - Shield Grid:** Type B (33% increase to 746 Protection)
 - Subspace Field Distortion Amplifiers:**
 - Class Delta (Threshold 186 + 10 [embedded nacelles])
 - Recharging System:** Class 1 (45 seconds)
 - Backup Shield Generators:** 4 (1 per shield)
- Auto-Destruct System** 5

AUXILIARY SPACECRAFT SYSTEMS

- Shuttlebay(s):** 36
 - Capacity for 18 Size worth of ships
 - Standard Complement: 9 shuttlecraft
 - Location(s):
 - Aft of command hull, aft ventral of engineering hull.
- Captain's Yacht:** No

Description and Notes

Fleet data:

Designed in the period immediately following the formal occupation of the planet Bajor, in part using Bajoran resources and ship schematics, the Belshan-class Cruiser has served the Cardassian people in many different roles in the past four decades. Created during a period of expansion and conquest, it was originally built to function as a planetary and system conquest, patrol, and suppression vessel—in short, to perform primarily short-range missions. Over the years its role expanded to fill many other niches, including some longer-range patrol, scouting, and support missions. Although not as sophisticated as many newer ships, it continues to perform efficiently and well in many different situations.

In 2371 the class underwent general upgrades. It received larger, better, and/or newer impulse engines, medical systems, communications systems, and computer subroutines. Other planned class upgrades were halted when the conflict with the Klingons broke out.

The Belshan clearly displays the Cardassian ship design principles and aesthetics which would fully embody themselves in the Galor and Keldon classes. It has a command hull shaped like a fat crescent (really, more of a half circle with a slight curve to its aft edge). A shallow “notch” in the forward edge of the command hull holds a powerful disruptor array and a torpedo launcher (the latter was added during general upgrades to the class in the 2350s and '60s; it was not part of the ship's original design). Two thick spars connect to the command hull ventrally (holding a deflector between their forward ends) and then project aft to join a quasi-cylindrical engineering hull which has a series of paired “fin”-like structures attached to its dorsal side. This results in a large “open” area between the command hull and

engineering hull when the ship is viewed dorsally or ventrally. In some instances, this proves tactically advantageous, in that it minimizes the ship's profile from those angles. However, it has its drawbacks as well, since damaging or severing the spars can easily cut the ship in two, or at least prevent the crew from moving back and forth easily.

Noteworthy vessels/service records/encounters:

Bel'shan, prototype; *Ugara*, helped to quell Bajoran revolt (2341); *Ren'gara*, participated in Setlik III incident and aftermath (2347); *Khidalsha*, destroyed pirate band plaguing the systems of the Deltanis Sector (2355); *Pesh'tet*, hosted preliminary Federation-Cardassian peace negotiations (2366).

DAKAR CLASS

Class and Type: *Dakar-Class Heavy Destroyer*
Commissioning Date: 2366

HULL SYSTEMS

Size: 7

Length: 436.28 meters
Beam: 224.37 meters
Height: 104.66 meters
Decks: 23 decks
Mass: 2,567,924 metric tonnes
SUs Available: 2,400
SUs Used: 2,287

Hull

Outer 35
 Inner 35

Resistance

Outer Hull: 10 12
 Inner Hull: 10 12

Structural Integrity Field

Main: Class 5 (Protection 80/120)
 [1 Power/10 Protection/round] 31
Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 16
Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 16

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 353/113/6,725

Crew Quarters

Spartan: 180 9
Basic: 200 20
Expanded: 45 9
Luxury: 20 20
Unusual: 3 3

Environmental Systems

Basic Life Support [11 Power/round] 28
Reserve Life Support [6 Power/round] 14
Emergency Life Support (42 emergency shelters) 14
Gravity [4 Power/round] 7
Consumables: 3 years' worth 21

Replicator Systems

Food Replicators [7 Power/round] 7
 Industrial Replicators 16
 Type: Network of small replicators [2 Power/round]
 Type: 3 large units [2 Power/replicator/round]

Medical Facilities: 5 (+1) [5 Power/round] 25

Recreation Facilities: 5 [10 Power/round] 40

Personnel Transport:

Turbolifts, Jefferies tubes [2 Power/round] 21

Fire Suppression System [1 Power/round when active] 7

Cargo Holds: 80,000 cubic meters 3

Locations: 7 locations throughout the ship

Escape Pods 9

Number: 160

Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5E 75
Speed: 5.0/8.9/9.1 [1 Power/2 warp speed]
PIS: Type H (12 hours of Maximum warp) 16
Upgrading: Package 1 for Standard 2
Special Configuration: Embedded 28

Impulse Engine

Type: Class 4B (.65c/.85c) [6/8 Power/round] 23
Location: Aft of main command hull

Impulse Engine

Type: Class 4B (.65c/.85c) [6/8 Power/round] 23
Location: Aft engineering

Reaction Control System (.025c)
 [2 Power/round when in use] 7

POWER SYSTEMS

Warp Engine

Type: Class 10/P (generates 530 Power/round) 113
Location: Engineering amidships

Impulse Engine[s]:

2 Class 4B (generate 38 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type C (generates 35 Power/round) 35

EPS:

Standard Power flow, +200 Power transfer/round 55

Standard Usable Power: 606

OPERATIONS SYSTEMS

Bridge: Bridge module 35

Auxiliary Control Room:

One in each secondary command hull 42

Computers

Core 1: Main command hull [5 Power/round] 21
Core 2: Engineering hull [5 Power/round] 21
ODN 21

Navigational Deflector [5 Power/round] 35

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 44

Range Package: Type 6 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/6-1.0/1.1-3.7/3.8-5.0)

Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Lateral Sensors [5 Power/round] 20

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors [5 Power/round] 18

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Probes: 50 5

Sensors Skill: 4

Flight Control Systems

Autopilot: 10
 Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use]
Navigational Computer
 Main: Class 2 (+1) [1 Power/round] 2
 Backups: 2 2
Inertial Damping Field
Main 42
 Strength: 9 [3 Power/round]
 Number: 3
Backup 12
 Strength: 6 [2 Power/round]
 Number: 3
Attitude Control [2 Power/round] 2

Communications Systems

Type: Class 8 [2 Power/round] 21
Strength: 8
Security: -4 (Class Gamma uprating)
Basic Upgrading: Class Alpha (+1)
Emergency Communications: Yes [2 Power/round] 1

Tractor Beams

Emitter: Class Delta [3 Power/Strength used/round] 12
 Accuracy: 4/5/7/10
 Location: Forward
Emitter: Class Delta [3 Power/Strength used/round] 12
 Accuracy: 4/5/7/10
 Location: Aft
Emitter: Class Alpha [3 Power/Strength used/round] 6
 Accuracy: 5/6/8/11
 Location: Shuttlebay (x2)

Transporters

Type: Personnel [5 Power/use] 48
 Pads: 6
 Emitter/Receiver Array:
 Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One in main command hull, two in engineering hull
Type: Emergency [5 Power/use] 60
 Pads: 20
 Emitter/Receiver Array:
 Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One in main command hull, three in engineering hull
Type: Cargo [4 Power/use] 48
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: One in main command hull, three in engineering hull

Cloaking Device: None

Security Systems

Rating: 4 16
Anti-Intruder System: Yes [1 Power/round] 7
Neutralization Fields [2 Power/3 Strength] 14

Science Systems

Rating 2 (+1) [2 Power/round] 17
Specialized Systems: 2 10
Laboratories: 24 6

TACTICAL SYSTEMS

Main Command Hull

Forward Disruptor Cannon 54
Class: *Drevan*
 Damage: 260 [26 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward edge of main command hull
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Starboard Secondary Command Hull Disruptor Array 49

Class: *Jhokhel*
 Damage: 240 [24 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward edge of starboard secondary command hull
Firing Arc: 360 degrees forward (significant arc shadows)
Firing Modes: Standard, Pulse

Port Secondary Command Hull Disruptor Array 49

Class: *Jhokhel*
 Damage: 240 [24 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward edge of port secondary command hull
Firing Arc: 360 degrees forward (significant arc shadows)
Firing Modes: Standard, Pulse

Forward Ventral

Spiral-Wave Disruptor Arrays (2) 84
Class: *Tavor*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral on forward section of engineering hull, one port, one starboard
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Engineering Dorsal

Spiral-Wave Disruptor Arrays (2) 76
Class: *Rentaille*
 Damage: 180 [18 Power]
 Number of Shots: Up to 2 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal on engineering hull, one on aft end, one just aft of command hulls section
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Engineering Ventral

Spiral-Wave Disruptor Arrays (2) 76
Class: *Rentaille*
 Damage: 180 [18 Power]
 Number of Shots: Up to 2 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral on engineering hull, one on aft end, one just aft of command hulls section
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Aft Disruptor Cannon	50
Class: <i>Jhokhel</i> Damage: 240 [24 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse	
Forward Torpedo Launcher	17
Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward of main command hull Firing Arc: Forward, but are self-guided	
Aft Torpedo Launcher	17
Standard Load: Type II photon torpedo (200 Damage) Spread: 8 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided	
Torpedoes Carried:	10
TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8 Bonus: +1	
Weapons Skill:	4
Shields (Forward, Aft, Port, Starboard)	73 (x4)
Shield Generator: Class 5 (Protection 900 + 100 [embedded nacelles]) [90 Power/round] Shield Grid: Type B (33% increase to 1,200 Protection) Subspace Field Distortion Amplifiers: Class Zeta (Threshold 300 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)	
Auto-Destruct System	7

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 30 Size worth of ships	60
Standard Complement: 20 shuttlecraft Location(s): Aft of main command hull, aft of engineering hull Captain's Yacht: No	

Description and Notes

Fleet data:

The most powerful destroyer fielded by the Central Command, the Dakar-class Heavy Destroyer actually seems more like a Cruiser or a Warship than a Destroyer. Larger than the Galor and most other Cardassian vessels, its design incorporates many standard Union ship features, such as multiple superstructure "levels" and half-oval- and crescent-shaped framings. Its large half-oval command hull, instead of projecting forward from a relatively narrow engineering hull as on the Galor or Keldon, sits firmly and fully atop the broad forward end of the engineering hull, which projects aft and tapers slightly before flaring out to create a larger than usual aft structure. To the port and starboard of the command hull, and slightly aft, are two smaller hull structures of the same shape. These can function as auxiliary command centers if necessary, but are normally used for other purposes.

At most times, the Cardassians use the Dakar as a long-range patrol vessel, one capable of keeping the peace throughout multiple systems or even sectors. Dakars are common sights among the worlds of the Iron Path, newly-pacified Union territory, and other places where the Central Command considers it necessary to display the flag prominently or provide a major deterrent to pirates, smugglers, and the like. During wars, the Central Command groups Dakars into pairs or squads of four and uses them to anchor formations of smaller ships in large fleets.

Noteworthy vessels/service records/encounters:

Dakar, prototype; Trenac, rescued the freighter Par'rhen from destruction due to loss of propulsion systems within the gravity well of Black Hole Garshep 5-11 (2369); Ghevros, destroyed the Klingon forward outpost and docked fleet in the Rendrilag system with a warp-speed suicide run (2373); Barek'tala, played a key role in the conquest of Benzar by destroying or crippling three defense platforms (2374); Firhel, destroyed four Federation alliance ships during the Chin'toka counteroffensive (2375).

DURGOR CLASS

Class and Type: Durgor-Class Light Warship
Commissioning Date: 2368

HULL SYSTEMS

Size:: 7

Length: 408.42 meters
Beam: 186.39 meters
Height: 94.77 meters
Decks: 20 decks
Mass: 2,114,750 metric tonnes
SUs Available: 2,350
SUs Used: 2,262

Hull

Outer 35
 Inner 35

Resistance

Outer Hull: 8 9
 Inner Hull: 8 9

Structural Integrity Field

Main: Class 5 (Protection 80/120)
 [1 Power/10 Protection/round] 31
Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 16
Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 16

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 395/300/5,350

Crew Quarters

Spartan: 200 10
Basic: 200 20
Expanded: 50 10
Luxury: 30 30
Unusual: 5 5

Environmental Systems

Basic Life Support [11 Power/round] 28
Reserve Life Support [6 Power/round] 14
Emergency Life Support (42 emergency shelters) 14
Gravity [4 Power/round] 7
Consumables: 2 years' worth 14
Replicator Systems
 Food Replicators [7 Power/round] 7
 Industrial Replicators 13
 Type: Network of small replicators [2 Power/round]
 Type: 2 large units [2 Power/replicator/round]
Medical Facilities: 6 (+1) [6 Power/round] 30
Recreation Facilities: 5 [10 Power/round] 40
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 21
Fire Suppression System [1 Power/round when active] 7
Cargo Holds: 100,000 cubic meters 3
 Locations: 10 locations throughout the ship
Escape Pods 8
 Number: 140
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5E6 78
Speed: 5.0/9.0/9.6 [1 Power/.2 warp speed]
PIS: Type E (8 hours of Maximum warp) 10

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft command hull
Acceleration Uprating: Class Beta
 (75% acceleration) [2 Power/round when active] 4

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Near nacelle pylons
Acceleration Uprating: Class Beta
 (75% acceleration) [2 Power/round when active] 4

Reaction Control System (.025c)

[2 Power/round when in use] 7

POWER SYSTEMS

Warp Engine

Type: Class 10/P (generates 500 Power/round) 110
Location: Engineering amidships

Impulse Engine[s]:

2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type C (generates 35 Power/round) 35

EPS:

Standard Power flow, +200 Power transfer/round 55

Standard Usable Power: 556

OPERATIONS SYSTEMS

Bridge: Bridge module 35

Computers

Core 1: Forward hull [5 Power/round] 21
Core 2: Engineering hull [5 Power/round] 21
ODN 21

Navigational Deflector [5 Power/round] 35

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 48
Range Package: Type 7 (Accuracy 3/4/7/10)
 High Resolution: 5 light-years (5/6-1.0/1.1-3.8/3.9-5.0)
 Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensors [5 Power/round] 20
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power/round] 18
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Probes: 60 6
Sensors Skill: 4

Flight Control Systems	
Autopilot:	10
Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use]	
Navigational Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: 2	2
Inertial Damping Field	
Main	42
Strength: 9 [3 Power/round]	
Number: 3	
Backup	12
Strength: 6 [2 Power/round]	
Number: 3	
Attitude Control [2 Power/round]	2
Communications Systems	21
Type: Class 8 [2 Power/round]	
Strength: 8	
Security: -4 (Class Gamma uprating)	
Basic Uprating: Class Alpha (+1)	
Emergency Communications: Yes [2 Power/round]	1
Tractor Beams	
Emitter: Class Delta [3 Power/Strength used/round]	12
Accuracy: 4/5/7/10	
Location: Forward	
Emitter: Class Delta [3 Power/Strength used/round]	12
Accuracy: 4/5/7/10	
Location: Aft	
Emitter: Class Alpha [3 Power/Strength used/round]	6
Accuracy: 5/6/8/11	
Location: Shuttlebay (x2)	
Transporters	
Type: Personnel [5 Power/use]	48
Pads: 6	
Emitter/Receiver Array:	
Personnel Type 6 (40,000 km range)	
Energizing/Transition Coils: Class G (Strength 7)	
Number and Location: One each in forward hull, bridge module, engineering hull	
Type: Emergency [5 Power/use]	60
Pads: 20	
Emitter/Receiver Array:	
Emergency Type 3 (15,000 km range)	
Energizing/Transition Coils: Class G (Strength 7)	
Number and Location: One in forward hull, one in bridge module, two in engineering hull	
Type: Cargo [4 Power/use]	48
Pads: 400 kg	
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)	
Energizing/Transition Coils: Class G (Strength 7)	
Number and Location:	
One in forward hull, three in engineering hull	
Cloaking Device: None	
Security Systems	
Rating: 4	16
Anti-Intruder System: Yes [1 Power/round]	7
Neutralization Fields [2 Power/3 Strength]	14
Science Systems	
Rating 2 (+1) [2 Power/round]	17
Specialized Systems: 2	10
Laboratories: 21	6

TACTICAL SYSTEMS

Forward Disruptor Cannon	54
Class: <i>Drevan</i>	
Damage: 260 [26 Power]	
Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward tip of forward hull	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	
Aft Disruptor Cannon	54
Class: <i>Drevan</i>	
Damage: 260 [26 Power]	
Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft	
Firing Arc: 360 degrees aft	
Firing Modes: Standard, Pulse	
Forward Dorsal Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Dorsal on command hull, one port, one starboard	
Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Pulse	
Forward Ventral Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Ventral on command hull, one port, one starboard	
Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Pulse	
Connecting Interhull Starboard Spiral-Wave Disruptor Array	42
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Starboard on connecting interhull	
Firing Arc: 360 degrees starboard	
Firing Modes: Standard, Pulse	
Connecting Interhull Port Spiral-Wave Disruptor Array	42
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Port on connecting interhull	
Firing Arc: 360 degrees port	
Firing Modes: Standard, Pulse	

Engineering Dorsal	
Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Dorsal on engineering hull, one in forward section, one in aft section	
Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Pulse	
Engineering Ventral	
Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Ventral on engineering hull, one in forward section, one in aft section	
Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Pulse	
Aft Spiral-Wave Disruptor Array	42
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft	
Firing Arc: 360 degrees aft	
Firing Modes: Standard, Pulse	
Forward Torpedo Launcher	18
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 10	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: On forward end of connecting interhull, ventral of command hull	
Firing Arc: Forward, but are self-guided	
Aft Torpedo Launcher	18
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 10	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: Aft	
Firing Arc: Aft, but are self-guided	
Torpedoes Carried:	200
TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	
Bonus: +1	
Weapons Skill:	4
Shields (Forward, Aft, Port, Starboard)	54 (x4)
Shield Generator:	
Class 3 (Protection 600) [60 Power/round]	
Shield Grid: Type B (33% increase to 800 Protection)	
Subspace Field Distortion Amplifiers:	
Class Delta (Threshold 200)	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8
Auto-Destruct System	7

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 20 Size worth of ships	40
Standard Complement: 10 shuttlecraft	
Location(s): Aft of command hull	
Captain's Yacht: No	

Description and Notes

Fleet data:

One of the oddest-shaped ships in the Cardassian fleet (at least to Cardassian eyes), the Durgor-class Light Warship consists of a large, semi-circular command hull, a broad, downsloping connecting interhull that expands and merges into a broader engineering hull with a sort of diamond shape, and three external warp nacelles on pylons (one dorsal, one port, one starboard). It mounts disruptor arrays along the ventral and dorsal sides of both hulls and the port and starboard sides of the connecting interhull, and torpedo launchers forward and aft. The ships design owes much to Federation shipbuilding principles, which the Cardassians learned about during the Federation-Cardassian War.

The Central Command typically uses Durgors as support craft for larger warships in fleet formations. During the Dominion War, for example, Durgors filled wings based around Keldon-, Kurgat-, and Thalon-class ships. Most Cardassian officers consider the ship a "lightweight" in comparison to those heavier ships, scoring it because of its weaker firepower and shields, but its proponents favor its speed and maneuverability over those of larger Warships.

Noteworthy vessels/service records/encounters:

Durgor, prototype; *Garhem Vetrak*, played crucial role in the conquest of Brentac V (2370); *Tre'gahl*, destroyed three B'rel-class Light Warbirds in a battle in the Monak system (2372); *Ortash*, participated in taking of Deep Space 9 (2373); *Prentoth*, stopped a surprise Klingon thrust into the lightly-defended Dendar system (2374).

DUR'NAT CLASS

Class and Type: *Dur'nat*-Class Assault Cruiser

Commissioning Date: 2365

HULL SYSTEMS

Size: 6

- Length:** 313.64 meters
- Beam:** 157.22 meters
- Height:** 56.00 meters
- Decks:** 12 decks
- Mass:** 779,450 metric tonnes
- SUs Available:** 2,500
- SUs Used:** 2,418

Hull

- Outer 30
- Inner 30

Resistance

- Outer Hull: 8 9
- Inner Hull: 8 9

Structural Integrity Field

- Main:** Class 5 (Protection 80/120) [1 Power/10 Protection/round] 30
- Backup:** Class 5 (Protection 40) [1 Power/10 Protection/round] 15
- Backup:** Class 5 (Protection 40) [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 315/453/5,450

Crew Quarters

- Spartan:** 80 4
- Basic:** 250 25
- Expanded:** 80 16
- Luxury:** 15 15
- Unusual:** 3 3

Environmental Systems

- Basic Life Support** [11 Power/round] 24
- Reserve Life Support** [6 Power/round] 12
- Emergency Life Support** (36 emergency shelters) 12
- Gravity** [3 Power/round] 6
- Consumables:** 2 years' worth 12
- Replicator Systems**
 - Food Replicators [6 Power/round] 6
 - Industrial Replicators 9
 - Type: Network of small replicators [2 Power/round]
 - Type: 1 large unit [2 Power/replicator/round]
- Medical Facilities:** 4 (+1) [4 Power/round] 20
- Recreation Facilities:** 4 [8 Power/round] 32
- Personnel Transport:**
 - Turbolifts, Jefferies tubes [2 Power/round] 18
- Fire Suppression System** [1 Power/round when active] 6
- Cargo Holds:** 33,000 cubic meters 1
 - Locations: 5 locations throughout the ship
- Escape Pods** 7
 - Number: 140
 - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

- Nacelles:** Type 5D 70
- Speed:** 4.9/8.3/9.1 [1 Power/2 warp speed]
- PIS:** Type C (6 hours of Maximum warp) 6
- Upgrading:** Package 2 for Maximum 4
- Special Configuration:** Embedded 24

Impulse Engine

- Type:** Class 3A (.5c/.75c) [5/7 Power/round] 18
- Location:** Aft central hull

Impulse Engine

- Type:** Class 3A (.5c/.75c) [5/7 Power/round] 18
- Location:** Aft engineering

Reaction Control System (.025c)

- [2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

- Type:** Class 10/P (generates 535 Power/round) 114
- Location:** Engineering amidships

Impulse Engine[s]:

- 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

- 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

- Type D (generates 40 Power/round) 40

EPS:

- Standard Power flow, +240 Power transfer/round 54

Standard Usable Power: 591

OPERATIONS SYSTEMS

Bridge:

- Forward dorsal 30

Computers

- Core 1:** Forward wing section [5 Power/round] 18
- Core 2:** Aft wing section [5 Power/round] 18
- ODN** 18

Navigational Deflector [5 Power/round]

- Range:** 10/20,000/50,000/150,000
- Accuracy:** 5/6/8/11
- Location:** Forward ventral

Sensor Systems

- Long-range Sensors** [5 Power/round] 48
 - Range Package:** Type 7 (Accuracy 3/4/7/10)
 - High Resolution:** 5 light-years (.5/6-1.0/1.1-3.8/3.9-5.0)
 - Low Resolution:** 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
 - Strength Package:** Class 7 (Strength 7)
 - Gain Package:** Class Beta (+2)
 - Coverage:** Standard
- Lateral Sensors** [5 Power/round] 20
 - Strength Package:** Class 7 (Strength 7)
 - Gain Package:** Class Beta (+2)
 - Coverage:** Standard
- Navigational Sensors** [5 Power/round] 18
 - Strength Package:** Class 7 (Strength 7)
 - Gain Package:** Class Beta (+2)
- Probes:** 40 4
- Sensors Skill:** 4

Flight Control Systems

- Autopilot:**
 - Shipboard Systems (Flight Control) 3, Coordination 1
 - [1 Power/round in use] 10

Navigation Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: 2	2
Inertial Damping Field	
Main	36
Strength: 9 [3 Power/round]	
Number: 3	
Backup	9
Strength: 6 [2 Power/round]	
Number: 3	
Attitude Control [2 Power/round]	2
Communications Systems	21
Type: Class 8 [2 Power/round]	
Strength: 8	
Security: -4 (Class Gamma uprating)	
Basic Uprating: Class Alpha (+1)	
Emergency Communications: Yes [2 Power/round]	1
Tractor Beams	
Emitter: Class Delta [3 Power/Strength used/round]	12
Accuracy: 4/5/7/10	
Location: Forward	
Emitter: Class Delta [3 Power/Strength used/round]	12
Accuracy: 4/5/7/10	
Location: Aft	
Emitter: Class Alpha [3 Power/Strength used/round]	3
Accuracy: 5/6/8/11	
Location: Shuttlebay	
Transporters	
Type: Personnel [5 Power/use]	64
Pads: 6	
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)	
Energizing/Transition Coils: Class G (Strength 7)	
Number and Location: One in bridge module, two in central hull, one in engineering hull	
Type: Emergency [5 Power/use]	42
Pads: 16	
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)	
Energizing/Transition Coils: Class G (Strength 7)	
Number and Location: Two in central hull, one in engineering hull	
Type: Cargo [4 Power/use]	48
Pads: 400 kg	
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)	
Energizing/Transition Coils: Class G (Strength 7)	
Number and Location: Two in central hull, two in engineering hull	
Cloaking Device: None	
Security Systems	
Rating: 4	16
Anti-Intruder System: Yes [1 Power/round]	6
Neutralization Fields [2 Power/3 Strength]	12
Science Systems	
Rating 2 (+1) [2 Power/round]	16
Specialized Systems: 1	5
Laboratories: 14	4

TACTICAL SYSTEMS

Forward Disruptor Cannon	54
Class: <i>Drevan</i>	
Damage: 260 [26 Power]	
Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	
Aft Disruptor Cannon	54
Class: <i>Drevan</i>	
Damage: 260 [26 Power]	
Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft	
Firing Arc: 360 degrees aft	
Firing Modes: Standard, Pulse	
Forward Ventral Spiral-Wave Disruptor Array (2)	84
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward, ventral side of central hull	
Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Pulse	
Wing Forward Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: One on starboard wing, one on port wing	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	
Wing Aft Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: One on starboard wing, one on port wing	
Firing Arc: 360 degrees aft	
Firing Modes: Standard, Pulse	
Wing Dorsal Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: One on starboard wing, one on port wing	
Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Pulse	

Wing Ventral
Spiral-Wave Disruptor Arrays (2) 84
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: One on starboard wing, one on port wing
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Engineering Dorsal
Spiral-Wave Disruptor Arrays (2) 84
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: On engineering hull, one in forward section, one aft
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Engineering Ventral
Spiral-Wave Disruptor Arrays (2) 84
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: On engineering hull, one in forward section, one aft
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Forward Torpedo Launcher (x3) 18 (x3)
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher (x3) 18 (x3)
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 500 50
TA/T/TS: Class Beta [1 Power/round] 9
Strength: 8
Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 58 (x4)
Shield Generator:
 Class 4 (Protection 800 + 100 [embedded nacelles])
 [80 Power/round]
Shield Grid: Type B (33% increase to 1067 Protection)
Subspace Field Distortion Amplifiers:
 Class Zeta (Threshold 260 + 10 [embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 8

Auto-Destruct System 8

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 25 Size worth of ships 50
Standard Complement:
 A mixture of Hideki-class fighters and shuttlecraft
Location(s): Forward ventral, aft of bridge module
Captain's Yacht: No

Description and Notes

Fleet data:

One of the Cardassians' heaviest cruisers, the Dur'nat-class Assault Cruiser boasts many powerful systems, including multiple spiral-wave disruptor arrays and six photon torpedo launchers. Many Cardassian officers prefer it to the more common Keldon- or Thalon-class vessels.

One drawback to this ship is its speed; many guls would like it to be faster. Some, using their vesala, have obtained warp engine upgrades to make it as fast as a Galor-class Battle Cruiser. Some commanders also believe the Dur'nat has unusually weak shield junctions, due to the arrangement of the shield generators and shield grid; others dispute this assertion, and in fact only anecdotal evidence of it exists.

The Dur'nat resembles the Galor in some respects, but is broader and shorter—more compact. It has a half-oval-shaped central hull with a slight backward and downward curve (similar to the Hideki-class Fighter, but without that ship's detachable warhead). The central hull attaches to a broad, relatively short engineering hull. Bridging both hulls is a large, curvilinear superstructure, called by most Cardassians the bronet, or "arch." It holds the bridge and some other important sections of the ship. The aft end of the engineering hull features a large Disruptor Cannon similar to those found on many Cardassian vessels.

Noteworthy vessels/service records/encounters:

Dur'nat, prototype; *Velgarin*, destroyed two Vorchha-class ships in battle in the Dhavara Sector (2372); *U'chethe*, led a crucial wing attack during Dominion offensives in the Kalandra Sector (2374); *Borkoth*, joined Damar's rebellion (2375).

EMRED CLASS

Class and Type: *Emred-Class Armed Scout*
Commissioning Date: 2358

HULL SYSTEMS

Size: 3

Length: 62.35 meters
Beam: 18.31 meters
Height: 8.96 meters
Decks: 2
Mass: 53 metric tonnes
SUs Available: 950
SUs Used: 879

Hull

Outer 15
 Inner 15

Resistance

Outer Hull: 8 9
 Inner Hull: 8 9

Structural Integrity Field

Main: **Class 3 (Protection 60/90)** 21
 [1 Power/10 Protection/round]
Backup: Class 3 (Protection 30)
 [1 Power/10 Protection/round] 11
Backup: Class 3 (Protection 30)
 [1 Power/10 Protection/round] 11

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 6/8/36

Crew Quarters

Spartan: 12 1
Basic: 3 1
Expanded: None
Luxury: None
Unusual: None

Environmental Systems

Basic Life Support [4 Power/round] 12
Reserve Life Support [2 Power/round] 6
Emergency Life Support (18 emergency shelters) 6
Gravity [2 Power/round] 3
Consumables: .25 years' worth 1
Replicator Systems
 Food Replicators [3 Power/round] 3
Medical Facilities: 2 (+0) [2 Power/round] 10
Recreation Facilities: 1 [2 Power/round] 8
Personnel Transport: Jefferies tubes [0 Power/round] 3
Fire Suppression System [1 Power/round when active] 3
Cargo Holds: 2,000 cubic meters 1
 Locations: Aft
Escape Pods 1
 Number: 10
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 6C 100
Speed: 5.9/8.9/9.1 [1 Power/.2 warp speed]
PIS: Type E (8 hours of Maximum warp) 10
Special Configuration: Embedded 12

Impulse Engine

Type: Class 4A (.6c/.85c) [6/8 Power/round] 22
Acceleration Uprating: Class Alpha
 (66% acceleration) [1 Power/round when active] 2
 Location: Engineering section
Reaction Control System (.025c)
 [2 Power/round when in use] 3

POWER SYSTEMS

Warp Engine

Type: Class 5/H (generates 295 Power/round) 65
 Location: Engineering section

Impulse Engine[s]:

1 Class 4A (generate 35 Power/engine/round)
Auxiliary Power:
 2 reactors (generate 5 Power/reactor/round) 6

Emergency Power:

Type B (generates 30 Power/round) 30

EPS:

Standard Power flow, +100 Power transfer/round 25

Standard Usable Power: 330

OPERATIONS SYSTEMS

Bridge: Central dorsal 15

Computers

Core 1: Aft of bridge [5 Power/round] 9
ODN 9

Navigational Deflector [5 Power/round] 12

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral of command hull

Sensor Systems

Long-range Sensors [5 Power/round] 29

Range Package: Type 4 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)

Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)

Strength Package: Class 5 (Strength 5)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 13

Strength Package: Class 5 (Strength 5)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors [5 Power/round] 12

Strength Package: Class 5 (Strength 5)

Gain Package: Class Alpha (+1)

Probes: 10 1

Sensors Skill: 4

Flight Control Systems

Autopilot:

Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use] 11

Navigational Computer

Main: Class 1 (+0) [0 Power/round] 0

Backups: Two 0

Inertial Damping Field

Main 12

Strength: 9 [3 Power/round]

Number: 2

Backup 4

Strength: 6 [2 Power/round]

Number: 2

Attitude Control [1 Power/round] 1

Communications Systems

Type: Class 5 [2 Power/round] 15
Strength: 5
Security: -3 (Class Gamma uprating)
Basic Upgrading: Class Alpha (+1)
Emergency Communications: No

Tractor Beams

Emitter: Class Beta [3 Power/Strength used/round] 6
 Accuracy: 4/5/7/10
 Location: Forward ventral
Emitter: Class Alpha [3 Power/Strength used/round] 3
 Accuracy: 5/6/8/11
 Location: Aft

Transporters

Type: Personnel [4 Power/use] 14
 Pads: 4
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: Aft of bridge

Cloaking Device: None

Security Systems

Rating: 1 4
Anti-Intruder System: Yes [1 Power/round] 3
Neutralization Fields [2 Power/3 Strength] 6

Science Systems

Rating 1 (+0) [1 Power/round] 8
Specialized Systems: None
Laboratories: 1 2

TACTICAL SYSTEMS**Forward Starboard Spiral-Wave Disruptor** 30

Class: *Cheh'gesh*
 Damage: 140 [14 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward edge of ship, to starboard of central notch
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Forward Port Spiral-Wave Disruptor 30

Class: *Cheh'gesh*
 Damage: 140 [14 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward edge of ship, to port of central notch
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Dorsal Spiral-Wave Disruptor 26

Class: *Ebshar*
 Damage: 120 [12 Power]
 Number of Shots: Up to 2 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal amidships
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Ventral Spiral-Wave Disruptor 26

Class: *Ebshar*
 Damage: 120 [12 Power]
 Number of Shots: Up to 2 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000

Location: Ventral amidships
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor 26

Class: *Ebshar*
 Damage: 120 [12 Power]
 Number of Shots: Up to 2 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft of engineering section
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Forward Torpedo Launcher 15

Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 30 3

TA/T/TS: Class Alpha [1 Power/round] 6

Strength: 7
Bonus: +0

Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard) 24 (x4)

Shield Generator:
 Class 3 (Protection 460 + 100 [embedded nacelles])
 [46 Power/shield/round]
Shield Grid: Type C (50% increase to 690 Protection)
Subspace Field Distortion Amplifiers:
 Class Gamma (Threshold 150 + 10 [embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 3

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None
Captain's Yacht: No

Description and Notes**Fleet data:**

Developed during the Federation-Cardassian War to conduct reconnaissance missions into enemy territory and behind enemy lines, the Emred-class Armed Scout quickly became a favorite among Cardassian pilots. Its combination of maneuverability, speed, firepower, and strong shields make it a versatile ship, able to perform missions an ordinary Scout would have difficulty with.

The main hull of the Emred has the typical fat crescent shape common to smaller Cardassian vessels, but with a deep, narrow forward notch. The ship's bridge is located on the dorsal side of the hull, right above where the notch terminates. The notch holds a torpedo launcher, and to either side of it on the forward edge of the hull are Chehgesh-class spiral-wave disruptors. The engineering hull aft of the main hull is similar to that of a Galor, but much smaller and less detailed.

Noteworthy vessels/service records/encounters:

Emred, prototype: *Kol'gar*, conducted deep scouting mission into Federation territory (2360-62); *Uhn'tara*, explored Kalanis Cluster (2371).

GALOR CLASS

Class and Type: Galor-Class Battle Cruiser
Commissioning Date: 2360

HULL SYSTEMS

Size: 6

Length: 371.88 meters
Beam: 192.23 meters
Height: 59.00 meters
Decks: 13 decks
Mass: 1,678,000 metric tonnes
SUs Available: 2,500
SUs Used: 2,400

Hull

Outer 30
 Inner 30

Resistance

Outer Hull: 8 9
 Inner Hull: 8 9

Structural Integrity Field

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] 30
Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15
Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 300/485/5,600

Crew Quarters

Spartan: 100 5
 Basic: 400 40
 Expanded: 100 20
 Luxury: 40 40
 Unusual: 5 5

Environmental Systems

Basic Life Support [11 Power/round] 24
Reserve Life Support [6 Power/round] 12
Emergency Life Support (36 emergency shelters) 12
Gravity [3 Power/round] 6
Consumables: 2 years' worth 12
Replicator Systems
 Food Replicators [6 Power/round] 6
 Industrial Replicators 9
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
Medical Facilities: 6 (+1) [6 Power/round] 30
Recreation Facilities: 4 [8 Power/round] 32
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 18
Fire Suppression System [1 Power/round when active] 6
Cargo Holds: 166,000 cubic meters 5
 Locations: 15 locations throughout the ship
Escape Pods 8
 Number: 140
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5D6 73
Speed: 5.0/8.4/9.6 [1 Power/2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Upating: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 24

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft bridge module

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Forward wings

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft

Reaction Control System (.025c)

[2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

Type: Class 9/0 (generates 475 Power/round) 103
Location: Engineering amidships

Impulse Engine[s]:

3 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type D (generates 40 Power/round) 40

EPS:

Standard Power flow, +200 Power transfer/round 50

Standard Usable Power: 559

OPERATIONS SYSTEMS

Bridge: Command hull (forward dorsal) 30

Computers

Core 1: Forward wing section [5 Power/round] 18
Core 2: Aft wing section [5 Power/round] 18
ODN 18

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000 30
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 48
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensors [5 Power/round] 20
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power/round] 18
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Probes: 60 6
Sensors Skill: 4

Flight Control Systems

Autopilot:
 Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use] 10

Navigational Computer
 Main: Class 2 (+1) [1 Power/round] 2
 Backups: 2 2

Inertial Damping Field
Main 36
 Strength: 9 [3 Power/round]
 Number: 3
Backup 9
 Strength: 6 [2 Power/round]
 Number: 3
Attitude Control [2 Power/round] 2

Communications Systems

Type: Class 8 [2 Power/round] 21
Strength: 8
Security: -4 (Class Gamma uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: Yes [2 Power/round] 1

Tractor Beams

Emitter: Class Delta [3 Power/Strength used/round] 12
 Accuracy: 4/5/7/10
 Location: Forward ventral
Emitter: Class Delta [3 Power/Strength used/round] 12
 Accuracy: 4/5/7/10
 Location: Forward dorsal
Emitter: Class Delta [3 Power/Strength used/round] 12
 Accuracy: 4/5/7/10
 Location: Aft ventral
Emitter: Class Alpha [3 Power/Strength used/round] 3
 Accuracy: 5/6/8/11
 Location: Shuttlebay

Transporters

Type: Personnel [5 Power/use] 32
 Pads: 6
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Forward wing section, aft wing section
Type: Emergency [5 Power/use] 56
 Pads: 16
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Two in forward wing section, two in aft wing section
Type: Cargo [4 Power/use] 48
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class G (Strength 7)
 Number and Location: Two in forward wing section, two in aft wing section

Cloaking Device: None

Security Systems

Rating: 4 16
Anti-Intruder System: Yes [1 Power/round] 6
Neutralization Fields [2 Power/3 Strength] 12

Science Systems

Rating 2 (+1) [2 Power/round] 16
Specialized Systems: 1 5
Laboratories: 15 4

TACTICAL SYSTEMS

Aft Disruptor Cannon

54
Class: *Drevan*
 Damage: 260 [26 Power]
 Number of Shots: Up to 5 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Forward

Spiral-Wave Disruptor Array (3 disruptors) 126

Class: *Tavor*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Bridge Starboard

Spiral-Wave Disruptor Array 42

Class: *Tavor*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard wing of bridge module
Firing Arc: 360 degrees starboard
Firing Modes: Standard, Pulse

Bridge Port Spiral-Wave Disruptor Array 42

Class: *Tavor*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port wing of bridge module
Firing Arc: 360 degrees port
Firing Modes: Standard, Pulse

Wing Forward

Spiral-Wave Disruptor Arrays (2) 84

Class: *Tavor*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: One on starboard wing, one on port wing
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Wing Aft

Spiral-Wave Disruptor Arrays (2) 84

Class: *Tavor*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: One on starboard wing, one on port wing
Firing Arc: 360 degrees Aft
Firing Modes: Standard, Pulse

Wing Dorsal	
Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Ta'vor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: One on starboard wing, one on port wing	
Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Pulse	
Wing Ventral	
Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Ta'vor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: One on starboard wing, one on port wing	
Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Pulse	
Aft Dorsal Spiral-Wave Disruptor Array	42
Class: <i>Ta'vor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft dorsal	
Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Pulse	
Aft Ventral Spiral-Wave Disruptor Array	42
Class: <i>Ta'vor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft ventral	
Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Pulse	
Forward Torpedo Launcher	18
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 10	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: Forward	
Firing Arc: Forward, but are self-guided	
Aft Torpedo Launcher	18
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 10	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: Aft	
Firing Arc: Aft, but are self-guided	
Torpedoes Carried:	20
TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	
Bonus: +1	
Weapons Skill:	4

Shields (Forward, Aft, Port, Starboard)	58 (x4)
Shield Generator:	
Class 4 (Protection 800 + 100 [embedded nacelles]) [80 Power shield//round]	
Shield Grid: Type B (33% increase to 1067 Protection)	
Subspace Field Distortion Amplifiers:	
Class Zeta (Threshold 260 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8
Auto-Destruct System	6

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 40 Size worth of ships	80
Standard Complement: A mixture of Hideki-class fighters and shuttlecraft	
Location(s): Forward ventral, aft of bridge module	
Captain's Yacht: No	

Description and Notes

Fleet data:

The Galor-class Battle Cruiser, first encountered by the Federation during its conflicts with the Cardassians in the mid-24th century, is the primary fighting vessel of the Cardassian Union. While not as large or powerful as a Galaxy-class ship, it does boast an impressive array of spiral-wave disruptors, and can put up more of a fight than its size might initially suggest. (Its relative lack of torpedo launchers remains one of its weaknesses, however.) Starfleet does not possess precise data on many aspects of the specifications and internal configuration of this ship, though it has learned much more during the Dominion War and its aftermath than it had previously.

The Galor-class Battle Cruiser consists of two roughly half-circle-shaped sections, a small one (the command hull) containing the bridge and a much larger one (the main hull, whose two sides are sometimes called "wings") where most of the ship's primary systems are located, with a long "tail" behind them. The design reminds most humans of a fish or insect of some kind, but to the Cardassians it represents the galor, a mythical hooded warrior-figure.

Noteworthy vessels/service records/encounters:

Galor, prototype; *Jhar-Nesh*, explored Vrosarian Nebula (2363); *Khorelk*, defeated the Galaxy-class U.S.S. *Frontiersman* in an encounter at Topharin III (2365); *Drosheng*, hosted diplomatic negotiations between the Cardassian Union and the Federation (2367-68); *Peth'las*, destroyed or defeated eleven Klingon capital ships during Klingon-Cardassian War (2372-73); *Os'rusa*, participated in conquest of Terok Nor (2373); *Mapdon*, destroyed three Federation ships during the Battle of Tyra (2374); *Adro'as*, participated in conquest of Betazed (2374); *Hradis*, crippled two D'deridex-class ships during the Romulan re-taking of Benzar (2374); *Chodet*, participated in Chin'toka counteroffensive (2375); *Jengesh*, destroyed a Jem'Hadar Carrier during the final battle for Cardassia Prime (2375).

GURAN CLASS

Class and Type: *Guran*-Class Fast Attack Ship
Commissioning Date: 2366

HULL SYSTEMS

Size: 4

Length: 115.37 meters
Beam: 82.10 meters
Height: 26.00 meters
Decks: 5
Mass: 73,500 metric tonnes
SUs Available: 1,300
SUs Used: 1,287

Hull

Outer 20
 Inner 20

Resistance

Outer Hull: 6
 Inner Hull: 6

Structural Integrity Field

Main: Class 4 (Protection 70/110)
 [1 Power/10 Protection/round] 25
Backup: Class 4 (Protection 35)
 [1 Power/10 Protection/round] 13
Backup: Class 4 (Protection 35)
 [1 Power/10 Protection/round] 13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 75/50/580

Crew Quarters

Spartan: 40 2
Basic: 40 4
Expanded: 25 5
Luxury: 12 12
Unusual: 3 3

Environmental Systems

Basic Life Support [8 Power/round] 16
Reserve Life Support [4 Power/round] 8
Emergency Life Support (24 emergency shelters) 8
Gravity [2 Power/round] 4
Consumables: 1 years' worth 4
Replicator Systems
 Food Replicators [4 Power/round] 4
 Industrial Replicators 4
 Type: Network of small replicators [2 Power/round]
Medical Facilities: 3 (+1) [3 Power/round] 15
Recreation Facilities: 3 [6 Power/round] 24
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 12
Fire Suppression System [1 Power/round when active] 4
Cargo Holds: 3,000 cubic meters 1
 Locations: Aft
Escape Pods 2
 Number: 40
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5B6 63
Speed: 5.0/7.0/9.6 [1 Power/2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Uprating: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 16

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Acceleration Uprating: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
Location: Aft

Reaction Control System (.025c)

[2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine

Type: Class 6/K (generates 300 Power/round) 70
 Location: Amidships

Impulse Engine[s]:

1 Class 3A (generate 28 Power/engine/round)
Auxiliary Power:
 3 reactors (generate 5 Power/reactor/round) 9

Emergency Power:

Type D (generates 40 Power/round) 40

EPS:

Standard Power flow, +180 Power transfer/round 38

Standard Usable Power: 328

OPERATIONS SYSTEMS

Bridge: Forward 20

Computers

Core 1: Forward [5 Power/round] 12
Core 2: Amidships [5 Power/round] 12
 ODN 12

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000 16
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 33
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] 17
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors [5 Power/round] 16
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Probes: 20 2
Sensors Skill: 3

Flight Control Systems

Autopilot:

Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]

Navigational Computer

Main: Class 2 (+1) [1 Power/round]
Backups: Two

Inertial Damping Field

Main

Strength: 9 [3 Power/round]
Number: 2

Backup

Strength: 6 [2 Power/round]
Number: 2

Attitude Control [1 Power/round]

Communications Systems

Type: Class 7 [2 Power/round]

Strength: 7

Security: -3

Basic Upgrading: Class Alpha (+1)

Emergency Communications: No

Tractor Beams

Emitter: Class Beta [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Forward

Emitter: Class Beta [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Aft

Transporters

Type: Personnel [4 Power/use]

Pads: 4

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, one amidships

Type: Emergency [5 Power/use]

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, one amidships

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, one amidships

Cloaking Device: None

Security Systems

Rating: 3

Anti-Intruder System: Yes [1 Power/round]

Neutralization Fields [2 Power/3 Strength]

Science Systems

Rating 1 (+0) [1 Power/round]

Specialized Systems: None

Laboratories: 5

TACTICAL SYSTEMS

Forward Disruptor Cannon

Class: *Tavor*

Damage: 200 [20 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Forward Dorsal

Spiral-Wave Disruptor Arrays (x2)

38 (x2)

Class: *Rentaile*

Damage: 180 [18 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Dorsal, to either side of bridge module

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Forward Ventral

Spiral-Wave Disruptor Arrays (x2)

38 (x2)

Class: *Rentaile*

Damage: 180 [18 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Ventral, to either side of bridge module

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Engineering Dorsal Spiral-Wave Disruptor

38

Class: *Rentaile*

Damage: 180 [18 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Engineering dorsal, amidships

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Engineering Ventral Spiral-Wave Disruptor

38

Class: *Rentaile*

Damage: 180 [18 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Engineering ventral, amidships

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Forward Torpedo Launcher

16

Standard Load: Type II photon torpedo (200 Damage)

Spread: 6

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward

Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher

16

Standard Load: Type II photon torpedo (200 Damage)

Spread: 6

Range: 15/350,000/1,500,000/4,050,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Aft

Firing Arc: Aft, but are self-guided

Torpedoes Carried: 80

8

TA/T/TS: Class Gamma [2 Power/round]

12

Strength: 9

Bonus: +2

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 32 (x4)**Shield Generator:**

Class 3 (Protection 500 + 100 [embedded nacelles])
[50 Power/shield/round]

Shield Grid: Type C (50% increase to 750 Protection)

Subspace Field Distortion Amplifiers:

Class Gamma (Threshold 150 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

Captain's Yacht: No

Description and Notes**Fleet data:**

The Guran is one of the oddest-looking ships fielded by the Central Command. Its main body closely resembles the Aberax-class Destroyer, but an enormous U-shaped superstructure attaches ventrally to the command hull, pointing forward. Long structures shaped like flattened cylinders attach to each side of the U; they can hold weapons, supplies, additional crew quarters, or the like.

During the Dominion War, the Central Command used Guran-class ships much like Hideki-class Scouts—to harass enemy capital ships when in large wings, and to oppose enemy ships like itself on a one-on-one basis. Although not as heavily armed as the Jem'Hadar Fast Attack Ship, it achieved almost as good a record during the war due to the skills of the Central Command's pilots and crew.

Noteworthy vessels/service records/encounters:

Guran, prototype; *Eth'gar*, beamed first enemy troops onto Betazed (2374); *Kordat*, destroyed three Klingon Brakt-class Fast Attack ships while defending the Chin'toka system (2375).

HIDEKI CLASS

Class and Type: Hideki-Class Fighter
Commissioning Date: 2370

HULL SYSTEMS

Size: 3

Length: 85.78 meters
Beam: 60.14 meters
Height: 12.43 meters
Decks: 2
Mass: 120,000 metric tonnes
SUs Available: 1,000
SUs Used: 855

Hull

Outer 15
 Inner 15

Resistance

Outer Hull: 6
 Inner Hull: 6

Structural Integrity Field

Main: Class 3 (Protection 60/90)
 [1 Power/10 Protection/round] 21
Backup: Class 3 (Protection 30)
 [1 Power/10 Protection/round] 11
Backup: Class 3 (Protection 30)
 [1 Power/10 Protection/round] 11

Specialized Hull: Atmospheric Capability 3

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 5/30/60

Crew Quarters

Spartan: 10
Basic: 20
 Expanded: None
 Luxury: None
 Unusual: None

Environmental Systems

Basic Life Support [5 Power/round] 12
Reserve Life Support [3 Power/round] 6
Emergency Life Support (18 emergency shelters) 6
Gravity [2 Power/round] 3
Consumables: .15 years' worth 1
Replicator Systems
 Food Replicators [3 Power/round] 3
 Industrial Replicators 3
 Type: Network of small replicators [2 Power/round]
Medical Facilities: 2 (+0) [2 Power/round] 10
Recreation Facilities: 1 [2 Power/round] 8
Personnel Transport: Jefferies tubes [0 Power/round] 3
Fire Suppression System [1 Power/round when active] 3
Cargo Holds: 2,000 cubic meters 1
 Locations: Aft
Escape Pods 1
 Number: 20
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 6C6 103
Speed: 6.0/9.0/9.6 [1 Power/2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Upgrading: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 12

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Acceleration Upgrading: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
Location: Engineering section

Reaction Control System (.025c)

[2 Power/round when in use] 3

POWER SYSTEMS

Warp Engine

Type: Class 5/H (generates 280 Power/round) 63
 Location: Engineering section

Impulse Engine[s]:

1 Class 3A (generate 28 Power/engine/round)
Auxiliary Power:
 3 reactors (generate 5 Power/reactor/round) 9

Emergency Power:

Type B (generates 30 Power/round) 30

EPS:

Standard Power flow, +100 Power transfer/round 25

Standard Usable Power: 308

OPERATIONS SYSTEMS

Bridge: Central dorsal 15

Separation System:

Detachable Warhead (2 torpedoes) [0 Power] 2

Computers

Core 1: Aft of bridge [5 Power/round] 9
ODN 9

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral of command hull

Sensor Systems

Long-range Sensors [5 Power/round] 29
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] 13
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors [5 Power/round] 12
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Probes: 10
Sensors Skill: 4

Flight Control Systems

Autopilot:

Shipboard Systems (Flight Control) 2, Coordination 2 [1 Power/round in use] 8

Navigational Computer

Main: Class 1 (+0) [0 Power/round] 0

Backups: Two 0

Inertial Damping Field

Main

Strength: 9 [3 Power/round] 12

Number: 2

Backup

Strength: 6 [2 Power/round] 4

Number: 2

Attitude Control [1 Power/round] 1

Communications Systems

Type: Class 5 [2 Power/round] 13

Strength: 5

Security: -2

Basic Upgrading: Class Alpha (+1)

Emergency Communications: No

Tractor Beams

Emitter: Class Beta [3 Power/Strength used/round] 6

Accuracy: 4/5/7/10

Location: Forward ventral

Emitter: Class Alpha [3 Power/Strength used/round] 3

Accuracy: 5/6/8/11

Location: Aft

Transporters

Type: Personnel [4 Power/use] 13

Pads: 4

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class E (Strength 5)

Number and Location: Aft of bridge

Cloaking Device: None

Security Systems

Rating: 1 4

Anti-Intruder System: Yes [1 Power/round] 3

Neutralization Fields [2 Power/3 Strength] 6

Science Systems

Rating 1 (+0) [1 Power/round] 8

Specialized Systems: None

Laboratories: 1 2

TACTICAL SYSTEMS

Forward Dorsal Spiral-Wave Disruptor 26

Class: *Ebshar*

Damage: 120 [12 Power]

Number of Shots: Up to 2 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward dorsal

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Aft Dorsal Spiral-Wave Disruptor 26

Class: *Ebshar*

Damage: 120 [12 Power]

Number of Shots: Up to 2 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft dorsal

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Forward Ventral Spiral-Wave Disruptor 26

Class: *Ebshar*

Damage: 120 [12 Power]

Number of Shots: Up to 2 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward ventral

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Aft Ventral Spiral-Wave Disruptor 26

Class: *Ebshar*

Damage: 120 [12 Power]

Number of Shots: Up to 2 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft ventral

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor Cannon 30

Class: *Cheh'gesh*

Damage: 140 [14 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

TA/T/TS: Class Beta [1 Power/round] 9

Strength: 8

Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 23 (x4)

Shield Generator:

Class 2 (Protection 360 + 100 [embedded nacelles])

[36 Power/shield/round]

Shield Grid: Type C (50% increase to 540 Protection)

Subspace Field Distortion Amplifiers:

Class Gamma (Threshold 120 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 3

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None


Captain's Yacht: No

Description and Notes

Fleet data:

Small, sleek, fast, and heavily armed, the Hideki-class vessel is the primary Fighter used by the Central Command. Virtually every fleet includes at least a few squadrons of Hidekis. Fleets permanently stationed in a particular region usually allow their Fighter squadrons to operate on their own within a limited range, since they have powerful warp engines; fleets that travel extensively carry their Hidekis in carriers such as the Sholec-class Assault Cruiser.

The Hideki combines a typical Cardassian crescent-shaped command hull (points to aft) with a long, narrow engineering hull terminating in a Class Cheh'gesh spiral-wave disruptor cannon. However, it also includes a number of unusual design features and technical innovations—advances not the result of Cardassian engineering genius, but the wiles of the Fifth Order. In the late 2360s, using agents planted deep within Starfleet's Advanced Starship Design Bureau, the Central



Command obtained access to some classified design specifications for Starfleets newest design, the Defiant-class Heavy Escort. It incorporated certain elements from those specifications into the Hideki, most notably a detachable warhead contained in a forward “notch” in the command hull. This warhead carries the standard complement of two Type II photon torpedoes’ worth of antimatter explosives.

Some Hidekis carry additional armament, such as a limited-capacity forward torpedo launcher.

Noteworthy vessels/service records/encounters:

Hideki, prototype; *Gor’het*, singlehandedly destroyed two Miranda-class Cruisers during unsuccessful effort to prevent the Federation alliance from retaking Terok Nor (2374).

KAGOR CLASS

Class and Type: *Kagor*-Class Battleship
Commissioning Date: 2363

HULL SYSTEMS

Size: 8

Length: 612.79 meters
Beam: 487.24 meters
Height: 163.47 meters
Decks: 36 decks
Mass: 4,592,300 metric tonnes
SUs Available: 2,900
SUs Used: 2,817

Hull

Outer 40
 Inner 40

Resistance

Outer Hull: 10 12
 Inner Hull: 10 12

Structural Integrity Field

Main: Class 5 (Protection 80/120)
 [1 Power/10 Protection/round] 32
Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 16
Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 16

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 555/357/7,850

Crew Quarters

Spartan: 300 15
Basic: 300 30
Expanded: 80 16
Luxury: 45 45
Unusual: 8 8

Environmental Systems

Basic Life Support [12 Power/round] 32
Reserve Life Support [6 Power/round] 16
Emergency Life Support (48 emergency shelters) 16
Gravity [4 Power/round] 8
Consumables: 3 years' worth 24
Replicator Systems
 Food Replicators [8 Power/round] 8
 Industrial Replicators 14
 Type: Network of small replicators [2 Power/round]
 Type: 2 large units [2 Power/replicator/round]
Medical Facilities: 6 (+1) [6 Power/round] 30
Recreation Facilities: 6 [12 Power/round] 48
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 24
Fire Suppression System [1 Power/round when active] 8
Cargo Holds: 250,000 cubic meters 8
 Locations: 12 locations throughout the ship
Escape Pods 10
 Number: 180
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5E6 78
Speed: 4.9/8.9/9.5 [1 Power/2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Special Configuration: Embedded 32

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft bridge module

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft edge of forward "wings"

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft

Reaction Control System (.025c)

[2 Power/round when in use] 8

POWER SYSTEMS

Warp Engine

Type: Class 11/Q (generates 570 Power/round) 122
Location: Engineering amidships

Impulse Engine[s]:

3 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type E (generates 45 Power/round) 45

EPS:

Standard Power flow, +300 Power transfer/round 70

Standard Usable Power: 654

OPERATIONS SYSTEMS

Bridge: Command hull 40

Computers

Core 1: Command hull [5 Power/round] 24
Core 2: Central hull [5 Power/round] 24
Core 3: Engineering hull [5 Power/round] 24
ODN 24

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward ventral 40

Sensor Systems

Long-range Sensors [5 Power/round] 48
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensors [5 Power/round] 20
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power/round] 18
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Probes: 60 6
Sensors Skill: 5

Flight Control Systems

Autopilot:

Shipboard Systems (Flight Control) 3, Coordination 1
[1 Power/round in use] 10

Navigational Computer

Main: Class 2 (+1) [1 Power/round] 2

Backups: 2 2

Inertial Damping Field

Main

Strength: 9 [3 Power/round] 48

Number: 3

Backup

Strength: 6 [2 Power/round] 12

Number: 3

Attitude Control [2 Power/round] 2

Communications Systems

Type: Class 8 [2 Power/round] 24

Strength: 8

Security: -4 (Class Gamma uprating)

Basic Uprating: Class Beta (+2)

Emergency Communications: Yes [2 Power/round] 1

Tractor Beams

Emitter: Class Delta [3 Power/Strength used/round] 12

Accuracy: 4/5/7/10

Location: Forward ventral

Emitter: Class Delta [3 Power/Strength used/round] 12

Accuracy: 4/5/7/10

Location: Forward dorsal

Emitter: Class Delta [3 Power/Strength used/round] 12

Accuracy: 4/5/7/10

Location: Aft ventral

Emitter: Class Alpha [3 Power/Strength used/round] 3

Accuracy: 5/6/8/11

Location: Shuttlebay

Transporters

Type: Personnel [5 Power/use] 52

Pads: 6

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: One each in command hull,
central hull, engineering hull

Type: Emergency [5 Power/use] 68

Pads: 22

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location:

Two each in starboard and port sections of central hull

Type: Cargo [4 Power/use] 52

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class H (Strength 8)

Number and Location: Two in central hull,
two in engineering hull

Cloaking Device: None

Security Systems

Rating: 4 16

Anti-Intruder System: Yes [1 Power/round] 8

Neutralization Fields [2 Power/3 Strength] 16

Science Systems

Rating 2 (+1) [2 Power/round] 18

Specialized Systems: 2 10

Laboratories: 23 6

TACTICAL SYSTEMS

Forward Spiral-Wave Disruptor Cannon

54

Class: *Drevan*

Damage: 260 [26 Power]

Number of Shots: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward, ventral of command hull,
dorsal of navigational deflector

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Forward Starboard

Spiral-Wave Disruptor Arrays (2)

92

Class: *Pelrec*

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward edge of starboard "wing"

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Forward Port

Spiral-Wave Disruptor Arrays (2)

92

Class: *Pelrec*

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward edge of port "wing"

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Wing Dorsal

Spiral-Wave Disruptor Arrays (2)

92

Class: *Pelrec*

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: One on starboard wing, one on port wing

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Wing Ventral

Spiral-Wave Disruptor Arrays (2)

92

Class: *Pelrec*

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: One on starboard wing, one on port wing

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Engineering Dorsal

Spiral-Wave Disruptor Arrays (2)

92

Class: *Pelrec*

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Dorsal on engineering hull

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Engineering Ventral

Spiral-Wave Disruptor Arrays (2) 92

Class: *Pelrec*
Damage: 220 [22 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral on engineering hull
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor Arrays (2) 92

Class: *Pelrec*
Damage: 220 [22 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Forward Torpedo Launcher 18

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher 18

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 30 30

TA/T/TS: Class Gamma [1 Power/round] 12

Strength: 9
Bonus: +2

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard) 84 (x4)

Shield Generator:
 Class 5 (Protection 1000 + 100 [embedded nacelles])
 [100 Power/round]
Shield Grid: Type B (33% increase to 1333 Protection)
Subspace Field Distortion Amplifiers:
 Class Zeta (Threshold 300 + 10 [embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 8

Auto-Destruct System 8

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 40 Size worth of ships 80
Standard Complement:
 A mixture of Hideki-class fighters and shuttlecraft
Location(s): Forward ventral, aft of command hull
Captain's Yacht: No

Description and Notes

Fleet data:

The Central Command's largest and most powerful vessel, the Kagor-class Battleship is fully capable of fighting a Galaxy-class Explorer one-on-one and defeating it. Cardassian starship engineers have arranged its arrays of spiral-wave disruptors (including a large Disruptor Cannon forward) around its hull to allow the ship to target any enemy vessel with at least two disruptors, and often more.

The Kagor class embodies many traditional Cardassian ship design principles and aesthetic preferences. The main body of the ship, a broad crescent-shaped hull with the points to aft, has a large forward notch containing the powerful Disruptor Cannon and a torpedo launcher. On the dorsal of the main hull is a typical Cardassian half-oval command hull, mounted so that the forward third of it overlaps the notch. The ship's engineering hull stretches aft from the center of the main hull, terminating in an aft weapons array.

Noteworthy vessels/service records/encounters:

Kagor, prototype; *Gron'a*, destroyed three Starfleet vessels in skirmish near Phenaxis VII (2364); *Tik'las*, destroyed by Klingons while fighting holding action allowing Detapa Council to escape Cardassia Prime (2371); *Voln*, participated in the capture of Deep Space 9 (2374), destroyed four Starfleet vessels during the conquest of Betazed (2374), destroyed by the Jem'Hadar during the final battle for Cardassia Prime (2375); *Kemvarl*, destroyed five enemy vessels during Operation Return (2375); *Ronab*, participated in Chin'toka counteroffensive (2375).

KALEN CLASS

Class and Type: Kalen-Class Battle Cruiser
Commissioning Date: 2369

HULL SYSTEMS

Size: 5

Length: 187.93 meters
Beam: 86.312 meters
Height: 38.00 meters
Decks: 8 decks
Mass: 378,500 metric tonnes
SUs Available: 1,850
SUs Used: 1,757

Hull

Outer 25
 Inner 25

Resistance

Outer Hull: 8 9
 Inner Hull: 8 9

Structural Integrity Field

Main: Class 4 (Protection 70/110) 26
 [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) 13
 [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) 13
 [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 260/413/5,100

Crew Quarters

Spartan: 60 3
 Basic: 220 22
 Expanded: 50 10
 Luxury: 8 8
 Unusual: 2 2

Environmental Systems

Basic Life Support [11 Power/round] 20
Reserve Life Support [6 Power/round] 10
Emergency Life Support (30 emergency shelters) 10
Gravity [3 Power/round] 5
Consumables: 2 years' worth 10
Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
Medical Facilities: 5 (+1) [5 Power/round] 25
Recreation Facilities: 4 [8 Power/round] 32
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 15
Fire Suppression System [1 Power/round when active] 5
Cargo Holds: 15,000 cubic meters 1
 Locations: 4 locations throughout the ship
Escape Pods 7
 Number: 120
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5D 70
Speed: 4.9/8.3/9.0 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Uprating: Package 1 for Maximum 2
Special Configuration: Embedded 20

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Acceleration Uprating:
 Class Alpha (66% acceleration) [1 Power/round when active] 2
Location: Aft central hull

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Acceleration Uprating:
 Class Alpha (66% acceleration) [1 Power/round when active] 2
Location: Aft engineering

Reaction Control System (.025c)

[2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Class 8/N (generates 430 Power/round) 93
Location: Engineering amidships

Impulse Engine[s]:

2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type C (generates 35 Power/round) 35

EPS:

Standard Power flow, +200 Power transfer/round 45

Standard Usable Power: 486

OPERATIONS SYSTEMS

Bridge: Aft dorsal of primary hull
 25

Computers

Core 1: Primary hull [5 Power/round] 15
Core 2: Engineering hull [5 Power/round] 15
ODN 15

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000 25
 Accuracy: 5/6/8/11
 Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 31
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] 15
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors [5 Power/round] 14
Strength Package: Class 6 (Strength 6)
Gain Package: Class Alpha (+1)
Probes: 30 3
Sensors Skill: 4

Flight Control Systems

Autopilot:
Shipboard Systems (Flight Control) 3, Coordination 1
[1 Power/round in use] 10

Navigational Computer
Main: Class 2 (+1) [1 Power/round] 2
Backups: 2 2

Inertial Damping Field
Main 30
Strength: 9 [3 Power/round]
Number: 3

Backup 9
Strength: 6 [2 Power/round]
Number: 3

Attitude Control [1 Power/round] 1

Communications Systems 19

Type: Class 7 [2 Power/round]
Strength: 7
Security: -4 (Class Gamma uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: Yes [2 Power/round] 1

Tractor Beams

Emitter: Class Gamma [3 Power/Strength used/round] 9
Accuracy: 4/5/7/10
Location: Forward

Emitter: Class Gamma [3 Power/Strength used/round] 9
Accuracy: 4/5/7/10
Location: Aft

Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters

Type: Personnel [5 Power/use] 45
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two in primary hull,
one in engineering hull

Type: Emergency [5 Power/use] 52
Pads: 16
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two in primary hull,
two in engineering hull

Type: Cargo [4 Power/use] 44
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two in primary hull,
two in engineering hull

Cloaking Device: None

Security Systems

Rating: 4 16
Anti-Intruder System: Yes [1 Power/round] 5
Neutralization Fields [2 Power/3 Strength] 10

Science Systems

Rating 2 (+1) [2 Power/round] 15
Specialized Systems: 1 5
Laboratories: 12 4

TACTICAL SYSTEMS

Forward Disruptor Cannon 46

Class: *Pelrec*
Damage: 220 [22 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Aft Disruptor Cannon 46

Class: *Pelrec*
Damage: 220 [22 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

**Forward Dorsal
Spiral-Wave Disruptor Array (2)** 84

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward dorsal, one port, one starboard
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

**Forward Ventral
Spiral-Wave Disruptor Array (2)** 84

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward ventral, one port, one starboard
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

**Engineering Dorsal
Spiral-Wave Disruptor Arrays (2)** 84

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: On engineering hull, one in forward section, one aft
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

**Engineering Ventral
Spiral-Wave Disruptor Arrays (2)** 84

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: On engineering hull, one in forward section, one aft
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse



Forward Torpedo Launcher 18
Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 100 10

TA/T/TS: Class Beta [1 Power/round] 9
Strength: 8
Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 42 (x4)
Shield Generator:
 Class 4 (Protection 650 + 100 [embedded nacelles])
 [65 Power/round]
Shield Grid: Type B (33% increase to 865 Protection)
Subspace Field Distortion Amplifiers:
 Class Delta (Threshold 200 + 10 [embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 10 Size worth of ships 20
 Standard Complement: 5 shuttlecraft
 Location(s): Aft of primary hull
Captain's Yacht: No

Description and Notes

Fleet data:

Although nowhere near as numerous as the Galor-class Battle Cruiser, the Kalen-class vessel is a common sight among the fleets of the Central Command—in fact, some officers refer to it as *fen'aras*, the “younger brother” of the Galor. Hundreds of Kalens patrol the spacelanes and systems of the Cardassian Union, deterring invasions and enforcing the law.

During the Dominion War, Kalen wings played a decisive role in many battles, including much of the Kalandra Campaign. Federation alliance ships soon learned to fear its firepower and maneuverability. Though slower than the Galor, what the Kalen lacks in speed it makes up for in its ability to turn and accelerate quicker than the larger Battle Cruiser. Wings composed of Galors (for offensive power) and Kalens (for maneuvering and defense against enemy fighters) were an important component of many Dominion-Cardassian strike fleets.

The Central Command has accused its Starship Engineering Division of patterning the appearance of the Kalen on the *rengat*, a crustacean native to the seas of Cardassia Prime. Its central hull, shaped like a crescent with the points aft, has a deep notch in the center of the forward edge. The dorsal part of this notch contains the ship's Forward Disruptor Cannon and some sensor equipment; ventrally, the notch slopes back to merge with the ship's navigational deflector. A raised section in the center of the dorsal side of the primary hull about two-thirds aft contains the bridge and related sections of the ship.

The Kalen's engineering hull consists of a series of smaller crescent-shaped sections linked together, like the tail of some fearsome crab. Some Cardassian starship engineers have proposed redesigning the ship so that each of these sections could detach from the ship and maneuver on its own, but so far this idea has received a lukewarm reception, at best, from the Central Command.

KELDON CLASS

Class and Type: *Keldon*-Class Heavy Warship
Commissioning Date: 2364

HULL SYSTEMS

Size: 6

Length: 371.88 meters
Beam: 192.23 meters
Height: 70.13 meters
Decks: 16 decks
Mass: 2,230,000 metric tonnes
SUs Available: 2,500
SUs Used: 2,475

Hull

Outer 30
 Inner 30

Resistance

Outer Hull: 10 12
 Inner Hull: 10 12

Structural Integrity Field

Main: Class 6 (Protection 90/130)
 [1 Power/10 Protection/round] 33
Backup: Class 6 (Protection 45)
 [1 Power/10 Protection/round] 17
Backup: Class 6 (Protection 45)
 [1 Power/10 Protection/round] 17

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 500/750/8,500

Crew Quarters

Spartan: 200 10
Basic: 400 40
Expanded: 120 25
Luxury: 45 45
Unusual: 5 5

Environmental Systems

Basic Life Support [12 Power/round] 24
Reserve Life Support [6 Power/round] 12
Emergency Life Support (36 emergency shelters) 12
Gravity [3 Power/round] 6
Consumables: 2 years' worth 12

Replicator Systems

Food Replicators [6 Power/round] 6
 Industrial Replicators 12
 Type: Network of small replicators [2 Power/round]
 Type: 2 large units [2 Power/replicator/round]

Medical Facilities: 6 (+1) [6 Power/round] 30

Recreation Facilities: 5 [8 Power/round] 40

Personnel Transport:

Turbolifts, Jefferies tubes [2 Power/round] 18

Fire Suppression System [1 Power/round when active] 6

Cargo Holds: 166,000 cubic meters 5

Locations: 15 locations throughout the ship

Escape Pods

Number: 160 9
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5D6 73
Speed: 5.0/8.4/9.6 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Uprating: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 24

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft bridge module

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft of main command hull

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft

Reaction Control System (.025c)

[2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

Type: Class 10/P (generates 520 Power/round) 112
Location: Engineering amidships

Impulse Engine[s]:

3 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type E (generates 45 Power/round) 45

EPS:

Standard Power flow, +250 Power transfer/round 55

Standard Usable Power: 604

OPERATIONS SYSTEMS

Bridge: Command hull (forward dorsal) 30

Computers

Core 1: Forward of main command hull [5 Power/round] 18
Core 2: Aft of main command hull [5 Power/round] 18
ODN 18

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000 30
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 48

Range Package: Type 7 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)

Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Lateral Sensors [5 Power/round] 20

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors [5 Power/round] 18

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Probes: 60 6

Sensors Skill: 4

Flight Control Systems

- Autopilot:**
- Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use] 10
- Navigational Computer**
- Main: Class 2 (+1) [1 Power/round] 2
- Backups: 2 2
- Inertial Damping Field**
- Main** 36
- Strength: 9 [3 Power/round]
- Number: 3
- Backup** 9
- Strength: 6 [2 Power/round]
- Number: 3
- Attitude Control** [2 Power/round] 2

Communications Systems

- Type:** Class 8 [2 Power/round] 21
- Strength:** 8
- Security:** -4 (Class Gamma uprating)
- Basic Uprating:** Class Alpha (+1)
- Emergency Communications:** Yes [2 Power/round] 1

Tractor Beams

- Emitter: Class Delta** [3 Power/Strength used/round] 12
- Accuracy: 4/5/7/10
- Location: Forward ventral
- Emitter: Class Delta** [3 Power/Strength used/round] 12
- Accuracy: 4/5/7/10
- Location: Forward dorsal
- Emitter: Class Delta** [3 Power/Strength used/round] 12
- Accuracy: 4/5/7/10
- Location: Aft ventral
- Emitter: Class Alpha** [3 Power/Strength used/round] 3
- Accuracy: 5/6/8/11
- Location: Shuttlebay

Transporters

- Type: Personnel** [5 Power/use] 32
- Pads: 6
- Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
- Energizing/Transition Coils: Class G (Strength 7)
- Number and Location: One in main command hull, one in engineering hull
- Type: Emergency** [5 Power/use] 56
- Pads: 16
- Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
- Energizing/Transition Coils: Class G (Strength 7)
- Number and Location: Two in main command hull, two in engineering hull
- Type: Cargo** [4 Power/use] 48
- Pads: 400 kg
- Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
- Energizing/Transition Coils: Class G (Strength 7)
- Number and Location: Two in main command hull, two in engineering hull

Cloaking Device: None

Security Systems

- Rating:** 4 16
- Anti-Intruder System:** Yes [1 Power/round] 6
- Neutralization Fields** [2 Power/3 Strength] 12

Science Systems

- Rating** 2 (+1) [2 Power/round] 16
- Specialized Systems:** 1 5
- Laboratories:** 15 4

TACTICAL SYSTEMS

- Aft Disruptor Cannon** 54
- Class:** *Drevan*
- Damage: 260 [26 Power]
- Number of Shots: Up to 5 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Aft
- Firing Arc:** 360 degrees aft
- Firing Modes:** Standard, Pulse
- Forward Spiral-Wave Disruptor Array (3)** 126
- Class:** *Tavor*
- Damage: 200 [20 Power]
- Number of Shots: Up to 3 shots per disruptor per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Forward
- Firing Arc:** 360 degrees forward
- Firing Modes:** Standard, Pulse
- Bridge Starboard Spiral-Wave Disruptor Array** 42
- Class:** *Tavor*
- Damage: 200 [20 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Starboard wing of bridge module
- Firing Arc:** 360 degrees starboard
- Firing Modes:** Standard, Pulse
- Bridge Port Spiral-Wave Disruptor Array** 42
- Class:** *Tavor*
- Damage: 200 [20 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Port wing of bridge module
- Firing Arc:** 360 degrees port
- Firing Modes:** Standard, Pulse
- Wing Forward Spiral-Wave Disruptor Arrays (2)** 84
- Class:** *Tavor*
- Damage: 200 [20 Power]
- Number of Shots: Up to 3 shots per disruptor per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** One on starboard wing, one on port wing
- Firing Arc:** 360 degrees forward
- Firing Modes:** Standard, Pulse
- Wing Aft Spiral-Wave Disruptor Arrays (2)** 84
- Class:** *Tavor*
- Damage: 200 [20 Power]
- Number of Shots: Up to 3 shots per disruptor per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** One on starboard wing, one on port wing
- Firing Arc:** 360 degrees Aft
- Firing Modes:** Standard, Pulse

Wing Dorsal	
Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Ta'vor</i> Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	
Wing Ventral	
Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Ta'vor</i> Damage: 200 [20 Power] Number of Shots: Up to 3 shots per disruptor per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: One on starboard wing, one on port wing Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	
Aft Dorsal Spiral-Wave Disruptor Array	42
Class: <i>Ta'vor</i> Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft dorsal Firing Arc: 360 degrees dorsal Firing Modes: Standard, Pulse	
Aft Ventral Spiral-Wave Disruptor Array	42
Class: <i>Ta'vor</i> Damage: 200 [20 Power] Number of Shots: Up to 3 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft ventral Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse	
Forward Torpedo Launcher	18
Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided	
Aft Torpedo Launcher	18
Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Aft Firing Arc: Aft, but are self-guided	
Torpedoes Carried:	20
TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	
Bonus: +1	
Weapons Skill:	4

Shields (Forward, Aft, Port, Starboard)	62 (x4)
Shield Generator:	
Class 5 (Protection 900 + 100 [embedded nacelles])	
[90 Power shield//round]	
Shield Grid: Type B (33% increase to 1200 Protection)	
Subspace Field Distortion Amplifiers:	
Class Zeta (Threshold 300 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators:	8
Auto-Destruct System	6

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 40 Size worth of ships	80
Standard Complement:	
A mixture of Hideki-class fighters and shuttlecraft	
Location(s): Forward ventral, aft of bridge module	
Captain's Yacht:	No

Description and Notes

Fleet data:

The Keldon-class Heavy Warship is nothing more than a Galor-class Battle Cruiser with some additional superstructures attached to the dorsal and aft ventral parts of the engineering hull. This allowed its designers to install a better model warp core to generate more Power for stronger shields and the like. Its weapons and other systems are identical to those of the Galor, or in a few cases slightly better.

Noteworthy vessels/service records/encounters:

Keldon, prototype; *Jodra*, flagship for the Cardassian fleet that triumphed over the Federation in the Battle of Sidris Tertius (2365); *U'greth*, destroyed an entire wing of Klingon ships by detonating its own warp core (2372); *Kheshro*, helped to defeat the Klingon invaders at the Battle of Hoget Naar (2373); *Tho-thara*, hosted secret diplomatic negotiations between the Cardassian Union and the Dominion (2373); *Logaal*, participated in Dominion-Cardassian alliance attack on the Bolarus system (2374); *Il'ghut*, helped to destroy Starbase 544 in a surprise raid (2375); *Prenn'at*, under command of Gul Meghess, defected to join Damar's rebellion and participated in initial attacks on Dominion facilities, later destroyed by the Jem'Hadar (2375).

NURAS CLASS

Class and Type: *Nuras*-Class Heavy Scout
Commissioning Date: 2355

HULL SYSTEMS

Size: 4

Length: 126.48 meters
Beam: 37.25 meters
Height: 23.71 meters
Decks: 5 decks
Mass: 114,760 metric tonnes
SUs Available: 1,300
SUs Used: 1,206

Hull

Outer 20
 Inner 20

Resistance

Outer Hull: 8 9
 Inner Hull: 8 9

Structural Integrity Field

Main: Class 3 (Protection 60/90)
 [1 Power/10 Protection/round] 22
 Backup: Class 3 (Protection 30)
 [1 Power/10 Protection/round] 11
 Backup: Class 3 (Protection 30)
 [1 Power/10 Protection/round] 11

Specialized Hull: Atmospheric Capability 4

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 32/20/1,340

Crew Quarters

Spartan: 20 1
Basic: 5 1
Expanded: None
Luxury: None
Unusual: None

Environmental Systems

Basic Life Support [9 Power/round] 16
Reserve Life Support [5 Power/round] 8
Emergency Life Support (24 emergency shelters) 8
Gravity [2 Power/round] 4
Consumables: 1 years' worth 4
Replicator Systems
 Food Replicators [4 Power/round] 4
Medical Facilities: 2 (+0) [2 Power/round] 10
Recreation Facilities: 2 [4 Power/round] 16
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 12
Fire Suppression System [1 Power/round when active] 4
Cargo Holds: 5,000 cubic meters 1
 Locations: 2 locations throughout the ship
Escape Pods 5
 Number: 100
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5C 65
 Speed: 5.0/8.0/9.0 [1 Power/.2 warp speed]
 PIS: Type C (6 hours of Maximum warp) 6

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Acceleration Uprating: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
 Location: Aft primary hull

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Acceleration Uprating: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
 Location: Aft engineering

Reaction Control System (.025c)

[2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine

Type: Class 6/K (generates 345 Power/round) 75
 Location: Engineering amidships

Impulse Engine[s]:

2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

3 reactors (generate 5 Power/reactor/round) 9

Emergency Power:

Type C (generates 35 Power/round) 35

EPS:

Standard Power flow, +150 Power transfer/round 35

Standard Usable Power: 401

OPERATIONS SYSTEMS

Bridge: Forward dorsal 20

Computers

Core 1: Primary hull [5 Power/round] 12
Core 2: Engineering hull [5 Power/round] 12
 ODN 12

Navigational Deflector [5 Power/round]

16
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 41
Range Package: Type 6 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] 17
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors [5 Power/round] 16
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Probes: 36 4
Sensors Skill: 4

Flight Control Systems

Autopilot:
Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use] 11

Navigational Computer
Main: Class 2 (+1) [1 Power/round] 2
Backups: 2 2

Inertial Damping Field
Main 24
Strength: 9 [3 Power/round]
Number: 3

Backup 6
Strength: 6 [2 Power/round]
Number: 3

Attitude Control [1 Power/round] 1

Communications Systems 19

Type: Class 7 [2 Power/round]
Strength: 7
Security: -4 (Class Gamma uprating)
Basic Uprating: Class Alpha (+1)
Emergency Communications: Yes [2 Power/round] 1

Tractor Beams

Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Forward

Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft

Transporters

Type: Personnel [5 Power/use] 30
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One in primary hull,
one in engineering hull

Type: Emergency [5 Power/use] 26
Pads: 16
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One in primary hull,
one in engineering hull

Type: Cargo [4 Power/use] 22
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One in primary hull,
one in engineering hull

Cloaking Device: None

Security Systems

Rating: 4 16
Anti-Intruder System: Yes [1 Power/round] 4
Neutralization Fields [2 Power/3 Strength] 8

Science Systems

Rating 1 (+0) [1 Power/round] 9
Specialized Systems: 0
Laboratories: 3 2

TACTICAL SYSTEMS

Forward Disruptor Cannon 42

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

**Forward Dorsal
Spiral-Wave Disruptor Array (2)** 68

Class: *Carkhet*
Damage: 160 [16 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward dorsal, one port, one starboard
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

**Forward Ventral
Spiral-Wave Disruptor Array (2)** 68

Class: *Carkhet*
Damage: 160 [16 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward dorsal, one port, one starboard
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

**Engineering Dorsal
Spiral-Wave Disruptor Arrays** 34

Class: *Carkhet*
Damage: 160 [16 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Engineering dorsal
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

**Engineering Ventral
Spiral-Wave Disruptor Arrays** 34

Class: *Carkhet*
Damage: 160 [16 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Engineering ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Forward Torpedo Launcher 15

Standard Load: Type II photon torpedo (200 Damage)
Spread: 4
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 2

TA/T/TS: Class Beta [1 Power/round] 9
Strength: 8
Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 28 (x4)

Shield Generator:

Class 3 (Protection 500) [50 Power/round]

Shield Grid: Type B (33% increase to 665 Protection)

Subspace Field Distortion Amplifiers:

Class Gamma (Threshold 150)

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

Captain's Yacht: No

Description and Notes

Fleet data:

In service since 2355, the the Nuras-class Heavy Scout differs from most Cardassian ships in some important respects. As a scout, it has to be fast and maneuverable, and for that reason its designers avoided the standard embedded-nacelle feature found in most Cardassian vessels. Instead, they placed the warp nacelles—which have a sort of elongated half-oval shape that looks nothing like Starfleet or Romulan nacelles—on two pylons projecting backward from a slender, tapered engineering hull connected to an arrowhead-shaped primary hull. The end result is a ship that vaguely resembles a dart or arrow, but which looks nothing like most other Cardassian vessels.

In the twenty years since it first entered the fleet, the Nuras has proven itself well-suited for even the most dangerous scouting missions. Its speed, agility, ability to enter atmospheres, powerful shields, and heavy armament (for a ship its size) make it perfect for recon missions behind enemy lines, or forays into uncharted and potentially hazardous systems. Since 2363, the Central Command has installed an improved sensor suite in all Nuras-class ships, to enhance their ability to gather information.

Noteworthy vessels/service records/encounters:

Nuras, prototype; *Ortetha*, performed reconnaissance mission that uncovered a weakness in Starfleets lines which the Central Command exploited in the attack on Hugara V (2363); *Trin'ga*, captured by Starfleet while spying in Federation space, causing a major diplomatic incident (2369); *Kendthar*, gathered information which made possible the conquest of Benzar (2374).

PRO'MET CLASS

Class and Type: *Pro'met*-Class Cruiser
Commissioning Date: 2356

HULL SYSTEMS

Size: 6

Length: 323.87 meters
Beam: 161.36 meters
Height: 59.48 meters
Decks: 13
Mass: 1,368,000 metric tonnes
SUs Available: 2,200
SUs Used: 2,092

Hull

Outer 30
 Inner 30

Resistance

Outer Hull: 8 9
 Inner Hull: 8 9

Structural Integrity Field

Main: Class 5 (Protection 80/120)
 [1 Power/10 Protection/round] 30
Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 15
Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 255/42/3,600

Crew Quarters

Spartan: 100 10
Basic: 150 15
Expanded: 30 6
Luxury: 10 10
Unusual: 4 4

Environmental Systems

Basic Life Support [10 Power/round] 24
Reserve Life Support [5 Power/round] 12
Emergency Life Support (36 emergency shelters) 12
Gravity [3 Power/round] 6
Consumables: 3 years' worth 18

Replicator Systems

Food Replicators [6 Power/round] 6
 Industrial Replicators 9
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]

Medical Facilities: 5 (+1) [5 Power/round] 25

Recreation Facilities: 4 [8 Power/round] 32

Personnel Transport:

Turbolifts, Jefferies tubes [2 Power/round] 18

Fire Suppression System [1 Power/round when active] 6

Cargo Holds: 40,000 cubic meters 2

Locations: 12 locations throughout ship

Escape Pods

Number: 140 7
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 6.92 86
Speed: 6.0/7.0/9.2 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) 16
Upating: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 24

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft bridge module

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft bridge module

Reaction Control System (.025c)

[2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

Type: Class 8/N (generates 440 Power/round) 94
Location: Engineering amidships

Impulse Engine[s]:

2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type D (generates 40 Power/round) 40

EPS:

Standard Power flow, +180 Power transfer/round 48

Standard Usable Power: 496

OPERATIONS SYSTEMS

Bridge: Bridge module (aft dorsal on command hull) 30

Auxiliary Control Room: Secondary command hull 18

Computers

Core 1: Primary command hull [5 Power/round] 18
Core 2: Secondary command hull [5 Power/round] 18
 ODN 18

Navigational Deflector [5 Power/round] 30

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 48

Range Package: Type 7 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (5/6-1.0/1.1-3.8/3.9-5.0)

Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Lateral Sensors [5 Power/round] 20

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors [5 Power/round] 18

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Probes: 60 6

Sensors Skill: 4

Flight Control Systems

Autopilot:

Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use] 11

Navigational Computer

Main: Class 2 (+1) [1 Power/round] 2
Backups: 2 2

Inertial Damping Field

Main 36
Strength: 9 [3 Power/round]
Number: 3

Backup 9
Strength: 6 [2 Power/round]
Number: 3

Attitude Control [2 Power/round] 2

Communications Systems

Type: Class 8 [2 Power/round] 21

Strength: 8

Security: -4 (Class Gamma uprating)

Basic Uprating: Class Alpha (+1)

Emergency Communications: Yes [2 Power/round] 1

Tractor Beams

Emitter: Class Gamma [3 Power/Strength used/round] 9
Accuracy: 4/5/7/10

Location: Forward ventral

Emitter: Class Gamma [3 Power/Strength used/round] 9
Accuracy: 4/5/7/10

Location: Forward dorsal

Emitter: Class Delta [3 Power/Strength used/round] 12
Accuracy: 4/5/7/10

Location: Aft ventral

Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11

Location: Shuttlebay

Transporters

Type: Personnel [5 Power/use] 32
Pads: 6

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One in primary command hull,
one in secondary command hull

Type: Emergency [5 Power/use] 56
Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: Two in primary command hull,
one in secondary command hull, one in engineering hull

Type: Cargo [4 Power/use] 48
Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One in primary command hull,
one in secondary command hull, two in engineering hull

Cloaking Device: None

Security Systems

Rating: 4 16

Anti-Intruder System: Yes [1 Power/round] 6

Neutralization Fields [2 Power/3 Strength] 12

Science Systems

Rating 2 (+1) [2 Power/round] 16

Specialized Systems: 2 10

Laboratories: 16 4

TACTICAL SYSTEMS

Aft Disruptor Cannon 50

Class: *Jhokhel*
Damage: 240 [24 Power]
Number of Shots: Up to 5 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Forward Spiral-Wave Disruptor Array (3) 126

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 270 degrees dorsal and forward
Firing Modes: Standard, Pulse

Bridge Dorsal Spiral-Wave Disruptor Array 42

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal of bridge module
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Bridge Starboard Spiral-Wave Disruptor Array 42

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard side of bridge module
Firing Arc: 360 degrees starboard
Firing Modes: Standard, Pulse

Bridge Port Spiral-Wave Disruptor Array 42

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port side of bridge module
Firing Arc: 360 degrees port
Firing Modes: Standard, Pulse

Secondary Command Hull Dorsal Spiral-Wave Disruptor Arrays (2) 82

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: One each on starboard and port dorsal sides of command hull (significant arc shadow from engineering hull)
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Secondary Command Hull
Ventral Spiral-Wave Disruptor Arrays (2) 82

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: One each on starboard and port ventral sides of command hull (significant arc shadow from engineering hull)
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Forward Torpedo Launcher 17

Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher 17

Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 160 16

TA/T/TS: Class Beta [1 Power/round] 9
Strength: 8
Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 57 (x4)

Shield Generator:
 Class 4 (Protection 750 + 100 [embedded nacelles])
 [80 Power shield//round]
Shield Grid: Type B (33% increase to 1067 Protection)
Subspace Field Distortion Amplifiers:
 Class Zeta (Threshold 250 + 10 [embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 8

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 28 Size worth of ships 56
Standard Complement: 14 shuttlecraft
Location(s): Aft of primary command hull,
 aft of secondary command hull
Captain's Yacht: No

Description and Notes

Fleet data:

Designed by the engineers who also created the Galor-class Battle Cruiser, the Pro'met-class Cruiser shares many features in common with that ship, both aesthetically and technologically. It consists of a large primary command hull, similar to that of the Galor but slightly smaller, with a trapezoidal bridge module mounted on the aft dorsal with its long axis running port-starboard. A long, tapering engineering hull projects backward from the command hull. Mounted on top of the engineering hull, about halfway down its length, is a secondary command hull, shaped just like the primary hull, but only about half the size. If necessary, the crew can transfer all of the ship's command functions to the secondary hull and operate the ship from there. Starfleet Command speculates (incorrectly) that the secondary hull can detach from the ship and operate independently of the main ship.

Although design of the Pro'met began in the early 2340s, it was not completed until the mid-2350s, launching in 2356 in the middle of the Federation-Cardassian War. It quickly proved itself a versatile and effective ship, able to perform a wide variety of military and non-military missions. Battlefield commanders appreciate its multiple disruptor arrays and maneuverability, while officers of the Sixth and Ninth Orders find the vessel eminently suitable for deep space exploration and scientific research missions.

Noteworthy vessels/service records/encounters:

Pro'met, prototype; *Bet'lar*, crippled three Starfleet vessels in the Battle of Maretka (2361); *Khular*, narrowly escaped destruction by a wing of Starfleet cruisers to return to headquarters with valuable intelligence regarding enemy fleet movements (2363); *Vorness*, clashed with and defeated a force of three Ferengi ships over the right to the dilithium deposits on Komar III (2368); *Lorset*, explored the Brechtel Expanse and catalogued its stellar anomalies (2368-2372); *Thend'a*, defected to the Federation alliance, and later assisted Damar's rebellion (2375).

SALGAR CLASS

Class and Type: *Salgar*-Class Military Transport
Commissioning Date: 2362

HULL SYSTEMS

Size: 5

Length: 255.65 meters
Beam: 55.13 meters
Height: 63.21 meters
Decks: 12
Mass: 1,340,000 metric tonnes
SUs Available: 1,300
SUs Used: 1,154

Hull

Outer 25
 Inner 25

Resistance

Outer Hull: 6 6
 Inner Hull: 6 6

Structural Integrity Field

Main: Class 4 (Protection 70/110) [1 Power/10 Protection/round] 26
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13
Backup: Class 4 (Protection 35) [1 Power/10 Protection/round] 13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 34/15/1,250

Crew Quarters

Spartan: 20 1
Basic: 20 2
Expanded: None
Luxury: None
Unusual: None

Environmental Systems

Basic Life Support [11 Power/round] 20
Reserve Life Support [6 Power/round] 10
Emergency Life Support (30 emergency shelters) 10
Gravity [3 Power/round] 5
Consumables: 1 year's worth (plus any carried cargo) 5
Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
Medical Facilities: 3 (+0) [3 Power/round] 15
Recreation Facilities: 3 [6 Power/round] 24
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 15
Fire Suppression System [1 Power/round when active] 5
Cargo Holds: 200,000 cubic meters 6
 Locations: 6 cargo modules amidships
Escape Pods 6
 Number: 120
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 2 15
Speed: 2.0/3.0/6.5 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Up rating: Package 1 for Standard, Sustainable; Packages 2 and 4 for Maximum 16
Special Configuration: Embedded 20

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft of engineering section, on port and starboard "wings"

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
 Location: Aft of engineering section

Reaction Control System (.025c)

[2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Class 4/G (generates 200 Power/round) 50
 Location: Engineering section

Impulse Engine[s]:

2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

2 reactors (generate 5 Power/reactor/round) 6

Emergency Power:

Type B (generates 30 Power/round) 30

EPS:

Standard Power flow, +80 Power transfer/round 33

Standard Usable Power: 256

OPERATIONS SYSTEMS

Bridge: Command hull dorsal 25

Computers

Core 1: Command hull [5 Power/round] 15
 ODN 15

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral of command hull

Sensor Systems

Long-range Sensors [5 Power/round] 29
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] 13
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors [5 Power/round] 12
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Probes: 5 (launched via small forward launcher costing 2 SUs) 3
Sensors Skill: 2

Flight Control Systems

- Autopilot:**
 - Shipboard Systems (Flight Control) 3, Coordination 1 [1 Power/round in use] 10
- Navigational Computer**
 - Main: Class 2 (+1) [1 Power/round] 2
 - Backups: 2 2
- Inertial Damping Field**
 - Main** 30
 - Strength: 6 [3 Power/round]
 - Number: 3
 - Backup** 9
 - Strength: 4 [2 Power/round]
 - Number: 3
- Attitude Control** [1 Power/round] 1

Communications Systems

- Type:** Class 5 [2 Power/round] 10
- Strength:** 5
- Security:** -2
- Basic Upgrading:** None
- Emergency Communications:** No

Tractor Beams

- Emitter: Class Gamma** [3 Power/Strength used/round] 9
 - Accuracy: 4/5/7/10
 - Location: Forward
- Emitter: Class Gamma** [3 Power/Strength used/round] 9
 - Accuracy: 4/5/7/10
 - Location: Aft

Transporters

- Type: Personnel** [5 Power/use] 30
 - Pads: 6
 - Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 - Energizing/Transition Coils: Class F (Strength 6)
 - Number and Location: One in command hull, one in engineering section
- Type: Emergency** [5 Power/use] 26
 - Pads: 16
 - Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 - Energizing/Transition Coils: Class F (Strength 6)
 - Number and Location: One in command hull, one in engineering section
- Type: Cargo** [4 Power/use] 77
 - Pads: 400 kg
 - Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 - Energizing/Transition Coils: Class F (Strength 6)
 - Number and Location: One in each cargo module, one in engineering section

Cloaking Device: None

Security Systems

- Rating:** 2 8
- Anti-Intruder System:** Yes [1 Power/round] 5
- Neutralization Fields** [2 Power/3 Strength] 10

Science Systems

- Rating** 1 (+0) [1 Power/round] 10
- Specialized Systems:** None
- Laboratories:** None

TACTICAL SYSTEMS

- Aft Spiral-Wave Disruptor Cannon** 42
 - Class:** *Tavor*
 - Damage: 200 [20 Power]
 - Number of Shots: Up to 3 shots per disruptor per round
 - Targeting System: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Aft
 - Firing Arc:** 360 degrees aft
 - Firing Modes:** Standard, Pulse
- Command Hull Dorsal Disruptor Array** 34
 - Class:** *Carkhet*
 - Damage: 160 [16 Power]
 - Number of Shots: Up to 3 shots per round
 - Targeting System: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Dorsal side of command hull
 - Firing Arc:** 360 degrees dorsal
 - Firing Modes:** Standard, Pulse
- Command Hull Ventral Disruptor Array** 34
 - Class:** *Carkhet*
 - Damage: 160 [16 Power]
 - Number of Shots: Up to 3 shots per round
 - Targeting System: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Ventral side of command hull
 - Firing Arc:** 360 degrees ventral
 - Firing Modes:** Standard, Pulse
- Command Hull Starboard Disruptor Array** 34
 - Class:** *Carkhet*
 - Damage: 160 [16 Power]
 - Number of Shots: Up to 3 shots per round
 - Targeting System: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Starboard side of command hull
 - Firing Arc:** 360 degrees starboard
 - Firing Modes:** Standard, Pulse
- Command Hull Port Disruptor Array** 34
 - Class:** *Carkhet*
 - Damage: 160 [16 Power]
 - Number of Shots: Up to 3 shots per round
 - Targeting System: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Port side of command hull
 - Firing Arc:** 360 degrees port
 - Firing Modes:** Standard, Pulse
- TA/T/TS:** Class Alpha [0 Power/round] 6
 - Strength:** 7
 - Bonus:** +0
- Weapons Skill:** 2
- Shields (Forward, Aft, Port, Starboard)** 27 (x4)
 - Shield Generator:**
 - Class 2 (Protection 240 + 100 [embedded nacelles]) [24 Power/shield/round]
 - Shield Grid:** Type B (33% increase to 360 Protection)
 - Subspace Field Distortion Amplifiers:**
 - Class Beta (Threshold 80 + 10 [embedded nacelles])
 - Recharging System:** Class 1 (45 seconds)
 - Backup Shield Generators:** 4 (1 per shield) 4

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None
Captain's Yacht: No

Description and Notes

Fleet data:

The standard cargo carrier of the Central Command, the Salgar-class Military Freighter consists of a fork-shaped command hull forward, six linked cargo modules (each approximately 23 x 23 x 60 meters), and an aft engineering section. The cargo modules can be unloaded in the normal fashion, or in facilities of sufficient size, simply "swapped out" for another cargo module. The ship also carries weak armament for emergencies.

Noteworthy vessels/service records/encounters:

Salgar, prototype; *Groumall*, ship to which Gul Dukat was assigned during his fall from grace, and with which he managed to defeat and capture a Klingon B'arel-class Light Warship (2372).

SHOLEC CLASS

Class and Type: *Sholec*-Class Assault Cruiser

Commissioning Date: 2371

HULL SYSTEMS

Size: 9

Length: 742.71 meters

Beam: 603.54 meters

Height: 263.60 meters

Decks: 58

Mass: 5,368,000 metric tonnes

SUs Available: 3,500

SUs Used: 3,489

Hull

Outer 45
Inner 45

Resistance

Outer Hull: 10 12
Inner Hull: 10 12

Structural Integrity Field

Main: Class 6 (Protection 90/130) [1 Power/10 Protection/round] 36
Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 18
Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 18

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 1,259/237/11,300

Crew Quarters

Spartan: 600 30
Basic: 500 50
Expanded: 300 60
Luxury: 50 50
Unusual: 15 15

Environmental Systems

Basic Life Support [12 Power/round] 36
Reserve Life Support [6 Power/round] 18
Emergency Life Support (54 emergency shelters) 18
Gravity [5 Power/round] 9
Consumables: 3 years' worth 27

Replicator Systems

Food Replicators [9 Power/round] 9
Industrial Replicators 18
Type: Network of small replicators [2 Power/round]
Type: 3 large units [2 Power/replicator/round]

Medical Facilities: 7 (+2) [7 Power/round] 35

Recreation Facilities: 7 [14 Power/round] 56

Personnel Transport:

Turbolifts, Jefferies tubes [2 Power/round] 27

Fire Suppression System [1 Power/round when active] 9

Cargo Holds: 166,000 cubic meters 5

Locations: 25 locations throughout ship

Escape Pods 12

Number: 200

Capacity: 12 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 6B 95

Speed: 5.9/8.5/9.1 [1 Power/.2 warp speed]

PIS: Type H (12 hours of Maximum warp) 16

Special Configuration: Embedded 36

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18

Location: Aft command hull

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18

Location: Aft engineering hull

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18

Location: Engineering hull

Reaction Control System (.025c)

[2 Power/round when in use] 9

POWER SYSTEMS

Warp Engine

Type: Class 12/R (generates 630 Power/round) 133

Location: Engineering amidships

Impulse Engine[s]:

3 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

6 reactors (generate 5 Power/reactor/round) 18

Emergency Power:

Type F (generates 50 Power/round) 50

EPS:

Standard Power flow, +200 Power transfer/round 65

Standard Usable Power: 714

OPERATIONS SYSTEMS

Bridge: Bridge module, aft dorsal of command hull 45

Auxiliary Control Room: Dorsal weapons module 27

Computers

Core 1: Command hull [5 Power/round] 27

Core 2: Engineering hull [5 Power/round] 27

Core 3: Engineering hull [5 Power/round] 27

Upgrading: Class Alpha (+1) [1 Power/computer/round] 6

ODN 27

Navigational Deflector [5 Power/round]

45

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Ventral of command hull

Sensor Systems

Long-range Sensors [5 Power/round] 48

Range Package: Type 7 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)

Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Lateral Sensors [5 Power/round] 20

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors [5 Power/round]	18
Strength Package: Class 7 (Strength 7)	
Gain Package: Class Beta (+2)	
Probes: 60	6
Sensors Skill: 4	
Flight Control Systems	
Autopilot:	
Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use]	7
Navigational Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: 2	2
Inertial Damping Field	
Main	54
Strength: 9 [3 Power/round]	
Number: 3	
Backup	15
Strength: 6 [2 Power/round]	
Number: 3	
Attitude Control [2 Power/round]	2
Communications Systems	21
Type: Class 8 [2 Power/round]	
Strength: 8	
Security: -4 (Class Gamma uprating)	
Basic Uprating: Class Alpha (+1)	
Emergency Communications: Yes [2 Power/round]	1
Tractor Beams	
Emitter: Class Delta [3 Power/Strength used/round]	12
Accuracy: 4/5/7/10	
Location: Forward ventral	
Emitter: Class Delta [3 Power/Strength used/round]	12
Accuracy: 4/5/7/10	
Location: Forward dorsal	
Emitter: Class Delta [3 Power/Strength used/round]	12
Accuracy: 4/5/7/10	
Location: Aft ventral	
Emitter: Class Alpha [3 Power/Strength used/round]	3
Accuracy: 5/6/8/11	
Location: Shuttlebay	
Transporters	
Type: Personnel [5 Power/use]	80
Pads: 6	
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)	
Energizing/Transition Coils: Class G (Strength 7)	
Number and Location: Two in command hull, one in engineering hull, one in each weapons module	
Type: Emergency [5 Power/use]	112
Pads: 16	
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)	
Energizing/Transition Coils: Class G (Strength 7)	
Number and Location: Four in command hull, four in engineering hull	
Type: Cargo [4 Power/use]	72
Pads: 400 kg	
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)	
Energizing/Transition Coils: Class G (Strength 7)	
Number and Location: Two in command hull, four in engineering hull	
Cloaking Device: None	
Security Systems	
Rating: 5	20
Anti-Intruder System: Yes [1 Power/round]	9
Neutralization Fields [2 Power/3 Strength]	18

Science Systems	
Rating 2 (+1) [2 Power/round]	19
Specialized Systems: 3	15
Laboratories: 25	6

TACTICAL SYSTEMS

Forward Starboard Disruptor Array	58
Class: <i>Ul'khar</i>	
Damage: 280 [28 Power]	
Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward edge of command hull, starboard	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	
Forward Port Disruptor Array	58
Class: <i>Ul'khar</i>	
Damage: 280 [28 Power]	
Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward edge of command hull, port	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	
Dorsal Weapons Module	
Forward Main Disruptor Array	59
Class: <i>Ul'khar</i>	
Damage: 280 [28 Power]	
Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward edge of command hull, port	
Firing Arc: 540 degrees forward (significant arc shadow)	
Firing Modes: Standard, Pulse	
Forward Starboard Disruptor Array	54
Class: <i>Drevan</i>	
Damage: 260 [26 Power]	
Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Starboard edge of command hull	
Firing Arc: 360 degrees starboard	
Firing Modes: Standard, Pulse	
Forward Port Disruptor Array	54
Class: <i>Drevan</i>	
Damage: 260 [26 Power]	
Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Port edge of command hull	
Firing Arc: 360 degrees port	
Firing Modes: Standard, Pulse	
Engineering Dorsal Disruptor Array	54
Class: <i>Drevan</i>	
Damage: 260 [26 Power]	
Number of Shots: Up to 5 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Dorsal side of engineering hull	
Firing Arc: 360 degrees dorsal	
Firing Modes: Standard, Pulse	

<p>Engineering Ventral Disruptor Array Class: <i>Drevan</i> Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Ventral side of engineering hull Firing Arc: 360 degrees ventral Firing Modes: Standard, Pulse</p>	54	<p>Dorsal Weapons Module Torpedo Launchers (2) Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: One forward, one aft Firing Arc: Forward or aft, but are self-guided</p>	36
<p>Dorsal Weapons Module Starboard Disruptor Array Class: <i>Drevan</i> Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of dorsal weapons pod, starboard Firing Arc: 405 degrees dorsal and forward Firing Modes: Standard, Pulse</p>	55	<p>Ventral Weapons Module Torpedo Launchers (2) Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: One forward, one aft Firing Arc: Forward or aft, but are self-guided</p>	36
<p>Dorsal Weapons Module Port Disruptor Array Class: <i>Drevan</i> Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of dorsal weapons pod, port Firing Arc: 405 degrees dorsal and forward Firing Modes: Standard, Pulse</p>	55	<p>Torpedoes Carried: 400 TA/T/TS: Class Beta [1 Power/round] Strength: 8 Bonus: +1</p>	9
<p>Ventral Weapons Module Disruptor Array Class: <i>Drevan</i> Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Forward edge of ventral weapons pod Firing Arc: 405 degrees ventral and forward Firing Modes: Standard, Pulse</p>	55	<p>Weapons Skill: 4</p>	
<p>Aft Disruptor Array Class: <i>Drevan</i> Damage: 260 [26 Power] Number of Shots: Up to 5 shots per round Targeting System: Accuracy 4/5/7/10 Range: 10/30,000/100,000/300,000 Location: Aft Firing Arc: 360 degrees aft Firing Modes: Standard, Pulse</p>	54	<p>Shields (Forward, Aft, Port, Starboard) 113 (x4) Shield Generator: Class 6 (Protection 1200 + 100 [embedded nacelles]) [120 Power/shield/round] Shield Grid: Type B (33% increase to 1600 Protection) Subspace Field Distortion Amplifiers: Class Theta (Threshold 400 + 10 [embedded nacelles]) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)</p>	8
<p>Forward Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward Firing Arc: Forward, but are self-guided</p>	18	<p>Auto-Destruct System</p>	9
<p>Forward Ventral Torpedo Launcher Standard Load: Type II photon torpedo (200 Damage) Spread: 10 Range: 15/300,000/1,000,000/3,500,000 Targeting System: Accuracy 4/5/7/10 Power: [20 + 5 per torpedo fired] Location: Forward ventral Firing Arc: Forward, but are self-guided</p>	18	<p>AUXILIARY SPACECRAFT SYSTEMS</p>	
		<p>Shuttlebay(s): Capacity for 140 Size worth of ships Standard Complement: 40 Hideki-class Fighters, 10 shuttlecraft Location(s): Command hull (see text) Captain's Yacht: Yes</p>	280 10

Description and Notes

Fleet data:

The Sholec-class Assault Cruiser, one of the largest ship classes in the Cardassian fleet, resembles no other Cardassian ship. It consists of a large, elongated command hull (with an aft dorsal bridge module), an almost equally as broad engineering hull, and two large pylon-like superstructures, one rising dorsally above the ship from a point about two-thirds of the way aft down the engineering hull, and a shorter twin that projects ventrally. Both superstructures terminate in fat crescent-shaped weapons modules.

The Sholec's unusual profile was dictated by its primary combat role— that of a carrier for Hideki-class Fighters. Designed at the same time as the Hideki, the Sholec's command hull contains three fighter bays along both its port and starboard edges, each large enough to accommodate the Size 3 Hideki. The landing bays feed into a large central repair and maintenance bay. Once repaired and outfitted, fighters can leave the ship through one of four launching bays (two directly forward, one forward dorsal, one forward ventral). The two weapons modules provide widespread fire to cover the fighters as they enter and exit the ship. The dorsal module also contains an auxiliary control room for the ship.

As one might expect from a ship its size, the Sholec mounts some powerful weapons. Its main disruptors are Class Ul'khar, with Drevans and Jhokhels as its "lesser" weapons. It also carries several torpedo launchers, more than most Cardassian ships do. On the other hand, its size and structure hamper its maneuverability somewhat; Cardassian officers refer to the ship as the Huraksha, or "Waddler."

Noteworthy vessels/service records/encounters:

Sholec, prototype; *Gher'laat*, spearheaded successful Cardassian offensive to recapture the Brentak system from the Klingons (2373); *Mendarsa*, participated in the Battle of Tyra, using its fighters and guns to destroy two Galaxy-class Explorers and several smaller Starfleet ships (2374); *Il'kharaun*, participated in conquest of Betazed (2374); *Vor'dalsh*, engaged auto-destruct sequence to destroy a wing of D'deridex-class Heavy Warbirds that had crippled it (2375).

SHO'VASH CLASS

Class and Type: *Sho'vash*-Class Medical Vessel
Commissioning Date: 2358

HULL SYSTEMS

Size: 6
Length: 317.49 meters
Beam: 156.33 meters
Height: 65.32 meters
Decks: 14 decks
Mass: 1,411,500 metric tonnes
SUs Available: 2,200
SUs Used: 2,077

Hull

Outer 30
 Inner 30

Resistance

Outer Hull: 6 6
 Inner Hull: 6 6

Structural Integrity Field

Main: Class 5 (Protection 80/120)
 [1 Power/10 Protection/round] 30
Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 15
Backup: Class 5 (Protection 40)
 [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 820/1,550/9,250

Crew Quarters

Spartan: 200 10
Basic: 700 70
Expanded: 350 70
Luxury: 80 80
Unusual: 15 15

Environmental Systems

Basic Life Support [12 Power/round] 24
Reserve Life Support [6 Power/round] 12
Emergency Life Support (36 emergency shelters) 12
Gravity [3 Power/round] 6
Consumables: 4 years' worth 24
Replicator Systems
 Food Replicators [6 Power/round] 6
 Industrial Replicators 15
 Type: 2 networks of small replicators
 [2 Power/network/round]
 Type: 1 large unit [2 Power/replicator/round]
Medical Facilities: 8 (+2) [8 Power/round] 40
Recreation Facilities: 6 [12 Power/round] 48
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 18
Fire Suppression System [1 Power/round when active] 6
Cargo Holds: 266,000 cubic meters 8
 Locations: 20 locations throughout the ship
Escape Pods 17
 Number: 300
 Capacity: 12 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5B2 61
Speed: 4.9/6.9/9.1 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) 16
Special Configuration: Embedded 24

Impulse Engine

Type: Class 4 (.6c/.8c) [6/8 Power/round] 20
 Location: Aft main module

Impulse Engine

Type: Class 4 (.6c/.8c) [6/8 Power/round] 20
 Location: Aft engineering hull

Reaction Control System (.025c)

[2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

Type: Class 8/N (generates 400 Power/round) 90
 Location: Engineering aft

Impulse Engine[s]:

2 Class 4 (generate 32 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type E (generates 45 Power/round) 45

EPS:

Standard Power flow, +200 Power transfer/round 50

Standard Usable Power: 464

OPERATIONS SYSTEMS

Bridge: Forward dorsal of command hull 30

Computers

Core 1: Command hull [5 Power/round] 18
Core 2: Engineering [5 Power/round] 18
ODN 18

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000 30
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 32
Range Package: Type 5 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)
Strength Package: Class 6 (Strength 6)
Gain Package: Standard (+0)
Coverage: Standard
Lateral Sensors [5 Power/round] 12
Strength Package: Class 6 (Strength 6)
Gain Package: Standard (+0)
Coverage: Standard
Navigational Sensors [5 Power/round] 12
Strength Package: Class 6 (Strength 6)
Gain Package: Standard (+0)
Probes: 50 7
 (launched via small forward launcher costing 2 SUs)
Sensors Skill: 3

Flight Control Systems

Autopilot:
 Shipboard Systems (Flight Control) 2, Coordination 1
 [1 Power/round in use] 7



Navigation Computer
Main: Class 2 (+1) [1 Power/round] 2
Backups: 2 2

Inertial Damping Field
Main 36
Strength: 9 [3 Power/round]
Number: 3
Backup 9
Strength: 6 [2 Power/round]
Number: 3
Attitude Control [2 Power/round] 2

Communications Systems 12
Type: Class 6 [2 Power/round]
Strength: 6
Security: -2
Basic Upgrading: None
Emergency Communications: Yes [2 Power/round] 1

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] 12
Accuracy: 4/5/7/10
Location: Forward ventral
Emitter: Class Gamma [3 Power/Strength used/round] 9
Accuracy: 4/5/7/10
Location: Aft ventral
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Shuttlebay

Transporters
Type: Personnel [5 Power/use] 96
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location: Two in command hull, three amidships, one engineering hull
Type: Emergency [5 Power/use] 84
Pads: 16
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location: Two in command hull, three amidships, one engineering
Type: Cargo [4 Power/use] 72
Pads: 400 kg
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
Energizing/Transition Coils: Class G (Strength 7)
Number and Location: One in command hull, four amidships, one engineering

Cloaking Device: None

Security Systems
Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 6
Neutralization Fields [2 Power/3 Strength] 12

Science Systems
Rating 3 (+2) [3 Power/round] 21
Specialized Systems: 3 15
Laboratories: 35 8

TACTICAL SYSTEMS

Forward Spiral-Wave Disruptor Array 42
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor Array 42
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Dorsal Spiral-Wave Disruptor Array 42
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal amidships
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Pulse

Ventral Spiral-Wave Disruptor Array 42
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral amidships
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Starboard Spiral-Wave Disruptor Array 42
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard amidships
Firing Arc: 360 degrees starboard
Firing Modes: Standard, Pulse

Port Spiral-Wave Disruptor Array 42
Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port amidships
Firing Arc: 360 degrees port
Firing Modes: Standard, Pulse

TA/T/TS: Class Alpha [0 Power/round] 6
Strength: 7
Bonus: +0

Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard)	54 (x4)
Shield Generator:	
Class 4 (Protection 750 + 100 [embedded nacelles])	
[75 Power shield/round]	
Shield Grid: Type B (33% increase to 1000 Protection)	
Subspace Field Distortion Amplifiers:	
Class Epsilon (Threshold 250 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	8
Auto-Destruct System	6

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 12 Size worth of ships	24
Standard Complement: Six shuttlecraft	
Location(s): Aft of command hull, aft of engineering	
Captain's Yacht: Yes	10

Description and Notes

Fleet data:

The Sho'vash-class Medical vessel serves as the standard "flying hospital" of the Central Command. Equipped to deal with epidemics, combat injuries, the aftermaths of natural disasters, and any other event which affects the health or physical well-being of the Cardassian people, it has accommodations ranging from luxurious (for those with high vesala) to barely adequate (for the least influential Cardassians).

The main body of the Sho'vash consists of a fat crescent-shaped command hull (with a shallow forward notch) and an elongated, tapering engineering hull not markedly different from that on a Galor- or Keldon-class vessel. However, attached to all four sides of the engineering hull are several "medical hulls," similar in shape to the command hull, but smaller and equipped for medical purposes. A typical Sho'vash has three medical hulls dorsal and two on each of its other three sides, but some variants have more or fewer hulls.

Noteworthy vessels/service records/encounters:

Sho'vash, prototype; *Gormala*, saved the inhabitants of Droken IV from a Visterian fever plague (2362); *Trenat*, rescued and healed the survivors of the Klingon-perpetrated massacre at Vendrosa Secundus (2373).

SULOR CLASS

Class and Type: *Sulor*-Class Escort
Commissioning Date: 2368

HULL SYSTEMS

Size: 4

Length: 130.42 meters
Beam: 44.40 meters
Height: 22.35 meters
Decks: 4
Mass: 88,425 metric tonnes
SUs Available: 1,300
SUs Used: 1,265

Hull

Outer 20
 Inner 20

Resistance

Outer Hull: 8 9
 Inner Hull: 6 6

Structural Integrity Field

Main: Class 3 (Protection 60/90)
 [1 Power/10 Protection/round] 22
Backup: Class 3 (Protection 30)
 [1 Power/10 Protection/round] 11
Backup: Class 3 (Protection 30)
 [1 Power/10 Protection/round] 11

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 42/16/1,200

Crew Quarters

Spartan: 30 2
Basic: 30 3
Expanded: 5 1
Luxury: None
Unusual: None

Environmental Systems

Basic Life Support [9 Power/round] 16
Reserve Life Support [5 Power/round] 8
Emergency Life Support (24 emergency shelters) 8
Gravity [2 Power/round] 4
Consumables: 1 years' worth 4
Replicator Systems
 Food Replicators [4 Power/round] 4
 Industrial Replicators 4
 Type: Network of small replicators [2 Power/round]
Medical Facilities: 4 (+1) [4 Power/round] 20
Recreation Facilities: 3 [6 Power/round] 24
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 12
Fire Suppression System [1 Power/round when active] 4
Cargo Holds: 5,000 cubic meters 1
 Locations: Aft
Escape Pods 3
 Number: 50
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 6.96 88
Speed: 6.0/7.0/9.6 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) 16
Upgrading: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 16

Impulse Engine

Type: Class 4B (.65c/.85c) [6/8 Power/round] 23
Acceleration Upgrading: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
Location: Aft

Reaction Control System (.025c)

[2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine

Type: Class 7/M (generates 350 Power/round) 80
 Location: Amidships

Impulse Engine[s]:

1 Class 4B (generate 38 Power/engine/round)
Auxiliary Power:
 3 reactors (generate 5 Power/reactor/round) 9

Emergency Power:

Type D (generates 40 Power/round) 40

EPS:

Standard Power flow, +200 Power transfer/round 40

Standard Usable Power: 388

OPERATIONS SYSTEMS

Bridge: Forward dorsal 20

Computers

Core 1: Forward [5 Power/round] 12
ODN 12

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000 16
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 44
Range Package: Type 6 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensors [5 Power/round] 20
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power/round] 18
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Probes: 30 3
Sensors Skill: 4

Flight Control Systems

Autopilot:
 Shipboard Systems (Flight Control) 3, Coordination 2
 [1 Power/round in use] 11
Navigational Computer
Main: Class 2 (+1) [1 Power/round] 2
Backups: Two 2

Inertial Damping Field			
Main	16		
Strength: 9 [3 Power/round]			
Number: 2			
Backup	4		
Strength: 6 [2 Power/round]			
Number: 2			
Attitude Control [1 Power/round]	1		
Communications Systems			
Type: Class 7 [2 Power/round]	19		
Strength: 7			
Security: -4 (Class Gamma uprating)			
Basic Uprating: Class Alpha (+1)			
Emergency Communications: No			
Tractor Beams			
Emitter: Class Beta [3 Power/Strength used/round]	6		
Accuracy: 5/6/8/11			
Location: Forward			
Emitter: Class Beta [3 Power/Strength used/round]	6		
Accuracy: 5/6/8/11			
Location: Aft			
Transporters			
Type: Personnel [4 Power/use]	30		
Pads: 4			
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)			
Energizing/Transition Coils: Class G (Strength 7)			
Number and Location: One forward, one amidships			
Type: Emergency [5 Power/use]	28		
Pads: 16			
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)			
Energizing/Transition Coils: Class G (Strength 7)			
Number and Location: One forward, one amidships			
Type: Cargo [4 Power/use]	24		
Pads: 400 kg			
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)			
Energizing/Transition Coils: Class G (Strength 7)			
Number and Location: One amidships, one aft			
Cloaking Device: None			
Security Systems			
Rating: 3	12		
Anti-Intruder System: Yes [1 Power/round]	4		
Neutralization Fields [2 Power/3 Strength]	8		
Science Systems			
Rating 1 (+0) [1 Power/round]	9		
Specialized Systems: None			
Laboratories: 7	2		
TACTICAL SYSTEMS			
Forward Disruptor Cannon	42		
Class: <i>Ta'vor</i>			
Damage: 200 [20 Power]			
Number of Shots: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Forward			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Starboard Wing Disruptor Array		38	
Class: <i>Rentaile</i>			
Damage: 180 [18 Power]			
Number of Shots: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: On forward tip of starboard "wing"			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Port Wing Disruptor Array		38	
Class: <i>Rentaile</i>			
Damage: 180 [18 Power]			
Number of Shots: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: On forward tip of port "wing"			
Firing Arc: 360 degrees forward			
Firing Modes: Standard, Pulse			
Dorsal Spiral-Wave Disruptor Arrays		38	
Class: <i>Rentaile</i>			
Damage: 180 [18 Power]			
Number of Shots: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Dorsal of main hull structure			
Firing Arc: 360 degrees dorsal			
Firing Modes: Standard, Pulse			
Ventral Spiral-Wave Disruptor Arrays		38	
Class: <i>Rentaile</i>			
Damage: 180 [18 Power]			
Number of Shots: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Ventral of main hull structure			
Firing Arc: 360 degrees ventral			
Firing Modes: Standard, Pulse			
Engineering Aft Spiral-Wave Disruptor		42	
Class: <i>Ta'vor</i>			
Damage: 200 [20 Power]			
Number of Shots: Up to 3 shots per round			
Targeting System: Accuracy 4/5/7/10			
Range: 10/30,000/100,000/300,000			
Location: Engineering aft			
Firing Arc: 360 degrees aft			
Firing Modes: Standard, Pulse			
Forward Torpedo Launcher		16	
Standard Load: Type II photon torpedo (200 Damage)			
Spread: 6			
Range: 15/350,000/1,500,000/4,050,000			
Targeting System: Accuracy 4/5/7/10			
Power: [20 + 5 per torpedo fired]			
Location: Forward			
Firing Arc: Forward, but are self-guided			
Torpedoes Carried: 60		6	
TA/T/TS: Class Beta [1 Power/round]		9	
Strength: 8			
Bonus: +1			
Weapons Skill: 4			

Shields (Forward, Aft, Port, Starboard) 30 (x4)

Shield Generator:

Class 3 (Protection 600 + 100 [embedded nacelles])
[60 Power/shield/round]

Shield Grid: Type B (33% increase to 900 Protection)

Subspace Field Distortion Amplifiers:

Class Gamma (Threshold 150 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

Captain's Yacht: No

Description and Notes

Fleet data:

The Solor-class Escort is the most commonly-used Escort vessel in the Cardassian fleet. Swift and reasonably well-armed, it performs any sort of escort mission well, and with its advanced sensor systems, it can also function as a scout or science vessel if necessary. The Sixth and Ninth Orders have adapted many Solors for exploration duties.

Physically, the Solor seems to resemble a Ferengi or Klingon vessel as much as a Cardassian one. The central part of the body projects forward and aft, with the bridge and a weapons array forward and the impulse engines aft. A fat crescent-shaped central structure, with the points of the crescent forward, holds the embedded nacelles, the warp core, several weapons, and most of the crew quarters.

Noteworthy vessels/service records/encounters:

Solor, prototype; *Khal'haz*, protected vital supply convoy from a Klingon attack (2372); *Loderren*, detected a Federation alliance ambush in time to save a wing of couriers from almost certain capture (2375).

THALKAR CLASS

Class and Type: *Thalkar*-Class Heavy Frigate
Commissioning Date: 2363

HULL SYSTEMS

Size: 5

Length: 158.48 meters
Beam: 64.03 meters
Height: 35.71 meters
Decks: 7
Mass: 313,250 metric tonnes
SUs Available: 1,900
SUs Used: 1,783

Hull

Outer 25
 Inner 25

Resistance

Outer Hull: 8 9
 Inner Hull: 8 9

Structural Integrity Field

Main: Class 4 (Protection 70/110) 26
 [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) 13
 [1 Power/10 Protection/round]
Backup: Class 4 (Protection 35) 13
 [1 Power/10 Protection/round]

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 184/70/2,450

Crew Quarters

Spartan: 100 5
 Basic: 100 10
 Expanded: 40 8
 Luxury: 10 10
 Unusual: 3 3

Environmental Systems

Basic Life Support [10 Power/round] 20
Reserve Life Support [5 Power/round] 10
Emergency Life Support (30 emergency shelters) 10
Gravity [3 Power/round] 5
Consumables: 2 years' worth 10

Replicator Systems

Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]

Medical Facilities: 5 (+1) [5 Power/round] 25

Recreation Facilities: 4 [8 Power/round] 32

Personnel Transport:

Turbolifts, Jefferies tubes [2 Power/round] 15

Fire Suppression System [1 Power/round when active] 5

Cargo Holds: 33,000 cubic meters 1
 Locations: 8 locations throughout the ship

Escape Pods

Number: 120 6
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5C2 66
Speed: 5.0/8.0/9.1 [1 Power/.2 warp speed]
PIS: Type H (12 hours of Maximum warp) 16
Uprating: Package 1 for Standard, Sustainable 4
Special Configuration: Embedded 20

Impulse Engine

Type: Class 4A (.6c/.85c) [6/8 Power/round] 22
Acceleration Uprating: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
Location: Aft

Impulse Engine

Type: Class 4A (.6c/.85c) [6/8 Power/round] 22
Acceleration Uprating: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
Location: Amidships dorsal, port and starboard

Reaction Control System (.025c)

[2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Class 7/M (generates 380 Power/round) 83
 Location: Engineering hull

Impulse Engine[s]:

2 Class 4A (generate 35 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type D (generates 40 Power/round) 40

EPS:

Standard Power flow, +200 Power transfer/round 45

Standard Usable Power: 450

OPERATIONS SYSTEMS

Bridge: Command hull 25

Computers

Core 1: Forward [5 Power/round] 15
Core 2: Amidships [5 Power/round] 15
 ODN 15

Navigational Deflector [5 Power/round] 25

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 48

Range Package: Type 7 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (.5/1.0/1.1-3.7/3.8-5.0)

Low Resolution: 15 light-years (1/1.1-4.0/4.1-12.0/12.1-15)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Lateral Sensors [5 Power/round] 20

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Coverage: Standard

Navigational Sensors [5 Power/round] 18

Strength Package: Class 7 (Strength 7)

Gain Package: Class Beta (+2)

Probes: 20 2

Sensors Skill: 4

Flight Control Systems

Autopilot:

Shipboard Systems (Flight Control) 3, Coordination 3
[1 Power/round in use]

11

Navigational Computer

Main: Class 2 (+1) [1 Power/round]

2

Backups: 2

2

Inertial Damping Field

Main

Strength: 9 [3 Power/round]

Number: 3

30

Backup

Strength: 6 [2 Power/round]

Number: 3

9

Attitude Control [1 Power/round]

1

Communications Systems

Type: Class 8 [2 Power/round]

Strength: 8

Security: -4 (Class Gamma uprating)

Basic Uprating: Class Alpha (+1)

Emergency Communications: Yes [2 Power/round]

21

1

Tractor Beams

Emitter: Class Gamma [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward

9

Emitter: Class Gamma [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Aft

9

Emitter: Class Alpha [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Shuttlebay

3

Transporters

Type: Personnel [5 Power/use]

Pads: 6

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class F (Strength 6)

Number and Location: One in command hull,
one in engineering hull

30

Type: Emergency [5 Power/use]

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class F (Strength 6)

Number and Location: Two in command hull,
two in engineering hull

52

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class F (Strength 6)

Number and Location: One in command hull,
three in engineering hull

44

Cloaking Device: None

Security Systems

Rating: 4

16

Anti-Intruder System: Yes [1 Power/round]

5

Neutralization Fields [2 Power/3 Strength]

10

Science Systems

Rating 2 (+1) [2 Power/round]

15

Specialized Systems: 1

5

Laboratories: 13

4

TACTICAL SYSTEMS

Forward Disruptor Cannon

54

Class: *Drevan*

Damage: 260 [26 Power]

Number of Shots: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward notch in command hull

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Dorsal Starboard

Spiral-Wave Disruptor Arrays (2)

84

Class: *Ta'vor*

Damage: 200 [20 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Dorsal on starboard section of command hull

Firing Arc: 270 degrees forward dorsal

Firing Modes: Standard, Pulse

Dorsal Port

Spiral-Wave Disruptor Arrays (2)

84

Class: *Ta'vor*

Damage: 200 [20 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Dorsal on port section of command hull

Firing Arc: 270 degrees forward dorsal

Firing Modes: Standard, Pulse

Ventral Starboard

Spiral-Wave Disruptor Array

42

Class: *Ta'vor*

Damage: 200 [20 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Starboard on ventral command hull

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Ventral Port Spiral-Wave Disruptor Array

42

Class: *Ta'vor*

Damage: 200 [20 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Port on ventral command hull

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor Array

42

Class: *Ta'vor*

Damage: 200 [20 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft engineering

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

Forward Torpedo Launcher	16
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 6	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: Ventral of command hull	
Firing Arc: Forward, but are self-guided	
Starboard Torpedo Cannon (High-Yield)	28
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 10	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: Starboard, ventral command hull	
Firing Arc: Forward, but are self-guided	
Port Torpedo Cannon (High-Yield)	28
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 10	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: Port, ventral command hull	
Firing Arc: Forward, but are self-guided	
Torpedoes Carried:	
360 Type II photon and stratospheric torpedoes	36
TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	
Bonus: +1	
Weapons Skill: 4	
Shields (Forward, Aft, Port, Starboard)	46 (x4)
Shield Generator:	
Class 4 (Protection 750 + 100 [embedded nacelles])	
[75 Power/shield/round]	
Shield Grid: Type B (33% increase to 1,000 Protection)	
Subspace Field Distortion Amplifiers:	
Class Epsilon (Threshold 250 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	4
Auto-Destruct System	5

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 8 Size worth of ships	16
Standard Complement: 4 shuttlecraft	
Location(s): Aft of command hull, ventral of engineering hull	
Captain's Yacht: No	

Description and Notes

Fleet data:

The Starship Engineering Division designed the Thalkar-class Heavy Frigate to fulfill several primary mission profiles. First and foremost among these was planetary defense/suppression and system patrol. For this reason, the ship has heavy shields and strong sensors. Second, it was to provide escort services to large capital vessels, such as the Keldon and Sholec classes. Thus, the designers gave it fairly powerful engines and the ability to maneuver.

During the Dominion War, the Central Command used Thalkars to fill less important sections of fleet formations, or to act as support and reinforcements for Destroyers, Cruisers, and Warships. Federation alliance forces destroyed or crippled many ships of this class during the final months of the war, when ships the Dominion initially held back got

thrust forward into the thick of the fighting. As a result, salvage from Thalkars, sometimes including entire salvaged vessels, has shown up frequently on the black market and as part of pirate ships.

The Thalkar has a shorter, squatter appearance than most Cardassian vessels. Its command hull resembles a wedge, similar to a Federation Intrepid-class Light Explorer but shorter and broader, with a characteristic "notch" in the front edge which holds two weapon systems. Beneath the command hull, and projecting only slightly behind it, is a thick, heavy engineering section. Also depending from the command hull, to either side, are two large torpedo "cannons" (high yield, high-spread launchers). Experience during the Dominion War shows that these cannons are too vulnerable to attack in pitched battles; the Central Command has begun to study ways to eliminate this weakness.

Noteworthy vessels/service records/encounters:

Thalkar, prototype; *Gehl'ara*, destroyed two Federation ships during the defense of Kharang VII, turning the tide of that battle and thus ensuring a Union victory (2365); *Elgartha*, quelled anti-Cardassian rebellion on Phortaas V with planetary torpedo bombardment (2368); *Remshon*, participated in tests of improved spiral-wave disruptor technology (2370-72); *Pelghem*, destroyed or crippled four Klingon ships during the Battle of the Three Suns (2375).

THALON CLASS

Class and Type: *Thalon*-Class Warship
Commissioning Date: 2366

HULL SYSTEMS

Size: 7

Length: 423.36 meters
Beam: 247.55 meters
Height: 105.34 meters
Decks: 23 decks
Mass: 2,478,000 metric tonnes
SUs Available: 2,600
SUs Used: 2,456

Hull

Outer 35
 Inner 35

Resistance

Outer Hull: 10 12
 Inner Hull: 10 12

Structural Integrity Field

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] 31
Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16
Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 16

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 415/360/6,500

Crew Quarters

Spartan: 200 10
Basic: 250 25
Expanded: 75 15
Luxury: 40 40
Unusual: 5 5

Environmental Systems

Basic Life Support [11 Power/round] 28
Reserve Life Support [6 Power/round] 14
Emergency Life Support (42 emergency shelters) 14
Gravity [4 Power/round] 7
Consumables: 2 years' worth 14
Replicator Systems
 Food Replicators [7 Power/round] 7
 Industrial Replicators 13
 Type: Network of small replicators [2 Power/round]
 Type: 2 large units [2 Power/replicator/round]
Medical Facilities: 6 (+1) [6 Power/round] 30
Recreation Facilities: 5 [10 Power/round] 40
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 21
Fire Suppression System [1 Power/round when active] 7
Cargo Holds: 100,000 cubic meters 3
 Locations: 10 locations throughout the ship
Escape Pods 9
 Number: 150
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5E3 76
Speed: 4.9/8.9/9.2 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Special Configuration: Embedded 28

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft bridge module

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft edge of forward "wings"

Reaction Control System (.025c)

[2 Power/round when in use] 7

POWER SYSTEMS

Warp Engine

Type: Class 10/P (generates 545 Power/round) 115
Location: Engineering amidships

Impulse Engine[s]:

2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type D (generates 40 Power/round) 40

EPS:

Standard Power flow, +250 Power transfer/round 60

Standard Usable Power: 601

OPERATIONS SYSTEMS

Bridge:

Bridge module 35

Computers

Core 1: Forward hull [5 Power/round] 21
Core 2: Engineering hull [5 Power/round] 21
ODN 21

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 48
Range Package: Type 7 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.8/3.9-5.0)
Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Lateral Sensors [5 Power/round] 20
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Coverage: Standard
Navigational Sensors [5 Power/round] 18
Strength Package: Class 7 (Strength 7)
Gain Package: Class Beta (+2)
Probes: 60 6
Sensors Skill: 4

Engineering Ventral
Spiral-Wave Disruptor Arrays (2) 84

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral on engineering hull, one in forward section, one in aft section
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor Arrays (2) 84

Class: *Tavor*
Damage: 200 [20 Power]
Number of Shots: Up to 3 shots per disruptor per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft, one port, one starboard
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Forward Torpedo Launcher 18

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher 18

Standard Load: Type II photon torpedo (200 Damage)
Spread: 10
Range: 15/300,000/1,000,000/3,500,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 20 20

TA/T/TS: Class Beta [1 Power/round] 9

Strength: 8
Bonus: +1

Weapons Skill: 4

Shields (Forward, Aft, Port, Starboard) 73 (x4)

Shield Generator:
 Class 5 (Protection 900 + 100 [embedded nacelles])
 [90 Power/round]
Shield Grid: Type B (33% increase to 1200 Protection)
Subspace Field Distortion Amplifiers:
 Class Zeta (Threshold 300 + 10 [embedded nacelles])
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 8

Auto-Destruct System 7

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 30 Size worth of ships 60
Standard Complement: 15 shuttlecraft
Location(s): Aft of bridge module, ventral of forward module
Captain's Yacht: No

Description and Notes

Fleet data:

The most common Warship class used by the Central Command, the Thalon-class Warship fought on every major front of the Dominion War. Instead of grouping them together into single-ship wings, Cardassian commanders spread them around the fleet, placing two or three in most large ship units to act as a strong offensive "center" for wing formations.

The Sixth and Ninth Orders find the Thalon class useful as an exploration vessel. By outfitting it with additional sensors and laboratories, they can use it to perform their missions more efficiently. They don't sacrifice any of the ship's firepower, though—a decision for which many ships have proved grateful when they encountered hostile alien species during their journeys.

Cardassian engineers designed the Thalon class by adapting plans from the Aberax-class Destroyer. Its wedge-shaped forward hull has a squared-off tip, without the centerline split or "speartip" of the Aberax. A Disruptor Cannon occupies the forward edge of the forward hull, while the raised, roughly rectangular-shaped bridge section sits atop the hull's aft end and blends subtly into the engineering hull. The Thalon has a longer, broader engineering hull than the Aberax—almost as broad as the forward hull—but it's composed of linked sections like the Destroyer.

Noteworthy vessels/service records/encounters:

Thalon, prototype; *Gor'tag*, made first contact with the Vuçaaat (2370); *Hel'chai*, participated in initial forays into Federation space during the early days of the Dominion War (2373-74); *Methec*, led key offensive during the First Battle of Vulcanis (2374); *Dronar*, destroyed a Jem'Hadar Carrier when the Cardassians turned on the Jem'Hadar in the last battle of the Dominion War (2375).

THARBALT CLASS

Class and Type: *Tharbalt*-class Warp Shuttle (various models)
Commissioning Date: Varies

HULL SYSTEMS

Size: 2

Type 3: 5.8 x 4.2 x 3.1 m; 1 deck; 3.54 metric tonnes
Type 5: 11.1 x 5.3 x 3.4 m; 1 deck; 4.29 metric tonnes
Type 9: 9.3 x 3.8 x 3.1 m; 1 deck; 3.97 metric tonnes
SUs Available: 500
SUs Used: 438

Hull

Outer 10
 Inner 10

Resistance

Outer Hull: 4 3
 Inner Hull: 4 3

Structural Integrity Field

Main: Class 1 (Protection 40/60) 14
 [1 Power/10 Protection/round]
Backup: Class 1 (Protection 20) 7
 [1 Power/10 Protection/round]
Backup: Class 1 (Protection 20) 7
 [1 Power/10 Protection/round]

Specialized Hull:

Atmospheric Capability; Planetfall Capability 4

PERSONNEL SYSTEMS

Crew/Passengers/Evac: See below.

Type 3: 2/5/9
Type 5: 2/5/9
Type 9: 2/5/9

Crew Quarters: None for any type

Environmental Systems

Basic Life Support [3 Power/round] 8
Reserve Life Support [2 Power/round] 4
Emergency Life Support (no emergency shelters) 4
Gravity [1 Power/round] 2
Consumables: 1 week's worth 1
Replicator Systems: Usually none; at most, one food replicator 1
Medical Facilities: 1 (+0) [1 Power/round] 5
Recreation Facilities: None
Personnel Transport: Jefferies tubes at the most 2
Fire Suppression System [1 Power/round when active] 2
Cargo Holds: None
Escape Pods: None

PROPULSION SYSTEMS

Warp Drive

Nacelles: See below (all 1 Power/.2 warp speed) 8
Type 3: Type 1 (1.25/1.25/1.25)
Type 5: Type 1 uprated (1.25/1.5/1.75)
Type 9: Type 1A (1.2/2.0/3.0)
PIS: Type J (up to 48 hours of Maximum warp) 20
Special Configuration: Embedded 8

Impulse Engine

Type: Class 1 (.25c/.5c) [2/5 Power/round] 5
Location: Varies; typically aft

Reaction Control System (.025c)

[2 Power/round when in use] 2

POWER SYSTEMS

Warp Engine

Type: Typically Type 2/B (generates 120 Power/round) 32
Location: Amidships

Impulse Engine[s]:

1 Class 1 (generate 8 Power/engine/round)

Auxiliary Power:

1 reactor (generates 5 Power/round) 3

Emergency Power:

Type A (generates 25 Power/round) 25

EPS:

Standard Power flow, +50 Power transfer/round 15

Standard Usable Power: 128

OPERATIONS SYSTEMS

Bridge: Forward 10

Computers

Core 1: Amidships [5 Power/round] 6
ODN 6

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral 8

Sensor Systems

Long-range Sensors [5 Power/round] 18

Range Package: Type 2 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 12 light-years (1/1.1-3.0/3.1-8.0/8.1-12)

Strength Package: Class 5 (Strength 5)

Gain Package: Standard (+0)

Coverage: Standard

Lateral Sensors [5 Power/round] 10

Strength Package: Class 5 (Strength 5)

Gain Package: Standard (+0)

Coverage: Standard

Navigational Sensors [5 Power/round] 10

Strength Package: Class 5 (Strength 5)

Gain Package: Standard (+0)

Probes: None

Sensors Skill: 2

Flight Control Systems

Autopilot:

Shipboard Systems (Flight Control) 2, Coordination 1
 [1 Power/round in use] 7

Navigational Computer

Main: Class 1 (+0) [0 Power/round] 0
Backups: 1 0

Inertial Damping Field

Main 8
Strength: 3 [3 Power/round]
Number: 2

Backup 2

Strength: 2 [2 Power/round]
Number: 2

Attitude Control [1 Power/round] 1



Communications Systems	10
Type: Class 5 [2 Power/round]	
Strength: 5	
Security: -2	
Emergency Communications: No	
Tractor Beams	
Emitter: Class Alpha [3 Power/Strength used/round]	3
Accuracy: 5/6/8/11	
Location: Forward	
Emitter: Class Alpha [3 Power/Strength used/round]	3
Accuracy: 5/6/8/11	
Location: Aft	
Transporters	
Type: Personnel [3 Power/use]	10
Pads: 2	
Emitter/Receiver Array: Personnel Type 4 (30,000 km range)	
Energizing/Transition Coils: Class E (Strength 5)	
Number and Location: Aft of cockpit (bridge)	
Cloaking Device: None	
Security Systems	
Rating: N/A	0
Anti-Intruder System: Yes [1 Power/round]	2
Neutralization Fields [2 Power/3 Strength]	4
Science Systems	
Rating 1 (+0) [1 Power/round]	7
Specialized Systems: None	
Laboratories: None	
TACTICAL SYSTEMS	
Forward Spiral-Wave Disruptor	30
Class: <i>Cheh'gesh</i>	
Damage: 140 [14 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	
Aft Spiral-Wave Disruptor	30
Class: <i>Cheh'gesh</i>	
Damage: 140 [14 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft	
Firing Arc: 360 degrees aft	
Firing Modes: Standard, Pulse	
TA/T/TS: Class Alpha [0 Power/round]	6
Strength: 7	
Bonus: +0	
Weapons Skill: 2	
Shields (Forward, Aft, Port, Starboard)	9 (x4)
Shield Generator:	
Class 1 (Protection 100 + 100 [embedded nacelles])	
[10 Power/shield/round]	
Shield Grid: Type B (33% increase to 133 Protection)	
Subspace Field Distortion Amplifiers:	
Class Alpha (Threshold 33 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	4

Auto-Destruct System	2
AUXILIARY SPACECRAFT SYSTEMS	
None	
Description and Notes	
Fleet data:	
This Starship Template provides data on three different Tharbalt-class Warp Shuttle models: the Type 3, Type 5, and Type 9. For the most part these shuttles are similar, differing only in size, aesthetics, and minor technical ways. Each of them resembles a smaller, less angular-looking Hideki-class Fighter, but without the large disruptor cannon assembly aft.	
Narrators and players can also use this Template for the captains' yachts on Cardassian vessels.	

VERAS CLASS

Class and Type: Veras-Class Armed Courier
Commissioning Date: 2371

HULL SYSTEMS

Size: 3
Length: 73.24 meters
Beam: 58.25 meters
Height: 13.68 meters
Decks: 3
Mass: 62,000 metric tonnes
SUs Available: 1,000
SUs Used: 981

Hull

Outer 15
 Inner 15

Resistance

Outer Hull: 6
 Inner Hull: 6

Structural Integrity Field

Main: Class 3 (Protection 60/90)
 [1 Power/10 Protection/round] 21
Backup: Class 3 (Protection 30)
 [1 Power/10 Protection/round] 11
Backup: Class 3 (Protection 30)
 [1 Power/10 Protection/round] 11

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 4/20/85

Crew Quarters

Spartan: 4
Basic: 10
Expanded: 6
Luxury: 4
Unusual: 1

Environmental Systems

Basic Life Support [5 Power/round] 12
Reserve Life Support [3 Power/round] 6
Emergency Life Support (18 emergency shelters) 6
Gravity [2 Power/round] 3
Consumables: 1 years' worth 3
Replicator Systems
 Food Replicators [3 Power/round] 3
 Industrial Replicators 3
 Type: Network of small replicators [2 Power/round]
Medical Facilities: 5 (+1) [5 Power/round] 25
Recreation Facilities: 4 [8 Power/round] 32
Personnel Transport: Jefferies tubes [0 Power/round] 3
Fire Suppression System [1 Power/round when active] 3
Cargo Holds: 2,500 cubic meters 1
 Locations: 3 locations throughout the ship
Escape Pods 2
 Number: 20
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 6C6 103
Speed: 6.0/9.0/9.6 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Uprating: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 12

Impulse Engine

Type: Class 4B (.65c/.85c) [6/8 Power/round] 23
Acceleration Uprating: Class Alpha (66% acceleration)
 [1 Power/round when active] 2
Location: Aft

Reaction Control System (.025c)

[2 Power/round when in use] 3

POWER SYSTEMS

Warp Engine

Type: Class 6/K (generates 300 Power/round) 70
 Location: Amidships

Impulse Engine[s]:

1 Class 4B (generate 38 Power/engine/round)
Auxiliary Power:
 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type D (generates 40 Power/round) 40

EPS:

Standard Power flow, +200 Power transfer/round 35

Standard Usable Power: 338

OPERATIONS SYSTEMS

Bridge:

Forward dorsal 15

Computers

Core 1: Aft of bridge [5 Power/round] 9
ODN 9

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000 12
 Accuracy: 5/6/8/11
 Location: Ventral of command hull

Sensor Systems

Long-range Sensors [5 Power/round] 29
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] 13
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors [5 Power/round] 12
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Probes: 10 1
Sensors Skill: 5

Flight Control Systems

Autopilot:
 Shipboard Systems (Flight Control) 3, Coordination 3
 [1 Power/round in use] 12

Navigational Computer

Main: Class 1 (+0) [0 Power/round] 0
 Backups: Two 0

Inertial Damping Field	
Main	12
Strength: 9 [3 Power/round]	
Number: 2	
Backup	4
Strength: 6 [2 Power/round]	
Number: 2	
Attitude Control [1 Power/round]	1
Communications Systems	
Type: Class 8 [2 Power/round]	21
Strength: 8	
Security: -4 (Class Gamma upgrade)	
Basic Upgrading: Class Alpha (+1)	
Emergency Communications: No	
Tractor Beams	
Emitter: Class Beta [3 Power/Strength used/round]	6
Accuracy: 4/5/7/10	
Location: Forward ventral	
Emitter: Class Alpha [3 Power/Strength used/round]	3
Accuracy: 5/6/8/11	
Location: Aft	
Transporters	
Type: Personnel [5 Power/use]	34
Pads: 6	
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)	
Energizing/Transition Coils: Class H (Strength 8)	
Number and Location: Two in command hull	
Type: Emergency [5 Power/use]	34
Pads: 22	
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)	
Energizing/Transition Coils: Class H (Strength 8)	
Number and Location: One each in port and starboard sections	
Type: Cargo [4 Power/use]	13
Pads: 400 kg	
Emitter/Receiver Array: Cargo Type 3 (40,000 km range)	
Energizing/Transition Coils: Class H (Strength 8)	
Number and Location: One in aft command hull	
Cloaking Device: None	
Security Systems	
Rating: 4	16
Anti-Intruder System: Yes [1 Power/round]	3
Neutralization Fields [2 Power/3 Strength]	6
Science Systems	
Rating 1 (+0) [1 Power/round]	8
Specialized Systems: None	
Laboratories: 1	2

TACTICAL SYSTEMS

Forward Spiral-Wave Disruptor Array	42
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward on command hull	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	

Aft Spiral-Wave Disruptor Array	44
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft on command hull	
Firing Arc: 540 degrees aft	
Firing Modes: Standard, Pulse	
TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	
Bonus: +1	

Weapons Skill: 5

Shields (Forward, Aft, Port, Starboard)	24 (x4)
Shield Generator:	
Class 2 (Protection 400 + 100 [embedded nacelles])	
[40 Power/shield/round]	
Shield Grid: Type C (50% increase to 600 Protection)	
Subspace Field Distortion Amplifiers:	
Class Gamma (Threshold 133 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	4

Auto-Destruct System	3
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AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None
Captain's Yacht: No

Description and Notes

Fleet data:

The Central Command uses the Veras-class Armed Courier to transport important military and political figures throughout the Cardassian Union. With its fast engines, high degree of maneuverability, and powerful weapons, it's adept at evading pursuers and destroying obstacles. Because the Union dare not risk the lives of the important persons who travel in and conduct high-level meetings in the Veras's luxurious suites, only the most skilled pilots and crewmen receive a posting to one of these vessels.

The Veras consists of a fat crescent-shaped command hull with a prominent central bulge containing the engineering section and a large aft "tower" containing the bridge. Projecting backward from the points of the crescent are two large cylindrical sections, each containing rooms, conference chambers, and various other facilities and systems.

Noteworthy vessels/service records/encounters:

Veras, prototype; *Korgena*, transported Gul Dukat to secret meetings with the Dominion (2373).

VIDREN CLASS

Class and Type: Vidren-Class Strike Frigate
Commissioning Date: 2365

HULL SYSTEMS

Size: 5
Length: 95.42 meters
Beam: 188.93 meters
Height: 43.66 meters
Decks: 8
Mass: 444,635 metric tonnes
SUs Available: 1,900
SUs Used: 1,897

Hull

Outer 25
 Inner 25

Resistance

Outer Hull: 8 9
 Inner Hull: 8 9

Structural Integrity Field

Main: Class 5 (Protection 80/120) [1 Power/10 Protection/round] 29
Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15
Backup: Class 5 (Protection 40) [1 Power/10 Protection/round] 15

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 264/78/3,680

Crew Quarters

Spartan: 160 8
Basic: 100 10
Expanded: 35 7
Luxury: 8 8
Unusual: 2 2

Environmental Systems

Basic Life Support [10 Power/round] 20
Reserve Life Support [5 Power/round] 10
Emergency Life Support (30 emergency shelters) 10
Gravity [3 Power/round] 5
Consumables: 2 years' worth 10
Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
Medical Facilities: 6 (+1) [6 Power/round] 30
Recreation Facilities: 4 [8 Power/round] 32
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 15
Fire Suppression System [1 Power/round when active] 5
Cargo Holds: 33,000 cubic meters 1
 Locations: 6 locations throughout the ship
Escape Pods 6
 Number: 120
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5D 70
Speed: 5.0/8.4/9.2 [1 Power/.2 warp speed] 16
PIS: Type H (12 hours of Maximum warp)
Uprating: Package 1 for Standard, Sustainable, Package 3 for Maximum 10
Special Configuration: Embedded 20

Impulse Engine

Type: Class 4A (.6c/.85c) [6/8 Power/round] 22
Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] 4
Location: Aft of main hull

Impulse Engine

Type: Class 4A (.6c/.85c) [6/8 Power/round] 22
Acceleration Uprating: Class Beta (75% acceleration) [2 Power/round when active] 4
Location: Aft edge of starboard and port wings

Reaction Control System (.025c)

[2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Class 8/N (generates 400 Power/round) 90
Location: Main hull amidships

Impulse Engine[s]:

2 Class 4A (generate 35 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type D (generates 40 Power/round) 40

EPS:

Standard Power flow, +200 Power transfer/round 45

Standard Usable Power: 470

OPERATIONS SYSTEMS

Bridge: Command hull

25

Computers

Core 1: Main hull, ventral amidships [5 Power/round] 15
Core 2: Starboard wing [5 Power/round] 15
ODN 15

Navigational Deflector [5 Power/round]

25

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 41
Range Package: Type 6 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] 17
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors [5 Power/round] 16
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Probes: 20 2
Sensors Skill: 4

Port Wing Forward	
Spiral-Wave Disruptor Arrays (2)	84
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Forward edge of port wing	
Firing Arc: 360 degrees forward	
Firing Modes: Standard, Pulse	
Aft Spiral-Wave Disruptor Array	42
Class: <i>Tavor</i>	
Damage: 200 [20 Power]	
Number of Shots: Up to 3 shots per disruptor per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft of main hull	
Firing Arc: 360 degrees aft	
Firing Modes: Standard, Pulse	
Forward Torpedo Launcher	16
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 6	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: Ventral of main hull	
Firing Arc: Forward, but are self-guided	
Torpedoes Carried:	15
TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	
Bonus: +1	
Weapons Skill:	4
Shields (Forward, Aft, Port, Starboard)	46 (x4)
Shield Generator:	
Class 4 (Protection 750 + 100 [embedded nacelles])	
[75 Power/shield/round]	
Shield Grid: Type B (33% increase to 1,000 Protection)	
Subspace Field Distortion Amplifiers:	
Class Epsilon (Threshold 250 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators:	4 (1 per shield)
Auto-Destruct System	5

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 6 Size worth of ships	12
Standard Complement: 3 shuttlecraft	
Location(s): Aft of main hull	
Captain's Yacht: No	

Description and Notes

Fleet data:

The Vidren-class Strike Frigate began as a gleam in the eye of Glinn Hotar Peret, who worked on the Thalkar Development Project but left it after two years, when he developed serious differences of opinion with his superiors. Glinn Peret wanted a ship of roughly the same size, but very different configuration. The ship he envisioned, which he christened a "Strike Frigate," would have heavy armament and shields, but remain as fast and maneuverable as lesser frigates. When it became apparent to him that the officers in charge of the project were jealous of his genius and would not listen to his ideas, he used his vesala to arrange a transfer to another project, to develop an as-yet-unnamed new type of frigate. There, his ideas proved more influential.

His new commanders found his ideas noteworthy and intriguing, and accepted almost all of them, right down to Glinn Peret's chosen name for the class, from his favorite author of the First Hebitian period.

Though the Vidren entered field service two years later than the Thalkar, it has enjoyed greater acceptance and popularity than the Heavy Frigate, much to Glinn Peret's delight. Its powerful tactical systems and speed made it well-suited for many different types of missions during the Federation-Cardassian, Klingon-Cardassian, and Dominion wars.

Physically, the Vidren resembles an archer's bow from ancient Earth when viewed from above or below. It has a large, rectangular command hull, where most of the major ship systems are located. Sweeping out to either side are half-crescent "wings" which hold weapons, crew quarters, and various minor systems. Thus, it has a relatively short length but an enormous beam. Although some Cardassian officers find its appearance faintly ridiculous, referring to it as *jhelaret n'sheren* ("the flying crescent moon"), few of them quibble with its ability to perform well in combat and maneuver adroitly.

Noteworthy vessels/service records/encounters:

Vidren, prototype: *Bel'carth*, led the surprise attack on Starfleet's 236th Tactical Wing which resulted in a decisive victory for the Cardassian forces at Fendaras II (2366); *Yel'kren*, destroyed a large pirate band plaguing several Iron Path worlds (2370); *Kharlaish*, destroyed by the Klingons while fighting a holding action which allowed the Central Command to evacuate all civilians from Nargeth VI (2373); *Savvar*, participated in all three assaults on the Vulcanis system (2374-75).

VORESKA CLASS

Class and Type: Voreska-Class Research/Laboratory Vessel
Commissioning Date: 2357

HULL SYSTEMS

Size: 5

Length: 235.68 meters
Beam: 86.72 meters
Height: 47.80 meters
Decks: 10
Mass: 468,950 metric tonnes
SUs Available: 1,600
SUs Used: 1,488

Hull

Outer 25
 Inner 25

Resistance

Outer Hull: 6 6
 Inner Hull: 6 6

Structural Integrity Field

Main: Class 4 (Protection 70/110)
 [1 Power/10 Protection/round] 26
Backup: Class 4 (Protection 35)
 [1 Power/10 Protection/round] 13
Backup: Class 4 (Protection 35)
 [1 Power/10 Protection/round] 13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 159/84/5,650

Crew Quarters

Spartan: None
Basic: 200 20
Expanded: 75 15
Luxury: 10 10
Unusual: 10 10

Environmental Systems

Basic Life Support [11 Power/round] 20
Reserve Life Support [6 Power/round] 10
Emergency Life Support (30 emergency shelters) 10
Gravity [3 Power/round] 5
Consumables: 3 years' worth 15

Replicator Systems

Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]

Medical Facilities: 6 (+1) [6 Power/round] 30

Recreation Facilities: 5 [10 Power/round] 40

Personnel Transport:

Turbolifts, Jefferies tubes [2 Power/round] 15

Fire Suppression System [1 Power/round when active] 5

Cargo Holds: 66,000 cubic meters 2

Locations: 4 locations throughout ship

Escape Pods

Number: 120 7
 Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 5A 55
Speed: 5.0/7.0/8.0 [1 Power/2 warp speed]
PIS: Type E (8 hours of Maximum warp) 10
Upating: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 20

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft of command hull

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Engineering hull

Reaction Control System (.025c)

[2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Class 6/K (generates 330 Power/round) 73
Location: Engineering hull

Impulse Engine[s]:

2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type E (generates 45 Power/round) 45

EPS:

Standard Power flow, +150 Power transfer/round 40

Standard Usable Power: 386

OPERATIONS SYSTEMS

Bridge: Command hull dorsal 25

Computers

Core 1: Command hull [5 Power/round] 15
Core 2: Engineering hull [5 Power/round] 15
Core 3: Dorsal laboratory pod [5 Power/round] 15
Upating: Class Alpha (+1) [1 Power/computer/round] 6
ODN 15

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000 25
Accuracy: 5/6/8/11
Location: Ventral of command hull,
 on forward end of engineering hull

Sensor Systems

Long-range Sensors [5 Power/round] 59

Range Package: Type 7 (Accuracy 3/4/7/10)

High Resolution: .5/6-1.0/1.1-3.8/3.9-5.0

Low Resolution: 1/1.1-6.0/6.1-13.0/13.1-17

Strength Package: Class 8 (Strength 8)

Gain Package: Class Beta (+2)

Coverage: -3,000 substances

Lateral Sensors [5 Power/round] 31

Strength Package: Class 8 (Strength 8)

Gain Package: Class Beta (+2)

Coverage: -3,000 substances

Navigational Sensors [5 Power/round] 20

Strength Package: Class 8 (Strength 8)

Gain Package: Class Beta (+2)

Probes: 120 12

Sensors Skill: 4

Flight Control Systems**Autopilot:**

Shipboard Systems (Flight Control) 3, Coordination 1
[1 Power/round in use] 10

Navigational Computer

Main: Class 2 (+1) [1 Power/round] 2

Backups: 2 2

Inertial Damping Field**Main**

Strength: 8 [3 Power/round] 30

Number: 3

Backup

Strength: 5 [2 Power/round] 9

Number: 3

Attitude Control [1 Power/round] 1

Communications Systems

Type: Class 8 [2 Power/round] 16

Strength: 8

Security: -3

Basic Uprating: None

Emergency Communications: Yes [2 Power/round] 1

Tractor Beams

Emitter: Class Gamma [3 Power/Strength used/round] 9

Accuracy: 4/5/7/10

Location: Forward

Emitter: Class Gamma [3 Power/Strength used/round] 9

Accuracy: 4/5/7/10

Location: Aft

Emitter: Class Alpha [3 Power/Strength used/round] 6

Accuracy: 5/6/8/11

Location: Shuttlebay (x2)

Transporters

Type: Personnel [5 Power/use] 60

Pads: 6

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class F (Strength 6)

Number and Location: One in command hull,
one in engineering hull, one in each laboratory pod

Type: Emergency [5 Power/use] 52

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class F (Strength 6)

Number and Location: One in command hull,
one in engineering hull, one in each laboratory pod

Type: Cargo [4 Power/use] 44

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class F (Strength 6)

Number and Location: Two in engineering hull,
one in each laboratory pod

Cloaking Device: None

Security Systems

Rating: 3 12

Anti-Intruder System: Yes [1 Power/round] 5

Neutralization Fields [2 Power/3 Strength] 10

Science Systems

Rating 3 (+2) [3 Power/round] 20

Specialized Systems: 3 15

Laboratories: From 26-40, depending on laboratory
modules installed 8

TACTICAL SYSTEMS**Forward Spiral-Wave Disruptor Array**

42

Class: *Tavor*

Damage: 200 [20 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward edge of command hull

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Command Hull Dorsal Disruptor Array

33

Class: *Carkhet*

Damage: 160 [16 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Dorsal side of command hull

Firing Arc: 360 degrees dorsal (significant arc shadow)

Firing Modes: Standard, Pulse

Command Hull Ventral Disruptor Array

33

Class: *Carkhet*

Damage: 160 [16 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Ventral side of command hull

Firing Arc: 360 degrees ventral (significant arc shadow)

Firing Modes: Standard, Pulse

Torpedo Launcher

14

Standard Load: Type II photon torpedo (200 Damage)

Spread: 2

Range: 15/300,000/1,000,000/3,500,000

Targeting System: Accuracy 4/5/7/10

Power: [20 + 5 per torpedo fired]

Location: Forward, ventral side of command hull

Firing Arc: Forward, but are self-guided

Torpedoes Carried:

10

1

TA/T/TS: Class Alpha [0 Power/round]

6

Strength: 7

Bonus: +0

Weapons Skill:

3

Shields (Forward, Aft, Port, Starboard)

32 (x4)

Shield Generator:

Class 2 (Protection 400 + 100 [embedded nacelles])

[40 Power/shield/round]

Shield Grid: Type B (33% increase to 533 Protection)

Subspace Field Distortion Amplifiers:

Class Gamma (Threshold 120 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System

5

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 10 Size worth of ships 20

Standard Complement: 5 shuttlecraft

Location(s): Aft of command hull, to port and starboard sides

Captain's Yacht: No

Description and Notes

Fleet data:

The Voreska-class science vessel, the most common research ship used by the Cardassians, consists of four sections. The primary section, the command hull, is a large half-oval shape similar to that seen on many other Cardassian ships. Attached to its aft center is a rectangular engineering hull, similar in shape to engineering hulls on other Cardassian vessels, but much shorter and taller. Attached to the dorsal and ventral sides of the engineering hull are fat crescent-shaped "laboratory pods" containing advanced sensors and scientific equipment, and attached to its aft side is a long "tail" of six sections. Each of these sections holds more laboratories and science facilities, and is modular; the crew can swap a section out at a spacedock and put a section with different labs and equipment in its place.

Although well-equipped for scientific pursuits, the Voreska is a poor combat vessel by Cardassian standards. Equipped only with a few disruptor arrays, and one forward torpedo launcher, it's weakly armed compared to most other Central Command ships.

Noteworthy vessels/service records/encounters:

Voreska, prototype; *Yel'gra*, researched anomalous condition of the Tulajra Quasar (2361); *Hevret*, participated in the first comprehensive survey of the Creltar Sector (2364-67); *Ghettar*, explored the Gedaro Expanse and made first contact with the H'n'k (2371-72).

Cardassian Civilian Vessels and Member/Allied Species Vessels

PRENDAK CLASS

Class and Type: *Prendak*-Class Prisoner Transport
Commissioning Date: 2346

HULL SYSTEMS

Size: 7

Length: 522.37 meters
Beam: 278.62 meters
Height: 137.88 meters
Decks: 30 decks
Mass: 3,738,900 metric tonnes
SUs Available: 1,850
SUs Used: 1,648

Hull

Outer 35
Inner 35

Resistance

Outer Hull: 6 6
Inner Hull: 6 6

Structural Integrity Field

Main: Class 4 (Protection 70/110)
[1 Power/10 Protection/round] 28
Backup: Class 4 (Protection 35)
[1 Power/10 Protection/round] 14
Backup: Class 4 (Protection 35)
[1 Power/10 Protection/round] 14

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 213/2,500/12,850

Crew Quarters

Spartan: 2,500 125
Basic: 250 25
Expanded: 10 2
Luxury: 3 3
Unusual: 2 2

Environmental Systems

Basic Life Support [12 Power/round] 28
Reserve Life Support [6 Power/round] 14
Emergency Life Support (21 emergency shelters) 14
Gravity [4 Power/round] 7
Consumables: 1 years' worth 7
Replicator Systems
Food Replicators [7 Power/round] 7
Industrial Replicators 7
Type: Network of small replicators [2 Power/round]
Medical Facilities: 3 (+1) [3 Power/round] 15
Recreation Facilities: 3 [6 Power/round] 24
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 21
Fire Suppression System [1 Power/round when active] 7
Cargo Holds: 33,000 cubic meters 1
Locations: 12 locations throughout the ship
Escape Pods 8
Number: 160
Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 4A2 37
Speed: 3.9/7.3/8.1 [1 Power/2 warp speed] 16
PIS: Type H (12 hours of Maximum warp) 28
Special Configuration: Embedded

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft of command hull

Reaction Control System (.025c)

[2 Power/round when in use] 7

POWER SYSTEMS

Warp Engine

Type: Class 6/K (generates 330 Power/round) 73
Location: Engineering amidships

Impulse Engine[s]:

1 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type D (generates 40 Power/round) 40

EPS:

Standard Power flow, +200 Power transfer/round 55

Standard Usable Power: 358

OPERATIONS SYSTEMS

Bridge: Bridge module, forward dorsal of command hull 35

Computers

Core 1: Main command hull [5 Power/round] 21
Core 2: Engineering hull [5 Power/round] 21
ODN 21

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000 35
Accuracy: 5/6/8/11
Location: Ventral of command hull, forward end of engineering hull

Sensor Systems

Long-range Sensors [5 Power/round] 26
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard
Lateral Sensors [5 Power/round] 10
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Coverage: Standard
Navigational Sensors [5 Power/round] 10
Strength Package: Class 5 (Strength 5)
Gain Package: Standard
Probes: 10 1
Sensors Skill: 2

Flight Control Systems

Autopilot:

Shipboard Systems (Flight Control) 2, Coordination 1
[1 Power/round in use] 7

Navigational Computer

Main: Class 2 (+1) [1 Power/round] 2
Backups: 2 2

Inertial Damping Field

Main

Strength: 8 [3 Power/round] 42
Number: 3

Backup

Strength: 5 [2 Power/round] 12
Number: 3

Attitude Control [2 Power/round]

2

Communications Systems

Type: Class 5 [2 Power/round] 10

Strength: 5

Security: -2

Basic Upgrading: None

Emergency Communications: No

Tractor Beams

Emitter: Class Gamma [3 Power/Strength used/round] 9

Accuracy: 4/5/7/10

Location: Forward ventral

Transporters

Type: Personnel [5 Power/use] 64

Pads: 6

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One in command hull,
one in engineering hull, two in prison section

Type: Emergency [5 Power/use] 30

Pads: 20

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One in main command hull,
one in engineering hull

Type: Cargo [4 Power/use] 24

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: Two in engineering hull

Cloaking Device: None

Security Systems

Rating: 5 20

Anti-Intruder System: Yes [1 Power/round] 7

Backup Anti-Intruder System: Yes [1 Power/round] 7

Neutralization Fields [2 Power/3 Strength] 14

Backup Neutralization Fields [2 Power/3 Strength] 14

Science Systems

Rating 1 (+0) [1 Power/round] 12

Specialized Systems: None

Laboratories: None

TACTICAL SYSTEMS

Forward Disruptor Cannon

54

Class: *Drevan*

Damage: 260 [26 Power]

Number of Shots: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Forward edge of command hull

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Aft Disruptor Cannon

54

Class: *Drevan*

Damage: 260 [26 Power]

Number of Shots: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

Starboard Spiral-Wave Disruptor Array

42

Class: *Tavor*

Damage: 200 [20 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Starboard side of prison section

Firing Arc: 360 degrees starboard

Firing Modes: Standard, Pulse

Port Spiral-Wave Disruptor Array

42

Class: *Tavor*

Damage: 200 [20 Power]

Number of Shots: Up to 3 shots per disruptor per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Port side of prison section

Firing Arc: 360 degrees port

Firing Modes: Standard, Pulse

TA/T/TS: Class Alpha [0 Power/round]

6

Strength: 7

Bonus: +0

Weapons Skill: 3

Shields (Forward, Aft, Port, Starboard)

59 (x4)

Shield Generator:

Class 3 (Protection 500 + 100 [embedded nacelles])
[50 Power/round]

Shield Grid: Type C (50% increase to 750 Protection)

Subspace Field Distortion Amplifiers:

Class Delta (Threshold 165 + 10 [embedded nacelles])

Recharging System: Class 1 (45 seconds)

Backup Shield Generators: 4 (1 per shield) 8

Auto-Destruct System

7

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None

Captain's Yacht: No

Description and Notes

Fleet data:

Cardassian efficiency in matters penological is legendary (some might say "infamous") throughout the Alpha Quadrant. The *Prendak*-class Prison Transport provides a prime example of that efficiency. Built to transport up to 2,500 hardened criminals (each in his own cell, to prevent fraternization) with absolute security, it does its job quite well.

The internal security of a *Prendak* presents a nigh-insurmountable obstacle to transportees' escape plans (the only recorded successful escapes from a *Prendak* have all involved corruption on the part of the jailers, or outside assistance). All security officers have extensive training, and are well-armed with energy weapons that function only for themselves; criminals find them useless if they manage to obtain one. They also carry prison tricorders optimized to scan for contraband and the like. Every three-meter section of corridor or access tube can be sealed by powerful neutralization fields, and at the least sign of resistance or attempted escape by prisoners, the captain won't hesitate to flood selected sections with neurozine (an anaesthetic gas) or neurocine (a lethal gas). Unfortunate misunderstandings of the captain's order for the anaesthetic have led to the deaths of hundreds of inmates on several of these ships, but the Ministry of Justice chalks these events up to the nature of the work, shrugs its shoulders, and makes no changes in nomenclature or procedure.

DET'TAR CLASS

Class and Type: *Det'tar*-Class Prospecting/Mining Vessel
Commissioning Date: 2364

HULL SYSTEMS

Size: 5
Length: 280.50 meters
Beam: 75.92 meters
Height: 71.35 meters
Decks: 15
Mass: 853,200 metric tonnes
SUs Available: 1,500
SUs Used: 1,476

Hull

Outer 25
 Inner 25

Resistance

Outer Hull: 6
 Inner Hull: 6

Structural Integrity Field

Main: Class 4 (Protection 70/110)
 [1 Power/10 Protection/round] 26
Backup: Class 4 (Protection 35)
 [1 Power/10 Protection/round] 13
Backup: Class 4 (Protection 35)
 [1 Power/10 Protection/round] 13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 48/21/5,600

Crew Quarters

Spartan: 10
Basic: 80
Expanded: None
Luxury: None
Unusual: None

Environmental Systems

Basic Life Support [11 Power/round] 20
Reserve Life Support [6 Power/round] 10
Emergency Life Support (30 emergency shelters) 10
Gravity [3 Power/round] 5
Consumables: 2 year's worth (plus any carried cargo) 10
Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
Medical Facilities: 4 (+1) [4 Power/round] 20
Recreation Facilities: 4 [8 Power/round] 32
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round] 15
Fire Suppression System [1 Power/round when active] 5
Cargo Holds: 800,000 cubic meters 24
 Locations: 12 ore modules amidships
Escape Pods 3
 Number: 60
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 215
Speed: 2.0/3.0/6.0 [1 Power/2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft of engineering section, on port and starboard "wings"

Impulse Engine

Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft of engineering section

Reaction Control System (.025c)

[2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Class 4/G (generates 240 Power/round) 54
Location: Engineering section

Impulse Engine[s]:

2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:

4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:

Type C (generates 35 Power/round) 35

EPS:

Standard Power flow, +100 Power transfer/round 35

Standard Usable Power: 296

OPERATIONS SYSTEMS

Bridge: Command hull dorsal 25

Computers

Core 1: Command hull [5 Power/round] 15
ODN 15

Navigational Deflector [5 Power/round]

Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Ventral of command hull

Sensor Systems

Long-range Sensors [5 Power/round] 44
Range Package: Type 4 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/6-1.0/1.1-3.5/3.6-5.0)
Low Resolution: 14 light-years (1/1.1-3.5/3.6-10.0/10.1-14)
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Coverage: -5,000
Lateral Sensors [5 Power/round] 28
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Coverage: -5,000
Navigational Sensors [5 Power/round] 12
Strength Package: Class 5 (Strength 5)
Gain Package: Class Alpha (+1)
Probes: 20
Sensors Skill: 3

Flight Control Systems

Autopilot:
 Shipboard Systems (Flight Control) 2, Coordination 1
 [1 Power/round in use] 7
Navigational Computer
 Main: Class 2 (+1) [1 Power/round] 2
 Backups: 2

Inertial Damping Field
Main 30
 Strength: 6 [3 Power/round]
 Number: 3
Backup 9
 Strength: 4 [2 Power/round]
 Number: 3
Attitude Control [1 Power/round] 1

Communications Systems 10
Type: Class 5 [2 Power/round]
Strength: 5
Security: -2
Basic Upgrading: None
Emergency Communications: No

Tractor Beams
Emitter: Class Delta [3 Power/Strength used/round] 12
 Accuracy: 4/5/7/10
 Location: Forward
Emitter: Class Delta [3 Power/Strength used/round] 12
 Accuracy: 4/5/7/10
 Location: Aft
Emitter: Class Gamma [3 Power/Strength used/round] 9
 Accuracy: 4/5/7/10
 Location: Dorsal amidships
Emitter: Class Gamma [3 Power/Strength used/round] 9
 Accuracy: 4/5/7/10
 Location: Ventral amidships

Transporters
Type: Personnel [5 Power/use] 30
 Pads: 6
 Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: One in command hull,
 one in engineering section
Type: Emergency [5 Power/use] 26
 Pads: 16
 Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: One in command hull,
 one in engineering section
Type: Cargo [4 Power/use] 275
 Pads: 400 kg
 Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 Energizing/Transition Coils: Class F (Strength 6)
 Number and Location: Two in each cargo module,
 one in engineering section

Cloaking Device: None
Security Systems
Rating: 2 8
Anti-Intruder System: Yes [1 Power/round] 5
Neutralization Fields [2 Power/3 Strength] 10

Science Systems
Rating 2 (+1) [2 Power/round] 15
Specialized Systems: 1 (Geology) 5
Laboratories: 6 2

TACTICAL SYSTEMS

Forward Spiral-Wave Disruptor Cannon 42
Class: *Ta'vor*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Aft Spiral-Wave Disruptor Cannon 42
Class: *Ta'vor*
 Damage: 200 [20 Power]
 Number of Shots: Up to 3 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft
Firing Arc: 360 degrees aft
Firing Modes: Standard, Pulse

Mining Disruptors (6) 132
Class: *Garshep*
 Damage: 100 [10 Power]
 Number of Shots: Up to 2 shots per disruptor per round
 Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Two each amidships on port and starboard sides,
 one each amidships on dorsal and ventral sides
Firing Arc: 360 degrees per side
Firing Modes: Standard, Pulse

TA/T/TS: Class Alpha [0 Power/round] 6
Strength: 7
Bonus: +0

Weapons Skill: 3
Shields (Forward, Aft, Port, Starboard) 28 (x4)
Shield Generator:
 Class 2 (Protection 300)
 [30 Power/shield/round]
Shield Grid: Type B (33% increase to 400 Protection)
Subspace Field Distortion Amplifiers:
 Class Beta (Threshold 100)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 4

Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): None
Captain's Yacht: No

Description and Notes

Fleet data:
 The *Det'tar*-class Prospecting/Mining Vessel is a common sight throughout the Cardassian Union. Though not pretty to look at, with its stubby, ugly command hull (forward) and engineering section (aft) connecting ore hoppers, there's no question that it's perfect for mining. Equipped with powerful sensors for detecting valuable minerals at a great distance through solid rock, mining disruptors to cut apart asteroids and drill into planets (and larger disruptors to scare off pirates and claim jumpers), and twelve enormous ore modules (each with its own feed system for onloading and offloading ore), it's the quintessential mining ship. The Cardassians have sold thousands of them to species and business concerns all over the Alpha and Beta Quadrants.

SHE SARA 'WENTHIA CLASS

Class and Type: *Shesara'Wenthia*-Class Luxury Transport
Commissioning Date: 2369

HULL SYSTEMS

Size: 7

Length: 523.65 meters
Beam: 157.22 meters
Height: 112.78 meters
Decks: 25
Mass: 2,100,500 metric tonnes
SUs Available: 2,750
SUs Used: 2,560

Hull

Outer 28
 Inner 28

Resistance

Outer Hull: 6
 Inner Hull: 6

Structural Integrity Field

Main: Class 6 (Protection 90/130) [1 Power/10 Protection/round] 34
Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 17
Backup: Class 6 (Protection 45) [1 Power/10 Protection/round] 17

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 1,857/769/16,000

Crew Quarters

Spartan: None
Basic: 2,000 200
Expanded: 550 110
Luxury: 250 250
Unusual: 30 30

Environmental Systems

Basic Life Support [13 Power/round] 28
Reserve Life Support [7 Power/round] 14
Emergency Life Support (42 emergency shelters) 14
Gravity [4 Power/round] 7
Consumables: 4 years' worth 28

Replicator Systems

Food Replicators [7 Power/round] 7
 Industrial Replicators 23
 Type: 2 networks of small replicators [2 Power/network/round]
 Type: 3 large units [2 Power/replicator/round]

Medical Facilities: 9 (+2) [9 Power/round] 45

Recreation Facilities: 9 [18 Power/round] 72

Personnel Transport:

Turbolifts, Jefferies tubes [2 Power/round] 21

Fire Suppression System [1 Power/round when active] 7

Cargo Holds: 33,000 cubic meters 1

Locations: 8 locations throughout the ship

Escape Pods 17

Number: 300

Capacity: 12 persons per pod

PROPULSION SYSTEMS

Warp Drive

Nacelles: Type 4.86 29
Speed: 4.0/6.0/8.5 [1 Power/.2 warp speed]
PIS: Type C (6 hours of Maximum warp) 6
Upgrading: Package 1 for Standard and Sustainable 4
Special Configuration: Embedded 28

Impulse Engine

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
Location: Aft

Impulse Engine

Type: Class 5 (.7c/.9c) [7/9 Power/round] 25
Location: Port and dorsal projections, amidships

Reaction Control System (.025c)

[2 Power/round when in use] 7

POWER SYSTEMS

Warp Engine

Type: Class 8/N (generates 400 Power/round) 90
Location: Engineering section, two-thirds to aft, on ventral side of ship

Impulse Engine[s]:

2 Class 5 (generate 40 Power/engine/round)

Auxiliary Power:

6 reactors (generate 5 Power/reactor/round) 18

Emergency Power:

Type F (generates 50 Power/round) 50

EPS:

Standard Power flow, +200 Power transfer/round 55

Standard Usable Power: 480

OPERATIONS SYSTEMS

Bridge: Bridge module, one-third to aft, on dorsal side of ship 35

Computers

Core 1: Forward [5 Power/round] 14
Core 2: Engineering [5 Power/round] 14
Core 3: Amidships ventral [5 Power/round] 14
Upgrading: Class Alpha (+1) [1 Power/computer/round] 6
ODN 21

Navigational Deflector [5 Power/round]

28

Range: 10/20,000/50,000/150,000

Accuracy: 5/6/8/11

Location: Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round] 45

Range Package: Type 7 (Accuracy 3/4/7/10)

High Resolution: 5 light-years (5/6-1.0/1.1-3.8/3.9-5.0)

Low Resolution: 17 light-years (1/1.1-6.0/6.1-13.0/13.1-17)

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Lateral Sensors [5 Power/round] 17

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Coverage: Standard

Navigational Sensors: [5 Power/round] 16

Strength Package: Class 7 (Strength 7)

Gain Package: Class Alpha (+1)

Probes: 20 4

(launched via small forward launcher costing 2 SUs)

Sensors Skill: 4

Flight Control Systems

- Autopilot:**
- Shipboard Systems (Flight Control) 3, Coordination 3 [1 Power/round in use] 12
- Navigational Computer**
- Main: Class 2 (+1) [1 Power/round] 2
- Backups: 2 2
- Inertial Damping Field**
- Main** 42
- Strength: 8 [3 Power/round]
- Number: 3
- Backup** 12
- Strength: 5 [2 Power/round]
- Number: 3
- Attitude Control** [2 Power/round] 2

Communications Systems

- Type: Class 8 [2 Power/round] 19
- Strength:** 8
- Security:** -3
- Basic Upgrading:** Class Alpha (+1)
- Emergency Communications:** Yes [2 Power/round] 1
- Holocommunications:** Yes 1

Tractor Beams

- Emitter: Class Delta [3 Power/Strength used/round]** 12
- Accuracy: 4/5/7/10
- Location: Forward
- Emitter: Class Delta [3 Power/Strength used/round]** 12
- Accuracy: 4/5/7/10
- Location: Aft
- Emitter: Class Alpha [3 Power/Strength used/round]** 6
- Accuracy: 5/6/8/11
- Location: Shuttlebay (x2)

Transporters

- Type: Personnel [5 Power/use]** 96
- Pads: 6
- Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
- Energizing/Transition Coils: Class G (Strength 7)
- Number and Location: Six distributed evenly throughout ship
- Type: Emergency [5 Power/use]** 150
- Pads: 20
- Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
- Energizing/Transition Coils: Class G (Strength 7)
- Number and Location: Ten distributed evenly throughout ship
- Type: Cargo [4 Power/use]** 72
- Pads: 400 kg
- Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
- Energizing/Transition Coils: Class G (Strength 7)
- Number and Location: Three in engineering section, three aft

Cloaking Device: None

Security Systems

- Rating:** 4 16
- Anti-Intruder System:** Yes [1 Power/round] 7
- Internal Force Fields** [2 Power/3 Strength] 14

Science Systems

- Rating** 1 (+0) [1 Power/round] 12
- Specialized Systems:** None
- Laboratories:** 3 2

TACTICAL SYSTEMS

Forward Disruptor Array 30

- Type:** 6
- Damage: 140 [14 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Forward
- Firing Arc:** 360 degrees forward
- Firing Modes:** Standard, Pulse

Aft Disruptor Array 30

- Type:** 6
- Damage: 140 [14 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Aft
- Firing Arc:** 360 degrees aft
- Firing Modes:** Standard, Pulse

Starboard Disruptor Array 30

- Type:** 6
- Damage: 140 [14 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Starboard amidships
- Firing Arc:** 360 degrees starboard
- Firing Modes:** Standard, Pulse

Port Disruptor Array 30

- Type:** 6
- Damage: 140 [14 Power]
- Number of Shots: Up to 3 shots per round
- Targeting System: Accuracy 4/5/7/10
- Range:** 10/30,000/100,000/300,000
- Location:** Port amidships
- Firing Arc:** 360 degrees port
- Firing Modes:** Standard, Pulse

TA/T/TS: Class Alpha [0 Power/round] 6

- Strength:** 7
- Bonus:** +0

Weapons Skill: 2

Shields (Forward, Aft, Port, Starboard) 59 (x4)

- Shield Generator:**
- Class 4 (Protection 700 + 100 [embedded nacelles]) [70 Power/shield/round]
- Shield Grid:** Type B (33% increase to 931 Protection)
- Subspace Field Distortion Amplifiers:**
- Class Delta (Threshold 200 + 10 [embedded nacelles])
- Recharging System:** Class 1 (45 seconds)
- Backup Shield Generators:** 4 (1 per shield) 8

Auto-Destruct System 7

AUXILIARY SPACECRAFT SYSTEMS

- Shuttlebay(s):** Capacity for 60 Size worth of ships 120
- Standard Complement:
- 5 shuttlecraft, plus passengers' personal ships
- Location(s):** Aft, ventral
- Captain's Yacht:** Yes 10

Description and Notes

Fleet data:

A *Shesara Wenthia*-class Luxury Transport, better known throughout the Alpha Quadrant as the "Daairiam Symphony Cruise Ship," is a playground for the wealthy and an attraction for music lovers of all species. Outfitted with the most luxurious accommodations available, it provides non-stop entertainment for cruises of one to ten weeks' duration. The ship visits noteworthy star systems and astronomical anomalies, allowing its passengers to disembark for shopping and exploration excursions or other activities. Many choose never to leave the ship, though, for its holodecks, restaurants, gaming rooms, and other facilities leave little, if anything, to be desired.

The *Shesara Wenthia* is best known for the musical programs it offers. The Daairiam enjoy a well-deserved reputation as masterful composers and musicians, and to complement their own style they hire the best music-makers from dozens of species to work their cruise ships. From the most elaborate symphonies and operas ever composed, to Nommoi sound-sculpture exhibitions, to colorful musical plays, a Daairiam cruise has something to offer every music aficionado.

The *Shesara Wenthia* is also physically distinctive. Long and narrow, its hull has a square profile, though it tapers to something of a point forward and aft. Large portholes line the sides of the ship, each giving a view into the luxurious cabin beyond. At various points along the hull, force field-protected walkways provide the passengers with a place to stroll and look at the passing stars. Many cafes and restaurants also feature such views.

The Daairiam

The Daairiam, an ally of the Cardassian Union, live on the world Daair, in the most populated part of the Almatha Sector. They developed sub-light drives to travel within their own system, but never went beyond it. Their civilization reached its height in 1816, and has since that time been in an epoch of stability and peace.

When Cardassian scouts entered the Daair system in 1837, the Daairiam captured their scout ship, swiftly reproduced it using their engineering skills, and returned to the Cardassian Union with a small fleet of scout ships and an offer of alliance. The Cardassians, unaware the Daairiam did not possess technology equal to or better than their own, accepted, making them Union affiliates. Since that time, both species have worked together well.

The Daairiam possess bluish, delicately veined skin, thin foreheads, and long, slender noses. Their large eyes, while initially indistinguishable from most humanoid eyes, contain two irises each arranged side-by-side in a sort of horizontal hourglass patterns. Eye color ranges from pale blues and grays to soft yellows and browns. They wear thin robes (their homeworld is nearly as warm as Cardassia Prime) made from silk-like fabrics which accentuate their figures. Cardassian men supposedly find Daairiam females attractive, but since the two races have incompatible reproductive organs, unions between them are extremely rare.

The Daairiam are noted for their high intellects and beautiful music. Soft winds fill Daair; the air never stops moving and the plants constantly rustle in the breeze. Though to some Daair is a cacophony of noise, to the incredibly delicate eardrums of the Daairiam, music fills their world. Because they evolved on such a world, the Daairiam can clearly distinguish nearly two hundred different octaves by sound, over ten times the range of a Human ear.

This vast aural range makes the Daairiam efficient engineers, since they can tune an engine by sound and pitch as much as by tricorder. Their assistance and allegiance to the Cardassian Union have proven invaluable, as even the Cardassians themselves acknowledge. The arrangement has benefited both species greatly.

The Daairiam government is an absolutist theocracy. The Daairiam *Dalmal* (a ruling God-Emperor) oversees all Daairiam colonies and holdings, and his word is law. His vast harem gives birth to dozens upon dozens of imperial heirs, who fight in political (and other) arenas to earn his favor and, hopefully, the position of Emperor-Designate.

Daairiam Template

Attributes

Fitness 2 [5]
Coordination 2 [5]
Intellect 3 [5]
Presence 2 [5]
Psi 0 [4]

Skills

Athletics (choose Specialization) 2 (3)
Culture (Daair) 2 (3)
History (Daair) 1 (2)
Language
Daairiam 2
Planetary Survival (Daair) 1 (2)
World Knowledge (Daair) 1 (2)

Typical Advantages

Excellent Hearing +2
Night Vision +2
Peripheral Vision +1

TRGLCH CLASS

Class and Type: *Trglch*-Class Light Battle Cruiser
Commissioning Date: 2365

HULL SYSTEMS

Size: 5
Length: 165.73 meters
Beam: 72.91 meters
Height: 40.06 meters
Decks: 8
Mass: 378,550 metric tonnes
SUs Available: 1,900
SUs Used: 1,850

Hull
 Outer 20
 Inner 20

Resistance
 Outer Hull: 8 9
 Inner Hull: 8 9

Structural Integrity Field
Main: Class 4 (Protection 70/110)
 [1 Power/10 Protection/round] 26
Backup: Class 4 (Protection 35)
 [1 Power/10 Protection/round] 13
Backup: Class 4 (Protection 35)
 [1 Power/10 Protection/round] 13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 379/25/4,500

Crew Quarters
Spartan: 300 15
Basic: 100 10
Expanded: 30 6
Luxury: 8 8
Unusual: 10 10

Environmental Systems
Basic Life Support [11 Power/round] 20
Reserve Life Support [6 Power/round] 10
Emergency Life Support (30 emergency shelters) 10
Gravity [3 Power/round] 5
Consumables: 2 years' worth 10
Replicator Systems
 Food Replicators [5 Power/round] 5
 Industrial Replicators 8
 Type: Network of small replicators [2 Power/round]
 Type: 1 large unit [2 Power/replicator/round]
Medical Facilities: 6 (+1) [6 Power/round] 30
Recreation Facilities: 3 [6 Power/round] 24
Personnel Transport:
 Turbolifts, Jefferies tubes [2 Power/round] 15
Fire Suppression System [1 Power/round when active] 5
Cargo Holds: 15,000 cubic meters 1
 Locations: 5 locations throughout the ship
Escape Pods 6
 Number: 120
 Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
Nacelles: Type 6D 105
Speed: 6.0/9.2/9.6 [1 Power/2 warp speed]
PIs: Type H (12 hours of Maximum warp) 16
Upgrading: Package 1 for Standard, Sustainable, and Maximum 6
Special Configuration: Embedded 20

Impulse Engine
Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Aft

Impulse Engine
Type: Class 3A (.5c/.75c) [5/7 Power/round] 18
Location: Amidships, port and starboard

Reaction Control System (.025c)
 [2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine
Type: Class 7/M (generates 390 Power/round) 84
Location: Amidships

Impulse Engine[s]:
 2 Class 3A (generate 28 Power/engine/round)

Auxiliary Power:
 4 reactors (generate 5 Power/reactor/round) 12

Emergency Power:
 Type D (generates 40 Power/round) 40

EPS:
 Standard Power flow, +200 Power transfer/round 45

Standard Usable Power: 446

OPERATIONS SYSTEMS

Bridge: Forward dorsal superstructure 25

Auxiliary Control Room: Amidships 15

Computers
Core 1: Amidships [5 Power/round] 10
Core 2: Engineering [5 Power/round] 10
Upgrading: Class Alpha (+1) [1 Power/computer/round] 4
ODN 15

Navigational Deflector [5 Power/round] 20
Range: 10/20,000/50,000/150,000
Accuracy: 5/6/8/11
Location: Forward dorsal

Sensor Systems
Long-range Sensors [5 Power/round] 41
Range Package: Type 6 (Accuracy 3/4/7/10)
High Resolution: 5 light-years (.5/6-1.0/1.1-3.7/3.8-5.0)
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Lateral Sensors [5 Power/round] 17
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Coverage: Standard
Navigational Sensors: [5 Power/round] 16
Strength Package: Class 7 (Strength 7)
Gain Package: Class Alpha (+1)
Probes: 40 4
Sensors Skill: 4

Flight Control Systems

Autopilot:

Shipboard Systems (Flight Control) 3, Coordination 2
[1 Power/round in use]

11

Navigational Computer

Main: Class 2 (+1) [1 Power/round]
Backups: 2

2
2

Inertial Damping Field

Main

Strength: 9 [3 Power/round]
Number: 3

30

Backup

Strength: 6 [2 Power/round]
Number: 3

9

Attitude Control [1 Power/round]

1

Communications Systems

Type: Class 8 [2 Power/round]

Strength: 8

Security: -3

Basic Upgrading: Class Alpha (+1)

Emergency Communications: Yes [2 Power/round]

19

1

Tractor Beams

Emitter: Class Gamma [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Forward

9

Emitter: Class Gamma [3 Power/Strength used/round]

Accuracy: 4/5/7/10

Location: Aft

9

Emitter: Class Alpha [3 Power/Strength used/round]

Accuracy: 5/6/8/11

Location: Shuttlebay (x2)

6

Transporters

Type: Personnel [5 Power/use]

Pads: 6

Emitter/Receiver Array: Personnel Type 6 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward, one amidships, one aft

48

Type: Emergency [5 Power/use]

Pads: 16

Emitter/Receiver Array: Emergency Type 3 (15,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward dorsal, one forward ventral,
one amidships, one aft

56

Type: Cargo [4 Power/use]

Pads: 400 kg

Emitter/Receiver Array: Cargo Type 3 (40,000 km range)

Energizing/Transition Coils: Class G (Strength 7)

Number and Location: One forward section, one amidships,
two engineering

48

Cloaking Device: None

Security Systems

Rating: 4

Anti-Intruder System: Yes [1 Power/round]

Internal Force Fields [1 Power/3 Strength]

16

5

5

Science Systems

Rating 2 (+1) [2 Power/round]

Specialized Systems: 1

Laboratories: 14

15

5

4

TACTICAL SYSTEMS

Forward Starboard Disruptor Array

50

Class: *Jhokhel*

Damage: 240 [24 Power]

Number of Shots: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Starboard on dorsal side of main hull, forward

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Forward Port Disruptor Array

50

Class: *Jhokhel*

Damage: 240 [24 Power]

Number of Shots: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Port on dorsal side of main hull, forward

Firing Arc: 360 degrees forward

Firing Modes: Standard, Pulse

Aft Disruptor Array

50

Class: *Jhokhel*

Damage: 240 [24 Power]

Number of Shots: Up to 5 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft of main hull

Firing Arc: 360 degrees aft

Firing Modes: Standard, Pulse

Forward Ventral Disruptor Array

46

Class: *Pelrec*

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Ventral side of main hull, forward

Firing Arc: 360 degrees ventral

Firing Modes: Standard, Pulse

Port Disruptor Array

46

Class: *Pelrec*

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Amidships, port

Firing Arc: 360 degrees port

Firing Modes: Standard, Pulse

Starboard Disruptor Array

46

Class: *Pelrec*

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Amidships, starboard

Firing Arc: 360 degrees starboard

Firing Modes: Standard, Pulse

Aft Dorsal Disruptor Array

46

Class: *Pelrec*

Damage: 220 [22 Power]

Number of Shots: Up to 3 shots per round

Targeting System: Accuracy 4/5/7/10

Range: 10/30,000/100,000/300,000

Location: Aft, dorsal of main hull

Firing Arc: 360 degrees dorsal

Firing Modes: Standard, Pulse

Aft Ventral Disruptor Array	46
Class: <i>Pelrec</i>	
Damage: 220 [22 Power]	
Number of Shots: Up to 3 shots per round	
Targeting System: Accuracy 4/5/7/10	
Range: 10/30,000/100,000/300,000	
Location: Aft, ventral of main hull	
Firing Arc: 360 degrees ventral	
Firing Modes: Standard, Pulse	
Forward Torpedo Launcher	17
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 8	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: Ventral of command hull	
Firing Arc: Forward, but are self-guided	
Aft Torpedo Launcher	17
Standard Load: Type II photon torpedo (200 Damage)	
Spread: 8	
Range: 15/300,000/1,000,000/3,500,000	
Targeting System: Accuracy 4/5/7/10	
Power: [20 + 5 per torpedo fired]	
Location: Aft	
Firing Arc: Aft, but are self-guided	
Torpedoes Carried:	7
TA/T/TS: Class Beta [1 Power/round]	9
Strength: 8	
Bonus: +1	
Weapons Skill:	4
Shields (Forward, Aft, Port, Starboard)	50 (x4)
Shield Generator:	
Class 4 (Protection 700 + 100 [embedded nacelles])	
[70 Power/shield/round]	
Shield Grid: Type C (50% increase to 1050 Protection)	
Subspace Field Distortion Amplifiers:	
Class Epsilon (Threshold 230 + 10 [embedded nacelles])	
Recharging System: Class 1 (45 seconds)	
Backup Shield Generators: 4 (1 per shield)	
Auto-Destruct System	5

AUXILIARY SPACECRAFT SYSTEMS

Shuttlebay(s): Capacity for 28 Size worth of ships	56
Standard Complement: 14 shuttlecraft and shuttlepods	
Location(s): Main shuttlebay in aft port superstructure, secondary shuttlebay ventral amidships	
Captain's Yacht: No	

Description and Notes

Fleet data:

The *Trglch*-class Light Battle Cruiser (pronounced tor-RAY-ga-letch) is one of the standard military vessels of the Fnth (pronounced FAY-noth), a species conquered by and assimilated into the Cardassian Union centuries ago. These vessels, and other Fnth craft, are built and used by the Fnth under strict Central Command scrutiny, and count as part of the Fnth contribution to the Union's defense and expenses.

Although the Fnth have adopted Cardassian embedded nacelle technology, their ships look nothing like standard Cardassian ships. Viewed from above, the *Trglch* has a roughly diamond-shaped profile, with other diamond- or trapezoid-shaped superstructures attached to it at various points. The overall effect sometimes suggests a stylized model of certain

crystals (though the ship does not employ crystalline technology like that used by, for example, the Sheliak or the Pygorians).

The *Trglch* has little in the way of amenities, and few quarters or accommodations for non-Fnth. Instead, its builders devoted most of its space and resources to powerful *Pelrec*- and *Jhokhel*-class disruptor arrays, strong shield generators, advanced sensor systems, and the like. The Fnth themselves seem oblivious to the lack of creature comforts, or may simply take comfort in things that most other humanoids do not enjoy or comprehend.

The most unusual feature of the *Trglch*, and any Fnth ship for that matter, is how the controls work. Rather than manipulating their ship by touch and pressure, the Fnth do so with sound tones. Given the wide range of sounds they can produce (see below), this makes it virtually impossible for any non-Fnth to operate one of their ships.

The Fnth

The Fnth (pronounced FAY-noth) reside in the Gulkhana Sector. When first encountered by the Union, they were already technologically advanced, easily a match for the Cardassians of the time, and had no intention of joining their Union—in fact, they were starting to establish an empire of their own within the sector. Unwilling to brook such a challenge to its authority, the Central Command declared war. Hundreds of ships and thousands of casualties later, the Fnth were subjects of the Cardassian Union, their once-great cities reduced to rubble and their conquering fleet shattered. In time, their rage and hatred for the Cardassians gave way to resignation, acceptance, and finally loyalty. But now that the Cardassian Union itself has lost a great war, whispers of independence have begun to circulate among the Fnth, who may at long last try to break away from the Cardassians to chart their own destiny among the stars.

Though technically humanoid, the Fnth look almost nothing like Cardassians, Humans, or other such species. Their long, almost cylindrical heads descend directly into their chest cavities; they have no necks. Their short legs and arms have two joints instead of one, and their long, spatulate digits look more like strips of thick cloth than fingers. The large size of their head and chest cavity allow them to produce and hear a much wider range of sounds than a typical humanoid; the Fnth alphabet, for example, has over 200 letters, each representing a distinct tone. To most humanoids, Fnth speech sounds more like music than conversation.

Fnth Template

Attributes

Fitness	2 [5]
Vitality	+1
Coordination	2 [6]
Intellect	2 [6]
Presence	1 [5]
Psi	0 [5]

Skills

Artistic Expression (Singing)	2 (3)
Athletics (choose Specialization)	2 (3)
Culture (Fnth)	2 (3)
History (Fnth)	1 (2)
Language	
Fnth	2
Planetary Survival (Fnth VII)	1 (2)
World Knowledge (Fnth VII)	1 (2)

Typical Advantage

Excellent Hearing	+2
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CHK'TK'TAA CLASS

Class and Type: *Chk'tk'taa*-Class Warship
Commissioning Date: Unknown; presumably mid-2350s

HULL SYSTEMS

Size: 7	
Length: 427.64 meters	
Beam: 384.92 meters	
Height: 172.22 meters	
Decks: 35	
Mass: 3,885,000 metric tonnes	
SUs Available: 2,450	
SUs Used: 2,370	
Hull	
Outer	28
Inner	28
Resistance	
Outer Hull: 10	12
Inner Hull: 10	12
Structural Integrity Field	
Main: Class 6 (Protection 90/130)	
[1 Power/10 Protection/round]	34
Backup: Class 6 (Protection 45)	
[1 Power/10 Protection/round]	17
Backup: Class 6 (Protection 45)	
[1 Power/10 Protection/round]	17

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 632/115/8,500 (estimated)

Crew Quarters	
Spartan: 300	15
Basic: 300	30
Expanded: 100	10
Luxury: 40	40
Unusual: 10	10
Environmental Systems	
Basic Life Support [12 Power/round]	28
Reserve Life Support [6 Power/round]	14
Emergency Life Support (42 emergency shelters)	14
Gravity [4 Power/round]	7
Consumables: 3 years' worth	21
Replicator Systems	
Food Replicators [7 Power/round]	7
Industrial Replicators	10
Type: Network of small replicators [2 Power/round]	
Type: 1 large unit [2 Power/replicator/round]	
Medical Facilities: 7 (+2) [7 Power/round]	35
Recreation Facilities: 6 [12 Power/round]	48
Personnel Transport: Turbolifts, Jefferies tubes [2 Power/round]	21
Fire Suppression System [1 Power/round when active]	7
Cargo Holds: 166,000 cubic meters	5
Locations: 15 locations throughout ship	
Escape Pods	11
Number: 200	
Capacity: 8 persons per pod	

PROPULSION SYSTEMS

Warp Drive	
Nacelles: Type 6E8	116
Speed: 6.0/9.4/9.8 [1 Power/2 warp speed]	
PIS: Type H (12 hours of Maximum warp)	16
Impulse Engine	
Type: Class 8 (.75c/.95c) [7/9 Power/round]	40
Location: Aft	
Impulse Engine	
Type: Class 8 (.75c/.95c) [7/9 Power/round]	40
Location: Aft, to port and starboard	
Reaction Control System (.025c)	
[2 Power/round when in use]	7

POWER SYSTEMS

Warp Engine	
Type: Class 9/0 (generates 470 Power/round)	102
Location: Engineering section	
Impulse Engine[s]:	
2 Class 8 (generate 64 Power/engine/round)	
Auxiliary Power:	
4 reactors (generate 5 Power/reactor/round)	12
Emergency Power:	
Type E (generates 45 Power/round)	45
EPS:	
Standard Power flow, +250 Power transfer/round	60
Standard Usable Power: 598	

OPERATIONS SYSTEMS

Bridge: Forward dorsal	35
Auxiliary Control Room: Amidships	21
Separation System: Detachable warhead (x2)	8
Computers	
Core 1: Forward [5 Power/round]	14
Core 2: Engineering [5 Power/round]	14
Core 3: Amidships [5 Power/round]	14
ODN	21
Navigational Deflector [5 Power/round]	28
Range: 10/20,000/50,000/150,000	
Accuracy: 5/6/8/11	
Location: Saucer section, ventral	
Sensor Systems	
Long-range Sensors [5 Power/round]	48
Range Package: Type 6 (Accuracy 3/4/7/10)	
High Resolution: 5 light-years (.5/6-1.0/1.1-3.7/3.8-5.0)	
Low Resolution: 16 light-years (1/1.1-5.0/5.1-12.0/12.1-16)	
Strength Package: Class 9 (Strength 9)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Lateral Sensors [5 Power/round]	24
Strength Package: Class 9 (Strength 9)	
Gain Package: Class Beta (+2)	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	22
Strength Package: Class 9 (Strength 9)	
Gain Package: Class Beta (+2)	
Probes: 50	5
Sensors Skill: 4	

Flight Control Systems

- Autopilot:**
 - Shipboard Systems (Flight Control) 3, Coordination 2 [1 Power/round in use] 11
- Navigational Computer**
 - Main: Class 3 (+2) [2 Power/round] 4
 - Backups: 1 1
- Inertial Damping Field**
 - Main** 56
 - Strength: 9 [3 Power/round]
 - Number: 4
 - Backup** 24
 - Strength: 6 [2 Power/round]
 - Number: 6
 - Attitude Control** [2 Power/round] 2

Communications Systems

- Type:** Class 8 [2 Power/round] 19
- Strength:** 8
- Security:** -3
- Basic Upgrading:** Class Alpha (+1)
- Emergency Communications:** Yes [2 Power/round] 1

Tractor Beams

- Emitter: Class Delta** [3 Power/Strength used/round] 12
 - Accuracy: 4/5/7/10
 - Location: Aft
- Emitter: Class Delta** [3 Power/Strength used/round] 12
 - Accuracy: 4/5/7/10
 - Location: Forward
- Emitter: Class Alpha** [3 Power/Strength used/round] 9
 - Accuracy: 5/6/8/11
 - Location: Shuttlebay (x3)

Transporters

- Type: Personnel** [4 Power/use] 64
 - Pads: 4
 - Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
 - Energizing/Transition Coils: Class H (Strength 8)
 - Number and Location: Two forward, one amidships, one in engineering
- Type: Emergency** [6 Power/use] 64
 - Pads: 20
 - Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
 - Energizing/Transition Coils: Class H (Strength 8)
 - Number and Location: Two forward, one amidships, one in engineering
- Type: Cargo** [4 Power/use] 52
 - Pads: 400 kg
 - Emitter/Receiver Array: Cargo Type 3 (40,000 km range)
 - Energizing/Transition Coils: Class H (Strength 8)
 - Number and Location: One forward, one amidships, two in engineering

Cloaking Device: None

Security Systems

- Rating:** 4 16
- Anti-Intruder System:** Yes [1 Power/round] 7
- Internal Force Fields** [1 Power/3 Strength] 7

Science Systems

- Rating** 2 (+1) [2 Power/round] 17
- Specialized Systems:** 2 10
- Laboratories:** 19 4

TACTICAL SYSTEMS

- Forward Phaser Array** 48
 - Type:** 10
 - Damage: 200 [20 Power]
 - Number of Emitters: 200 (up to 5 shots per round)
 - Auto-Phaser Interlock: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Forward weapons sphere
 - Firing Arc:** 405 degrees forward and dorsal
 - Firing Modes:** Standard, Continuous, Pulse, Wide-Beam
- Forward Dorsal Phaser Array** 47
 - Type:** 10
 - Damage: 200 [20 Power]
 - Number of Emitters: 200 (up to 5 shots per round)
 - Auto-Phaser Interlock: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Forward dorsal weapons sphere
 - Firing Arc:** 360 degrees dorsal
 - Firing Modes:** Standard, Continuous, Pulse, Wide-Beam
- Aft Dorsal Phaser Array** 47
 - Type:** 10
 - Damage: 200 [20 Power]
 - Number of Emitters: 200 (up to 5 shots per round)
 - Auto-Phaser Interlock: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Aft dorsal weapons sphere
 - Firing Arc:** 360 degrees dorsal
 - Firing Modes:** Standard, Continuous, Pulse, Wide-Beam
- Forward Ventral Phaser Array** 47
 - Type:** 10
 - Damage: 200 [20 Power]
 - Number of Emitters: 200 (up to 5 shots per round)
 - Auto-Phaser Interlock: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Forward ventral weapons sphere
 - Firing Arc:** 360 degrees ventral
 - Firing Modes:** Standard, Continuous, Pulse, Wide-Beam
- Aft Ventral Phaser Array** 47
 - Type:** 10
 - Damage: 200 [20 Power]
 - Number of Emitters: 200 (up to 5 shots per round)
 - Auto-Phaser Interlock: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Aft ventral weapons sphere
 - Firing Arc:** 360 degrees ventral
 - Firing Modes:** Standard, Continuous, Pulse, Wide-Beam
- Aft Phaser Array** 48
 - Type:** 10
 - Damage: 200 [20 Power]
 - Number of Emitters: 200 (up to 5 shots per round)
 - Auto-Phaser Interlock: Accuracy 4/5/7/10
 - Range:** 10/30,000/100,000/300,000
 - Location:** Aft weapons sphere
 - Firing Arc:** 405 degrees forward and dorsal
 - Firing Modes:** Standard, Continuous, Pulse, Wide-Beam
- Forward Starboard Torpedo Launcher** 16
 - Standard Load:** Type II photon torpedo (200 Damage)
 - Spread:** 6
 - Range:** 15/350,000/1,500,000/4,050,000
 - Targeting System:** Accuracy 3/4/6/9
 - Power:** [20 + 5 per torpedo fired]
 - Location:** Forward starboard
 - Firing Arc:** Forward, but are self-guided

Forward Port Torpedo Launcher	16
Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 3/4/6/9 Power: [20 + 5 per torpedo fired] Location: Forward port Firing Arc: Forward, but are self-guided	
Aft Starboard Torpedo Launcher	16
Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 3/4/6/9 Power: [20 + 5 per torpedo fired] Location: Aft starboard Firing Arc: Aft, but are self-guided	
Aft Port Torpedo Launcher	16
Standard Load: Type II photon torpedo (200 Damage) Spread: 6 Range: 15/350,000/1,500,000/4,050,000 Targeting System: Accuracy 3/4/6/9 Power: [20 + 5 per torpedo fired] Location: Aft port Firing Arc: Aft, but are self-guided	
Torpedoes Carried:	20
TA/T/TS: Class Gamma [2 Power/round]	12
Strength: 9 Bonus: +2	
Weapons Skill:	4
Shields (Forward, Aft, Port, Starboard)	85 (x4)
Shield Generator: Class 5 (Protection 1000) [100 Power/shield/round] Shield Grid: Type C (50% increase to 1500 Protection) Subspace Field Distortion Amplifiers: Class Eta (Threshold 330) Recharging System: Class 1 (45 seconds) Backup Shield Generators: 4 (1 per shield)	
Auto-Destruct System	7
AUXILIARY SPACECRAFT SYSTEMS	
Shuttlebay(s): Capacity for 30 Size worth of ships	60
Standard Complement: 10 shuttlecraft, 10 shuttlepods Location(s): Aft, aft ventral, starboard amidships	
Captain's Yacht: Yes	10

Description and Notes

Fleet data:

The *Chk'tk'taa*-class Warship, one of the most powerful vessels operated by the H'n'k Hegemony, looks nothing like any other known Alpha Quadrant ship. Like all H'n'k starcraft, it resembles a chaotic congeries of opaque soap bubbles, as if some insane glassblower had created a huge collection of bizarre spheres and attached them together in one vast agglomeration. Various of the "bubbles" emit glows, project beams, or the like, indicating the presence of engines, weapons, and similar systems.

According to the few Cardassians whom the H'n'k have allowed on one of their ships (for brief periods and in low-security areas only), the interiors look equally bizarre. The corridors are nearly round, almost like tunnels, and the walls and systems made of a substance that seems partly like a mineral, and partly like wood or paper. Some Cardassian officers believe the ship to be organic in nature; others dispute this.

Despite its appearance, the *Chk'tk'taa* is a capable, even deadly, craft. Armed with numerous phaser-like beam weapons, four torpedo launchers,

and powerful shields, it can stand hull-to-hull with Cardassian Warships and defeat them. The Cardassian Union remains unaware of the full scope of H'n'k military might; perhaps this enigmatic species has even larger, more powerful ships at its command.

The H'n'k

An insectoid species residing on a planet in the Gedaro Expanse, the H'n'k (pronounced, roughly, "huh-NEK") fit the general humanoid pattern, their fifth and sixth limbs having atrophied and stopped sprouting hundreds of thousands of years ago. Their tough, chitinous skins are usually a glossy black, blue, green, or brown, sometimes with more brightly colored spots or patterns indicating various racial groupings within the species. Their large, round eyes are normal, not compound, and their mandible-like jaws jut forward. They have no antennae, but ridges running the length of their heads show that their ancestors once had them.

The H'n'k have a very rigid and hierarchical culture, with a place for every man, and every man in his place. The clothing and jewelry a H'n'k wears indicates his profession and class; wearing inappropriate clothes constitutes a capital crime.

Although they do not possess a "hive mind" like so many other insectoid species, the H'n'k do have a higher proportion of psionics in their population than most species. Most psionic H'n'k develop telepathic abilities.

The H'n'k, with whom the Cardassians made first contact in 2362, have technology roughly equivalent to that of the Union. They have a small empire of their own, the H'n'k Hegemony, encompassing five star systems and no other sentient species. While unwilling to allow intrusions into their territory, they did not seem overtly hostile to the Cardassians, and were receptive to the idea of opening trade and establishing diplomatic relations. The War derailed any such plans; now that it has concluded, perhaps the new Cardassian government, once established, can initiate further contact with the H'n'k, and even explore further into the Gedaro Expanse.

H'n'k Template

Attributes

Fitness 2 [5]
 Coordination 2 [5]
 Dexterity +1
 Intellect 3 [5]
 Presence 2 [5]
 Psi 0 [5]

Skills

Athletics (choose Specialization) 2 (3)
 Culture (H'n'k) 2 (3)
 History (H'n'k) 1 (2)
 Language
 H'n'k 2
 Planetary Survival (H'n'k Homeworld) 1 (2)
 Sciences, Any (choose Specialization) 1 (2)
 World Knowledge (H'n'k Homeworld) 1 (2)

Typical Advantage/Disadvantage

Organ Redundancy +2
 Poor Hearing -1

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