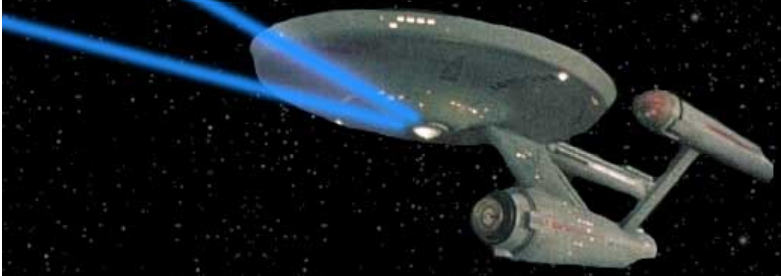
STAR TREK

SPACEDOCK

SHIP RECOGNITION MANUAL



VOLUME 4

STARSHIPS OF THE ORIGINAL SERIES ERA

SOURCEBOOK

By Steven S. Long

THE SHIP RECOGNITION MANUAL, VOLUME FOUR: STARSHIPS OF THE *ORIGINAL SERIES* ERA (2063-2293)

Author: Steven S. Long

Icon System™ Design: Christian Moore, Steven S. Long *with* Kenneth Hite, Ross Isaacs

Layout: Andreas Bodensohn

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INTRODUCTION

This volume represents a step backwards for the *Starship Recognition Manual* series—a step backwards in time, to the days of James T. Kirk and his predecessors. It details many of the ships plying the spacelanes of the early Federation, and before, ranging from the well-known *Constitution*-class Explorer to more obscure, but equally important, vessels such as the *Taurus*-class Heavy Cruiser.

Chapter One, *Starship Construction in the 23rd Century,* details systems from Kirk's time, as well as before and after. It includes many new *Spacedock* rules for simulating the technology seen on the Original Series, and for other systems speculatively derived from what we know of the "TOS era."

Chapter Two, *The Federation Ship Registry,* provides templates for 25 Federation vessels, including three separate writeups of the *Constitution* (to trace its development and upgrading). Chapter Three, *The Threat Species Ship Registry,* similarly details Klingon and Romulan ships native to the period, as well as a few other ships (such as Gorn, Tholian, and Eymorg vessels). Chapter Four, *The Civilian and Miscellaneous Ship Registry,* rounds out the book with a look at some merchant ships and other non-Starfleet vessels.

In other words—whatever type of TOS-era ship you're looking for, you can find it here! I hope you enjoy your trip back to the 23rd century.

Steven S. Long

July, 2001

Enterprise

This *Ship Recognition Manual* was researched and prepared prior to the debut of the fifth *Star Trek* series, *Enterprise,* which is set in the mid-22nd century (and thus well within the period covered by this book). Therefore, systems and data from *Enterprise* are not a part of this book. Some years from now, after *Enterprise* has provided more information about the ships of that era, this book will be revised and updated to reflect the new information.

CHAPTER ONE

STARSHIP CONSTRUCTION IN THE 23rd CENTURY

This chapter describes how Starfleet built vessels in the 23rd century—what systems were available, what limitations existed, and so forth. It also covers ships from earlier periods, some as far back as the late 20th century of Earth. By and large it describes things from a late 24th century perspective, indicating differences between that time and the time of James T. Kirk (and, occasionally, earlier centuries).

Unless changes are noted herein, assume that all rules from Chapter Two of *Spacedock* apply to building 23rd century (and earlier) ships.

Readers may note conflicts between the commissioning dates of various ships described in Chapter Two, and the dates of availability of certain systems given in this chapter. In these cases, the Starship Template data typically reflects a general upgrade of that class conducted after the improved system became available. Narrators and players desiring an earlier version of the ship need only substitute an older, less efficient system for the more modern version.

Registry Numbers

Starships built during the TOS era have three- and four-digit registry numbers (Starfleet assigned the first five-digit number in 2310). Numbers from 01-999 were assigned from the founding of Starfleet until 2310; four-digit numbers were first introduced in 2228.

TOS-Era Starships in Active Service (Representative Selection)

During the TOS era, Starfleet uses the same starship classification system common in the 24th century (see *Spacedock*, page 4). The accompanying table lists the ships of each type fielded by Starfleet during the period 2245-2293 (and a few noteworthy earlier ships). Major refits and upgrade periods (ones significant enough to alter the size and shape of the ship, or install a large number of much better systems) are indicated for several classes.

As the reader will note, the composition of the fleet during that period was marked by several trends. First, ships designed primarily for exploration, such as Explorers, Scouts, and Surveyors, predominate. The Federation was in one of its greatest eras of expansion at the time, making such ships necessary. Second, within the given ship categories, relatively little gross variation occurs; the Heavy, Fast, and Light subcategories which were to so proliferate during the 24th century were only beginning to appear.

Ship	Type	Commissioning Date
Explorers		
Constitution	EX	2245/2269 (refit)
Daedalus	EX	2162
Excelsior	EX	2284
Ranger	EX	2215
Cruisers		
Armstrong	CA	2197
Beowulf	CH	2252
Charleston	CA	2064
Constellation	CA	2284
Kitty Hawk	CA	2231
Miranda	CA	2274
Taurus	CH	2236
Trailblazer	CA	2240/2270 (refit)
Venture	CL	2186
Frigates		
Aldrin	FR	2233
Ashanti	FH	2267
Duchess	FR	2288
Lincoln	FR	2207
Saladin	FR	2266
Theseus	FR	2251/2275 (refit)
Escorts		
Guardian	ES	2229
Hellespont	ES	2269
Majestic	ES	2243

Ship	Type	Commissioning Date
Scouts		
Apache	SS	2210
Hermes	SS	2266
Magellan	SS	2244
Mockingbird	SS	2290
Nairobi	SS	2269
Specialized		
Antares	SV	2250
Cook	SVH	2202
Faraday	SRS	2258
Hippocrates	MD	2242/2281 (refit)
Mandalay	SC	2234
Oberth	SV	2275
T'Pari	SV	2250
Thuringia	SVH	2263
Voroth	SV	2047
Support/Auxiliary		
Class F Shuttle	IS	2245
Class H Long-Range Shuttle	WS	2268
Hanseatic	TC	2260
Hephaestus	TN	2251
Ptolemy	TC	2266
Spica	TC	2209
Sydney	TT	2285

HULL SYSTEMS

Starfleet in the TOS era and earlier periods could not build warp vessels as large as those of the 24th century, due to limitations in spaceframe technology. The accompanying table describes the maximum Size a warp-capable Starfleet vessel can be in various time periods (an impulse-only vessel may be of any Size). Species at a similar level of technological advancement (such as the Klingons and Romulans) generally suffer from the same restrictions (though their societies' emphasis on militarism sometimes allows them to build larger ships than the Federation); other, more advanced species (such as the First Federation) may not.

RESISTANCE

SU Cost: Base of 2 per hull for free; 3 SUs per +2 points per hull, to a maximum of 8 total points per hull

Power Cost: None

Starships from the TOS era use the same rules for Resistance as other ships, but can only have a maximum of 8 points of Resistance per hull. Only the strongest, most powerful ships, such as the *Constitution* -class Explorer, have even that many; 4 or 6 points per hull is much more common.

Ablative Armor

Ablative armor is not available until 2368.

STRUCTURAL INTEGRITY FIELD

SU Cost: Varies (see table)

Power Cost: 1 Power per 10 points of Protection per round

The accompanying table provides details on the classes of SIFs available to TOS-era ships, whose crewmembers also refer to this system as the "emergency stabilizers."

SPECIALIZED HULLS

Atmospheric Capability and Planetfall Capability are available only for ships of Size 5 and smaller. Energy Sheath and Sensor-Reflective Hull are not available.

Neutronium Hull

SU Cost: 400

Power Cost: None

Some ancient, highly-advanced species developed the ability to build ships with hulls of pure neutronium—a form of matter so dense it protects the ship from nearly any form of attack. The so-called "planet-killer" encountered by the *U.S.S. Enterprise* in 2267 is the only example of such a ship the Federation has so far discovered. Finding it impervious to phaser fire, Captain Kirk of the *Enterprise* destroyed it by flying the hulk of the *U.S.S. Constellation,* NCC-1017, into the ship's "mouth" and detonating it inside the vessel.

A neutronium hull, a form of technology far beyond anything buildable by the Federation even in the 24th century, provides 250 Resistance against all forms of attack. A ship with a neutronium hull has only one hull, not the inner and outer hulls most ships have.

Starfleet Ship Size Restrictions Table

Size	Year of Availability	First Warp-Capable Class Of This Size
2	2064	*Charleston*
3	2162	*Daedalus*
4	2215	*Ranger*
5	2231	*Kitty Hawk*
6	2245	*Constitution*
7	2284	*Excelsior*

Invisibility Sheath

SU Cost: 3 x Size

Power Cost: None

The millennia-old but now extinct civilization of Cheron created this form of technology, which remains beyond the reach of Federation science. An invisibility sheath renders a ship invisible to the naked eye, though not to sensors. To the best of Starfleet's knowledge, no surviving examples of the invisibility sheath exist, but nomadic Cheronian survivors or peoples the Cheronians dealt with before their extinction may possess this technology.

TOS-Era Structural Integrity Field Generators

Class	SU Cost	Protection	Year Available	Notes
Class A	2 + Size	5/5	2063	
Class B	3 + Size	8/12	2087	
Class C	4 + Size	10/15	2117	
Class D	5 + Size	15/22	2125	
Class E	6 + Size	20/30	2142	
Class F	8 + Size	25/37	2153	
Class G	9 + Size	30/45	2169	
Class H	12 + Size	40/60	2186	Later redesignated Class 1
Class I	15 + Size	50/80	2215	Later redesignated Class 2
Class J	18 + Size	60/90	2257	Later redesignated Class 3
Class K	21 + Size	70/110	2273	Later redesignated Class 4

PERSONNEL SYSTEMS

The accompanying tables provide crew breakdowns for Starfleet in the 23rd century.

Average Number of Crewmen By Ship Type

Ship Type	Average Number of Crewmen per 100 SUs
Courier	3
Cruiser	17
Escort	4
Explorer	34
Frigate	23
Medical	42
Research/Laboratory	8
Scout	10
Surveyor	11
Transport	2

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 an Explorer 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).

TOS-Era Standard Quarters Complements

This table indicates the different types of quarters, by percentage, found on average Starfleet ships.

Courier: 53% Spartan, 30% Basic, 14% Expanded, 3% Luxury and Unusual

Cruiser: 15% Barracks, 20% Spartan, 40% Basic, 18% Expanded, 5% Luxury, 2% Unusual

Escort: 16% Barracks, 39% Spartan, 32% Basic, 11% Expanded, 2% Luxury and Unusual

Explorer: 13% Barracks, 21% Spartan, 36% Basic, 22% Expanded, 5% Luxury, 3% Unusual

Frigate: 16% Barracks, 27% Spartan, 31% Basic, 19% Expanded, 7% Luxury and Unusual

Medical: 10% Spartan, 50% Basic, 25% Expanded, 5% Luxury, 10% Unusual

Research/Laboratory: 12% Barracks, 41% Spartan, 20% Basic, 14% Expanded, 5% Luxury, 8% Unusual

Scout: 63% Spartan, 27% Basic, 8% Expanded, 2% Luxury, 0% Unusual

Surveyor: 15% Barracks, 48% Spartan, 27% Basic, 8% Expanded, 2% Luxury, 0% Unusual

Transport: 8% Barracks, 32% Spartan, 32% Basic, 11% Expanded, 11% Luxury, 6% Unusual

CREW QUARTERS

SU Cost: Varies (see *Spacedock* and text)

Power Cost: None

Starfleet vessels of the 23rd century aren't nearly as comfortable as those of the late 24th century when it comes to crew accomodations. On many ships, crewmen must share space with a roommate, sleeping in bunks and using a common toilet facility.

TOS-era starships feature a type of crew accomodations long discarded by 24th century Starfleet: *barracks*. A barracks costs 1 SU per sufficient space to house 60 crewmembers (or fraction thereof). The typical Starfleet arrangement features bunks in racks of three, with three or more racks per barracks. Male and female crewmembers bunk together.

Beginning in 1995, some ships of the pre-TOS era used an even more primitive form of quarters: cryogenic suspension chambers. Known as "sleeper ships," these sub-light speed vessels "froze" their passengers so they would survive the years-long journeys to their destinations. Humans (and comparative civilizations) abandoned this form of travel in the mid-21st century when they developed impulse travel, warp travel, and other types of propulsion fast enough to make cryogenic suspension pointless. But every now and then, an old sleeper shift drifts into the spacelanes after having been lost for years, bringing its "cargo" to the attention of the modern galaxy.

Cryogenic suspension chamber "quarters" cost 1 SU per sufficient space to house 60 persons (or fraction thereof). Although built to last for decades (typically 100 years, but this varies), the chambers do experience failures on occasion, resulting in the death of the occupant. Typically the ship has the systems needed to revive the "sleepers" without trouble. If those systems malfunction or are unavailable, a doctor can awaken a sleeper with a Moderate (6) Medical Sciences Test (increase the Difficulty by +1 for every 50-year period the patient has been asleep beyond the chamber's expected maximum duration of use).

ENVIRONMENTAL SYSTEMS

Gravity

If a TOS-era artificial gravity generation system loses power (for whatever reason), the ship loses internal gravity immediately; it does not slowly degrade as on 24th century ships. The "improved" systems become available in 2322.

Crew Breakdowns

Branch	Explorer	Cruiser	Frigate	Escort	Scout	Science	Medical
Command	15	13	15	13	18	12	10
Operations							
Engineering/Technical	18	19	19	20	22	18	15
Operations, General	21	24	21	19	20	10	14
Security/Tactical	14	18	21	32	17	08	09
Science							
Medical/Support	14	12	13	12	13	14	40
Science/Research	18	14	11	04	10	38	12
Officers/Enlisted	26/74	23/77	27/73	20/80	50/50	22/78	35/65

Consumables

SU Cost: 2 x Size for one year's worth of basic consumables (minimum 1 SU)

Power Cost: None

Due to the lack of replicators and similar difficulties, consumables occupy much more space on 23rd century ships than on their 24th century counterparts. Starship crews also devote more time and attention to tracking supplies, obtaining resupply for their ships, and so forth. The supply problem sometimes restricts or limits long-term or deep space missions.

Consumables does *not* include a ship's supply of dilithium (see below).

MANUFACTURING SYSTEMS

Replicators are not available for starships until 2341. Prior to that, Starfleet vessels use *manufacturing systems* to prepare food and create tools and parts.

Food Processor System

SU Cost: Varies (see table)

Power Cost: Varies (see table)

Starfleet vessels come equipped with food processor systems. The system consists of special consoles installed in appropriate areas of the ship (cafeterias, the rec deck, expanded and luxury quarters, and so forth), several large galley areas (some used by humanoids, others entirely automated), and sometimes sterile delivery tubes linking the consoles and the galleys. Thanks to this system, all crewmembers can have tasty, nutritious meals every day. And after hearing their predecessors' horror stories about the nutrient paste-based "food" served in earlier times, most crewmembers thoroughly appreciate the food processors.

A crewmember desiring something to eat or drink goes to one of the processor's consoles. Each console has menu display screens, instruction screens, and dispenser slots for food and beverages. He selects his order and inputs it into the machine. Depending on the nature of his order, the ship's computer routes it to a humanoid or automated galley for preparation. The preparation time depends on the complexity of the food, but typically ranges from 20 seconds to 20 minutes. (The system can prepare simple orders (a cup of coffee) or orders for food that comes in pre-prepared packets almost instantly.) When the galley finishes making the food, it sends it to the console. Older models (up to Mark III) use a systems of hermetically sealed sterile delivery tubes (similar to the turbolifts) to carry the food, but the most recent model, the Mark IV, employs transporter technology to beam the food and drink to the appropriate delivery slot.

The earliest food processors had a basic menu of from 100 to 1,000 different foods and beverages, typically from a single species. Advanced models have larger menus, often encompassing the cuisine of multiple species, though this increases the complexity and size of the system. Ships engaging in diplomatic missions, or hosting important guests, usually also carry a stock of normal foodstuffs, which the ship's chefs use to create traditional meals in the ship's galley.

Only ships of Size 3 and larger may have food processor systems. Smaller vessels either have no food facilities (being intended only for very short-term flights) or nutrient paste systems.

A malfunction or error in the food processing system may result in food with the wrong taste, color, texture, or other properties—or, less humorously, food that seems normal but is actually poisonous or causes illness.

Industrial Fabrication Units

SU Cost: Varies (see table)

Power Cost: Varies (see table)

Starships of the 23rd century have special systems that allow them to rapidly manufacture tools, spare parts, certain types of raw materials, and other equipment needed by the engineering department and other crewmembers. Though nowhere near as complex or efficient as an industrial replicator, they still reduce the necessary storage space on the ship tremendously.

Certain items or substances, such as latinum or some chemical concoctions, defy fabrication—either the units cannot create them at all for some reason, or creating them by other than traditional methods poses danger. Additionally, the ship's library computer must have the specifications for the substance or item to be manufactured, and the ship's stores must possess the necessary raw materials.

Fabrication units cannot create items larger than 1 meter on a side. To build something larger, the crewmembers must create the item in pieces and then assemble it. The time it takes to fabricate an object depends on its complexity (see accompanying table). "Complex" objects include duotronic circuits, firing crystals for energy weapons, most pre-assembled devices (such as a tricorder, ready for charging), certain medicines and other complex chemicals, and the like. "Simple" objects include everything else. The Narrator determines whether an object qualifies as "complex," and the exact creation time for any given object.

SICKBAYS AND MEDICAL SYSTEMS

SU Cost: 5 per rating (see table)

Power Cost: 1 Power per rating per round (see text)

Starships of the 23rd century contain sickbays equipped with the latest advances in medical technology. From its sophisticated laboratories, to above-bed monitors allowing the staff to easily keep track of a patient's condition, to cryosurgical suspension hoods to make surgery easier and safer, to hyposprays and the wonder drugs they inject, a sickbay has all the tools a doctor needs to perform miracles of medicine.

As in the basic *Spacedock* rules, a starship's Medical rating determines the extent and quality of its medical systems and average medical personnel. The higher the Medical rating, the more extensive (and sophisticated) its facilities, and the better trained and more experienced its average personnel are likely to be. See the accompanying table for details.

Emergency Medical Hologram (EMH) technology is not available until 2370.

Food Processor Systems

Type	SU Cost	Power Cost per Round	Basic Menu Size	Year
Food stores only	2 (galley)	0	20 foods and beverages	1995
Nutrient paste system	3 (galley)	0	40 foods and beverages	2134
Mark I	1 x Size	1	150 foods and beverages	2215
Mark II	2 x Size	2	1,000 foods and beverages	2231
Mark III	2.5 x Size	3	2,000 foods and beverages	2238
Mark IV	3 x Size	4	4,000 foods and beverages	2257
Mark V	3.5 x Size	5	8,000 foods and beverages	2270

Upgrades: For every +1,000 foods and beverages on the menu, add +1 SU to the cost of the system.

Industrial Fabrication Units

Type	SU Cost	Power Cost per Round	Average Creation Time, Complex Object	Average Creation Time, Simple Object	Year Available
Mark I	2	1	20 minutes	16-18 minutes	2063
Mark II	3	2	17-19 minutes	14-15 minutes	2096
Mark III	1 x Size	3	15-16 minutes	12-13 minutes	2145
Mark IV	1.5 x Size	3	14-15 minutes	11-12 minutes	2162
Mark V	2 x Size	4	12-13 minutes	9-10 minutes	2215
Mark VI	2.5 x Size	4	10-11 minutes	7-8 minutes	2231
Mark VII	3 x Size	5	8-9 minutes	5-6 minutes	2245
Mark VIII	3.5 x Size	5	6-7 minutes	3-4 minutes	2269
Mark IX	4 x Size	6	3-5 minutes	1-2 minutes	2290

Upgrades: For +1 SU, reduce the Average Creation Time by 30 seconds (but the minimum time for any creation is 30 seconds).

RECREATION FACILITIES

SU Cost: 6 per rating (see table)

Power Cost: 1 Power per rating per round of use

Although they lack the amazing universe of recreational opportunities created by the arrival of the holodeck in 2342, crewmembers of the 23rd century's Starfleet don't lack for ways to amuse themselves and enjoy their off-duty hours. Their ships come equipped with pleasant eating facilities, lounges, gymnasiums, theaters, arboretums, game rooms and tables, and many other recreational areas.

On most ships, the center of the crew's "social life" and entertainment activity is the "rec deck," or recreation deck. These large areas, often two or even three decks tall, include an enormous three-dimensional viewscreen (typically the largest on the ship), information terminals, reading rooms, conversation pits, snack bars (and bars serving alcoholic beverages), gaming tables equipped with light cubes (primitive holographic game systems), bowling alleys (and other non-powered indoor sports equipment, such as billiard tables), and in some cases even shufflelight boards or the like. At almost any given time of the day or night, a handful of crewmembers can be found here, enjoying themselves.

The accompanying table provides guidelines for the facilities available based on a ship's Recreation rating.

Medical Rating

Rating	SUs	Medical Personnel	Test Bonus	EMK	Year Available
1	5	CMO: 2 (3) Personnel: 1 (2)	+0	6	1995
2	10	CMO: 3 (4) Personnel: 1 (2)	+0	5	2087
3	15	CMO: 3 (4) Personnel: 2 (3)	+0	5	2141
4	20	CMO: 4 (5) Personnel: 2 (3)	+0	4	2215
5	25	CMO: 4 (5) Personnel: 2 (3)	+1	4	2241
6	30	CMO: 4 (5) Personnel: 3 (4)	+1	3	2255
7	35	CMO: 5 (6) Personnel: 3 (4)	+2	3	2270

SU: The SU cost for the Medical rating.

Medical Personnel: The average Medical Sciences (including Specialization) Skill Level for the Chief Medical Officer and the personnel serving under him. For example, CMO: 3 (4) indicates that the CMO has a Medical Sciences Skill of 3, with a Specialization at 4.

EMK: The availability of Emergency Medical Kits at any given part of the ship. The number listed represents the Difficulty for an Intellect Test to locate the nearest EMK; characters searching for one may roll each round.

Year Available: The year when the technology applicable to the listed Medical rating becomes generally available. There is no restriction by year on the Medical Personnel rating, however, since skill does not depend on technology. However, the Narrator can use the listed Medical Personnel ratings to judge the relative knowledge and scope of abilities of an average ship's doctor in the relevant time period compared to one from a different time period.

Recreation Rating

Rating	SUs	Notes
1	6	A spartan mess hall; no lounges; maybe an exercise room or gym
2	12	1 gym, 1 small lounge
3	18	2 gyms, 1 small lounge
4	24	1 small rec deck, 2 gyms, large eating facilities; 2 small lounges
5	30	1 small rec deck; pleasant eating facilities; 3 gyms, 3 small lounges, 1 arboretum
6	36	1 main rec deck; pleasant eating facilities; 1 large lounge; 3 gyms, 3 small lounges, 1 arboretum
7	42	1 main rec deck; pleasant eating facilities; 2 large lounges; 3 gyms, 4 small lounges, 2 arboretums
8	48	1 main rec deck; 1 small rec deck, pleasant eating facilities; 3 large lounges; 4 gyms, 4 small lounges, 2 arboretums
9	54	2 main rec decks; 1 small rec deck, pleasant eating facilities; 3 large lounges; 4 gyms, 4 small lounges, 3 arboretums
10	60	3 main rec decks, pleasant (sometimes even luxurious) eating facilities; 3 large lounges; 4 gyms, 5 small lounges, 3 arboretums

FIRE SUPPRESSION SYSTEMS

TOS-era fire suppression systems have the same SU and Power costs as on 24th century ships, but function differently. Instead of smothering fires with force fields, they use chemical sprays and foams to extinguish fires. Most ships also carry small hand-held fire extinguishers, attached to the walls of corridors and common areas with brackets, for individual crewmembers to detach and fight fires with as well; these are included in the SU cost of the system, but cost no Power to use.

Warp Speed Comparison Table

TOS-Era Warp Factor	TNG-Era Warp Factor	Multiple of *c*	Notes
1.0	1.0	1	Warp 1 = *c* (the speed of light) in both eras
2.0	1.9	8	
2.15	2.0	10	
3.0	2.7	27	
3.39	3.0	39	
4.0	3.5	64	
4.7	4.0	102	
5.0	4.25	125	
5.98	5.0	214	
6.0	5.001	216	
7.0	5.8	343	
7.31	6.0	392	
8.0	6.5	512	
8.69	7.0	656	
9.0	7.2	729	
10.0	7.93	1,000	
10.07	8.0	1,024	
11.0	8.7	1,331	Speed reached by the *U.S.S. Enterprise* on two occasions in 2267 when its engines were modified by the Nomad probe and by the Kelvans
11.49	9.0	1,516	
11.81	9.2	1,649	
12.0	9.3	1,728	
12.4	9.6	1,909	
13.0	9.7	2,197	
14.0	9.8	2,744	Speed if TOS-era matter/antimatter integrator flows are wide open; will destroy a ship in minutes. The *U.S.S. Enterprise* reached Warp 14.1 in 2268 when Losira sabotaged her engines.
14.51	9.90	3,053	
15.0	9.91	3,375	
16.0	9.93	4,096	
17.0	9.95	4,913	
18.0	9.96	5,832	
19.0	9.975	6,859	Kelvan-modified TOS-era warp propulsion system potential
19.53	9.982	7,453	Maximum attainable warp speed as of 2377
19.93	9.99	7,912	
58.43	9.9999	199,516	Speed of subspace radio
Transwarp	10.0	<infinite>	Unattainable except with transwarp

PROPULSION SYSTEMS

WARP PROPULSION SYSTEM

Basically, 23rd century warp propulsion systems work the same as 24th century ones. Both annihilate matter and antimatter in a reaction controlled by dilithium crystals to produce sufficient power to propel a starship at speeds far in excess of the speed of light. However, the technology of the 23rd century warp drive suffers from certain limitations and restrictions which later drives do not—most notably, an inability to safely attain speeds higher than Warp 8.0 (Warp 6.5 by the 24th century scale). The Warp Speed Comparison Table indicates the relationship between the 23rd and 24th century warp speed scales (the scale was altered in 2321, when advances in warp propulsion capability rendered the old scale impractical).

Lithium and Dilithium

Warp propulsion systems use a controlled matter/antimatter reaction explosion to generate the massive amounts of energy needed to transcend the speed of light. Early warp engines, such as the one invented by Zefram Cochrane, typically used laboratory-created lithium crystals to control the reaction, but they proved unstable, and thus dangerous and difficult to use (increase the Difficulty of any Propulsion Engineering (Warp Drive) Tests involving lithium crystals by 2; failure on any such Test usually indicates catastrophe). Experiments conducted in the late 2240s and early 2250s with a new substance, dilithium, determined that it functions more efficiently and safely than lithium, and by approximately 2264 it had replaced lithium in almost all warp propulsion systems. The Federation and comparative societies cannot manufacture dilithium; they have to mine it. That makes sources of the mineral, such as the planets Coridan and Troyius, or the Klingon asteroid of Rura Penthe, enormously valuable (and often the sources of galactic political tension).

Dilithium is sturdy, but not invulnerable. A wide variety of phenomena, ranging from physical force to various energy and subspace fields, can cause dilithium crystals to warp, crack, or deteriorate past the point of usefulness (they also wear out through use, of course). If this occurs, the engineering department must replace them immediately or risk the destruction of the ship due to an uncontrolled matter/antimatter reaction. The engineers cannot replace the crystals without shutting down the warp propulsion system entirely. In 2286, Captain Spock of the *U.S.S. Enterprise* devises a method of recrystallizing dilithium using high-energy photons from fission reactors which greatly extends the usable life of an individual crystal.

Because dilithium is both rare and expensive, ships often have difficulty keeping enough of it in supply. The Narrator must decide how much dilithium a ship begins the series with (typically enough for one year of routine operation). Thereafter he should keep rough track of how much dilithium the ship uses. Whenever it has to exceed Standard speed, activates shields or other Power-intensive systems, or the like, it uses up more than it would by engaging in routine operations for the same period of time. Eventually the ship must obtain more dilithium, a necessity which the Narrator can use to create many stories and subplots. (The same rules apply to lithium.)

The Matter/Antimatter Integrator (M/AMI)

On 23rd century starships, the matter/antimatter reaction occurs in a *matter/antimatter integrator* (M/AMI; also called an *intermix chamber* or *warp core*). Located in main engineering, the M/AMI consists of a long horizontal chamber in most ships of the era. Beginning in 2271 Starfleet discovered it could achieve a more efficient reaction with a chamber containing both horizontal and vertical sections. (Later advances in materials science and warp engine dynamics in the 2310s allowed Starfleet to discard the less-efficient horizontal chamber in favor of wholly vertical warp cores, except in those designs, such as the *Danube*-class

Runabout, where the size or configuration of a ship required a horizontal core.)

The *dilithium crystal converter assembly* (DCCA), part of the M/AMI, holds the dilithium crystals in place. Most DCCAs hold four crystals, and use a *dilithium sequencer* to control the flow of power through them. (If anyone removes any crystals, reduce the ship's ability to attain warp speeds and generate Power from the warp engine proportionately.) If something fuses or damages a ship's DCCA, the ship cannot attain warp speed or derive any power from the warp propulsion system until the engineers repair it. Special structures known as *baffle plates* cover the DCCA to contain the massive energy generated there and channel it into the plasma transfer conduits (PTCs) that carry it to the warp nacelles. If the baffle plates become warped or damaged, they cannot properly contain the reaction, resulting in extensive damage to the engineering section (and possibly the destruction of the ship).

The wider the engineers open the integrator, the greater the flow of matter and antimatter into the chamber, and thus the faster the ship moves. In the event the flows become too great, which could destroy the ship via an uncontrolled reaction or excessive speed (see below), the emergency overload bypass engages almost instantaneously. The bypass possesses great durability; fusing it shut so that it can't engage would require all the power in the main phaser banks! But if it is fused, or malfunctions, the engines run wild, with a "maximum overload" (resulting in destruction of the ship) in no more than 15 minutes. (The 15 minute figure applies to ships of the 2260s and beyond. For every full 20 years prior to 2260, reduce the time by one minute.)

If the integrator does not mix the matter and antimatter in the proper ratio, an "engine imbalance" results. An imbalance of too much antimatter typically destroys the ship, since the excess antimatter contacts matter and explodes. An imbalance of matter can create a "wormhole," a sort of "tunnel" in space that traps the ship (and possibly other objects, with which the ship may collide). Dropping to impulse speeds causes the wormhole to disappear. If a ship fails to get out of a wormhole before reaching its end, the wormhole's terminus could put the ship at virtually any place in the galaxy, at any point in time.

The plasma produced by a 23rd century M/AMI must maintain a constant temperature between 4,000° and 4,400° Celsius, or else safety margins are violated. If the temperature exceeds 5,500° C, a reaction could result which overheats the engines and destroys the ship in a tremendous explosion. (The Narrator should allow engineers appropriately difficult Tests to cool the engines down or stop the explosion from occurring, of course!)

TOS-era ships cannot eject their warp cores.

Emergency Restart

The engineering crew has to shut the warp propulsion system down periodically for repairs and maintenance, to replace used or damaged dilithium crystals, and the like. Once they shut the system down, they need 30 minutes to re-activate it. If necessary, they can try an "emergency restart of engines" (also referred to as a "full-power start"), which involves a 10,000-to-1 chance of mixing the matter and antimatter "cold" in the proper ratio. This requires a Nearly Impossible (18) Propulsion Engineering (Warp Drive) Test; if the Test fails, the resulting explosion destroys the ship. However, a theoretical intermix formula, based on the relation between time and antimatter, exists, and if properly calculated and used (requiring a Difficult (12) Physical Sciences (Mathematics) or Theoretical Engineering (Warp Theory) Test), reduces the Difficulty of the Propulsion Engineering Test to Challenging (10).

Antimatter Storage

Ships store the antimatter needed for their warp drives in pods which use magnetic fields to prevent the antimatter from contacting matter and causing an explosion. Some civilizations, notably the one which constructed the so-called "Doomsday Weapon" (see page 86), can create "general energy fields" so powerful they "deactivate" a ship's antimatter (*i.e.,* convert it to matter, rendering it useless for power generation). This creates extensive subspace interference as well.

Warp Speed Restrictions Table

Year	Highest Sustainable Speed	Highest Maximum Speed
2063	1.0	2.0
2075	2.0	3.0
2108	3.0	4.0
2127	3.5	5.0
2162	4.0	6.0
2220	5.0	7.0
2231	5.5	7.0
2245	6.0	7.0
2249	6.0	7.5
2257	6.0	8.0
2262	6.5	8.0
2265	7.0	8.0
2266	7.5	8.0
2267	7.5	8.5
2268	8.0	8.5
2270	8.5	9.0
2275	8.5	9.5
2277	9.0	9.5
2279	9.0	10.0
2281	9.5	10.0
2284	9.5	10.5
2289	9.5	11.0
2293	9.5	11.5
2299	10.0	12.0

Safe Speeds

The Warp Speed Restrictions Table lists the maximum Sustainable and safe Maximum speeds attainable by Starfleet warp propulsion systems as of various dates. As per the normal *Spacedock* rules, a ship can only safely travel at its Maximum for an amount of time defined by the quality of its plasma injector system (PIS), but the specifics differ. For every minute of travel beyond the listed time, a ship takes 10-60 (1d6 x 10) SUs of damage as the ship begins to shake itself apart (no defense applies; determine the location of the damage randomly if you wish). Additionally, the Narrator should roll 2d6. On a result of 2 through 6, the warp propulsion system suffers additional damage. The PIS loses 25% of its SUs, which reduces the ship's Standard, Sustained, and Maximum ratings by 25%. Also, reduce the Power per round which the warp engine can generate by 25%. Repairs take one hour to one day per SU of damage the PIS sustained.

TOS-Era Nacelles

Nacelle Mark	SU	Standard/Sustainable/ Maximum Warp Speed	Year Available
Mark 1	3	1.0/1.1/1.2	2063
Mark 1.2	5	1.2/1.3/1.5	2069
Mark 1.2A	8	1.2/2.0/3.0	2075
Mark 1.2B	10	1.25/2.5/3.5	2100
Mark 1.2B2	13	1.25/3.0/3.5	2108
Mark 1.2C	15	1.25/2.5/4.0	2108
Mark 1.2D	17	1.25/3.0/4.0	2108
Mark 1.5	18	1.5/3.0/5.0	2127
Mark 2	20	2.0/3.0/5.0	2127
Mark 2.1	22	2.0/3.5/5.0	2127
Mark 2.5	23	2.0/3.0/5.5	2141
Mark 2A	25	2.0/3.5/5.5	2141
Mark 2B	28	2.5/3.5/5.5	2141
Mark 3	30	3.0/4.0/5.0	2162
Mark 3A	33	3.0/4.0/5.5	2162
Mark 3.5	35	3.5/4.5/5.5	2183
Mark 3B	37	3.0/4.0/6.0	2162
Mark 3.5A	38	3.5/4.5/6.5	2192
Mark 3.5B	40	3.5/5.0/6.5	2220
Mark 3.5C	41	3.5/5.0/7.0	2220
Mark 3.67	42	3.0/6.0/7.0	2245
Mark 3.67A	43	3.5/5.5/7.0	2231
Mark 3.67B	44	3.5/6.0/7.0	2245
Mark 4	45	4.0/5.0/6.5	2220
Mark 4.1	46	4.0/5.0/7.0	2225
Mark 4A	48	4.0/6.0/7.0	2245
Mark 4B	50	4.0/6.0/7.5	2249
Mark 4.68	53	4.0/6.0/8.0	2257
Mark 4.685	55	4.0/6.0/8.5	2267
Mark 4.9	58	4.0/6.0/9.0	2270
Mark 4C8	60	4.0/6.5/8.0	2262
Mark 4D	62	4.0/6.5/8.5	2267
Mark 4E	63	4.0/6.5/9.0	2270
Mark 4.7	65	4.0/7.0/7.5	2265
Mark 4.71	67	4.0/7.0/8.0	2265
Mark 4A2	68	4.0/7.5/8.0	2266
Mark 4A3	70	4.0/7.5/8.5	2267
Mark 4D	73	4.0/7.5/9.0	2270
Mark 5	75	5.0/6.0/7.0	2245
Mark 5A	77	5.0/6.0/7.5	2249
Mark 5B	78	5.0/6.5/7.5	2262
Mark 5.6A	80	5.0/6.0/8.0	2257
Mark 5.6B	82	5.0/6.5/8.0	2262
Mark 5.6C	83	5.0/6.5/8.5	2267
Mark 5.7A	84	5.0/7.0/8.0	2265
Mark 5.7B	85	5.0/7.0/8.5	2267
Mark 5.7C	88	5.0/7.5/8.5	2267
Mark 5.7D	90	5.0/7.0/9.0	2270
Mark 6	92	6.0/7.0/8.0	2268
Mark 6A	95	6.0/7.0/8.5	2268
Mark 6B	98	6.0/7.0/9.0	2270
Mark 6B1	99	6.0/7.5/8.5	2268
Mark 6C	100	6.0/7.5/9.0	2270
Mark 6D	103	6.0/8.5/9.0	2270
Mark 7	105	7.0/8.5/9.0	2270
Mark 7A	107	7.0/8.5/9.5	2275
Mark 7B	108	7.0/9.0/9.5	2277
Mark 7C	109	7.0/9.0/10.0	2279
Mark 7D	110	7.0/9.5/10.0	2281
Mark 7E	111	7.0/9.5/10.5	2284
Mark 8	113	8.0/9.5/11.0	2289
Mark 8A	115	8.0/9.5/11.5	2293
Mark 8B	120	8.0/10.0/12.0	2299

Nacelles

SU Cost: Varies (see table)

Power Cost: 1 Power for every .2 of warp speed

The accompanying table lists the types of nacelles available during the TOS era (using the designation system developed by Starfleet in 2299). Ships in this time period almost always have two nacelles—no more, no less—because warp field theory has not yet advanced to the point where Starfleet technology can reliably generate a stable warp field with one, three, or four nacelles. One-nacelle arrangements become possible in 2269; three- and four-nacelle arrangements in 2284 (see, for example, the *Saladin* and *Constellation* classes).

TOS-era ships may not have retractable or variable-geometry nacelles. Only Cardassian and Klingon ships may have embedded nacelles.

No other form of superluminal drive is available in the TOS era.

Plasma Injector System

SU Cost: Varies (see table)

Power Cost: None

The accompanying table lists the PISs available during the TOS era.

One-Way Warp Propulsion System

SU Cost: 60

Power Cost: None

Some species, most notably the Romulans, develop a more limited form of warp propulsion technology before proceeding to true warp drives. Known colloquially as one-way warp propulsion, this drive allows the ship to travel at warp speeds—once. When the ship shuts off its warp drive, or it runs out of fuel, it must limp back home on impulse (a journey of months or years).

A one-way warp drive typically consists of a single-use magnetic bottle towed behind a ship. The bottle contains superdense plasma. To achieve superluminal speed, the ship detonates the plasma, creating a short-lived, controlled black hole that propels the ship to a designated destination within 300 light-years. Once used, the system cannot function again until it can have the bottle reinstalled and the superdense plasma resupplied at a properly-equipped space station.

Activating a one-way warp propulsion system requires a Moderate (6) Propulsion Engineering (Warp Drive) Test to ensure the bottle is properly calibrated to send the ship to the desired destination (anywhere

TOS-Era Plasma Injector Systems

PIS Type	SU	Duration of Maximum Warp Speed	Year Available
Class 0	1	10-30 minutes	2063
Class A	2	1 hour	2071
Class B	4	2 hours	2099
Class C	6	3 hours	2112
Class D	8	4-5 hours	2134
Class E	10	6 hours	2150
Class F	12	7-8 hours	2161
Class G	14	9-10 hours	2175
Class H	16	11-12 hours	2186
Class I	18	13-16 hours	2220
Class J	20	17-20 hours	2245
Class K	22	21-24 hours	2260

within 300 light-years). If the Test fails, the ship ends up at the wrong destination (typically 1d6 light-years off-course per point the Test failed by); Dramatic Failure destroys the ship in a massive explosion. The trip takes one minute per light-year traveled.

A ship with a one-way warp propulsion system must buy an IDF (with Strength 6) at half the normal cost.

Ships with one-way warp propulsion systems typically have *very* primitive ion power generation systems that occupy 50 SUs and generate 150 Power per round. They may also have impulse engines and solar power generation.

Ion Propulsion

Some advanced civilizations, such as the Eymorg under the influence of the Teacher, use a form of propulsion and power generation known as *ion propulsion.* More sophisticated than Federation, Romulan, or Klingon technology, ion propulsion provides greater speed and more power than comparative Starfleet engines (see accompanying table). Ships with ion propulsion systems must buy a standard PIS system as well.

Ion Propulsion Table

Engine	SUs	Standard/Sustainable/ Maximum Speed	Power Generated per Round
Type I	100	6.0/7.0/8.0	400-449
Type II	120	7.0/8.0/9.0	450-499
Type III	140	8.0/9.0/10.0	500-549

"SU" indicates the SU cost for the lowest figure in the "Power Generated" column—for example, 400 Power for a Type I engine. For each +10 Power (or fraction thereof) beyond that, the engine costs an additional +2 SUs. Thus, a top-of-the-line Type I engine, which generates 449 Power per round, costs 110 SUs.

IMPULSE DRIVE

SU Cost: Varies (see table)

Power Cost: 1 Power per .1 *c* used per round

The accompanying table describes the types of impulse engines (known to some civilizations as "nuclear propulsion units") available in the TOS era. Most TOS-era impulse engines channel their energies through a structure known as a "deflection crystal" for maximum efficiency. Many Starfleet personnel refer to a ship's impulse engines as its "atomic piles," though they are far more advanced than that very primitive form of technology.

A TOS-era impulse engine's Standard speed is .25*c* or its listed Sustainable speed, whichever is less.

A typical impulse engine can maintain Maximum impulse speed for a number of hours equal to Type + 1 before exhausting its fuel. (For example, a Type 6, 6A, or 6B engine could maintain maximum speed for seven hours.) If a ship runs out of impulse engine fuel, it cannot fly at impulse speeds or supply power from the impulse engines to other systems. Since impulse engines use deuterium for fuel, a warp-capable starship can drain deuterium from the matter tanks supplying the matter/antimatter reactor to power the impulse engines if necessary, but then risks running out of fuel for the warp propulsion system.

An engineer can make a Moderate (7) Propulsion Engineering (Impulse) Test to refuel the impulse engines by draining hand phasers. Draing a hand phaser takes approximately 20 minutes. A Type I hand phaser supplies 2 Power to the impulse engines, and a Type II hand phaser 3 Power; the ship can only use this power for purposes of starting the impulse engines (requires 5 Power) and flying at impulse speeds. The ship can only use Power drained from hand phasers once; it does not apply each round. An impulse engine operating only on fuel drained from hand phasers (or other sources) generates no Power.

A ship can jettison some or all of the remaining fuel from an impulse engine, igniting it as released to create a "flare" other ships can easily detect with sensors (reduce the Difficulty of Tests to detect the ship by 2). Of course, without fuel, an impulse engine cannot move the ship or generate Power.

Impulse Engine Table

Engine Type	SU	Velocity	Power	Year Available
Type 1	2	.1*c*/.2*c*	3	2063
Type 2	5	.25*c*/.5*c*	8	2092
Type 3	8	.4*c*/.5*c*	10	2103
Type 3A	10	.5*c*/.5*c*	12	2109
Type 4	12	.4*c*/.6*c*	15	2125
Type 4A	13	.4*c*/.65 or 66*c*	18	2162
Type 5	15	.5*c*/.7*c*	20	2188
Type 5A	18	.5*c*/.75*c*	23	2215
Type 5B	20	.5*c*/.8*c*	25	2250
Type 5C	22	.55*c*/.8*c*	28	2252
Type 6	23	.6*c*/.8*c*	30	2284
Type 6A	25	.6*c*/.85*c*	32	2293
Type 6B	28	.65*c*/.85*c*	33	2297

Acceleration Upratings

TOS-era ships may only take the Class Alpha acceleration uprating package (*Spacedock,* page 39), and may not install impulse thrusters (that technology does not become available until 2326).

CHEMICAL PROPULSION

SU Cost: 10 x Size

Power Cost: None (see text)

The earliest space vessels, such as the DY-100 class, used chemical propulsion systems which generated thrust by burning liquid oxygen and hydrogen as fuel. Ships with these engines can achieve velocities of up to 40,000 kilometers per hour, or 11 kilometers per second (approximately .00004% of the speed of light, or .00004 impulse). They cannot engage in any of the maneuvers listed in Chapter Three of *Spacedock;* compared to more advanced vessels, they are extraordinarily slow, clumsy, and primitive. A ship with chemical propulsion carries enough fuel for a number of seconds of burn equal to Size x 100.

A vessel with a chemical propulsion system has small internal batteries to provide sufficient power to run its minimal systems, such as life support and crude sensors (it can also have solar power generation, if desired). The crew makes do with stored food, gravity generated by rotating the ship, and so forth. The Narrator must evaluate and approve all equipment installed on a ship with chemical propulsion; most systems listed here or in *Spacedock* are not appropriate for these ships (in particular, ships with chemical propulsion cannot mount weapons, except perhaps for a single chemical or nuclear rocket launcher).

POWER SYSTEMS

WARP ENGINES

SU Cost: Varies (see table and text)

Power Cost: See above

The accompanying table provides details on the types of warp engines available in the TOS era.

OTHER POWER SYSTEMS

TOS-era ships obtain Power from impulse engines, auxiliary power, emergency power, and individual power systems just like 24th century ships, and have similar EPS systems (sometimes referred to as "energizers"). However, isomagnetic EPS conduits are not available.

Crewmembers on 23rd century ships often refer to emergency power as "reserves," "batteries," or "power coils," since the ship generates emergency power via powerful super-conducting coil batteries installed in various places throughout the ship. A ship relying solely on emergency power cannot exceed half impulse (.125 *c*) speed (assuming its impulse engines are working at all).

SOLAR POWER SYSTEMS

SU Cost: 3 SUs per 10 Power generated

Power Cost: None

Some pre-TOS era ships use primitive, but effective, systems for generating power from the light and heat of stars. These systems can generate up to 30 Power per round, and cost 3 SUs per 10 Power (or fraction thereof) generated.

TOS-Era Warp Drive Systems

Warp Engine Type	SU	Power Generated Per Round	Year Available
Mark I	20	10-49	2063
Mark II	30	50-99	2091
Mark III	40	100-149	2148
Mark IV	50	150-199	2215
Mark V	60	200-249	2226
Mark VI	70	250-299	2245
Mark VII	80	300-349	2270
Mark VIII	90	350-399	2284
Mark IX	100	400-449	2292

"SU" indicates the SU cost for the lowest figure in the "Power Generated" column—for example, 150 Power for a Mark IV engine. For each +10 Power (or fraction thereof) beyond that, the engine costs an additional +1 SU. Thus, a top-of-the-line Mark IV engine, which generates 199 Power per round, costs 55 SUs.

Exhausting Power

Characters on the original *Star Trek* series occasionally referred to "exhausting" the power in a particular system (such as the phasers), thus rendering it inoperative for a period of time. This implies primary reliance on some sort of individual power system or "battery" for most systems, a concept which the *Spacedock* rules (*Star Trek* starship science) don't really agree with, and therefore don't incorporate. If you wish to include the possibility of "exhausting" systems (primarily weapons) in your game, use the following rule:

Regardless of how much Power a ship generates, systems other than shields can only function at full power for a number of continuous rounds equal to three times the ship's Size. Once it reaches this limit, a system is "exhausted" and must spend at least the same amount of time "recharging" (a Challenging (9) Test with an appropriate Engineering skill can reduce the recharge time by 25%). Using the system at less than full power, or not using it every round, allows it to operate longer before it becomes exhausted.

Operations Systems

Bridge Systems

SU Cost: 4 x Size

Power Cost: None

Bridge systems function similarly to those of the 24th century, but are somewhat more fragile, and thus the bridge has a slightly lower SU cost.

Auxiliary Control Room/Battle Bridge

SU Cost: 2 x Size

Power Cost: None

Auxiliary bridges function the same in the 23rd century as those in *Spacedock,* but have a lower SU cost.

Separation Systems

Only two separation systems are available in the TOS era.

The first is saucer separation without the ability for the saucer to re-attach on its own (thus, the system costs .5 x Size, per *Spacedock,* pages 44-45). Activating a separation system constitutes an emergency measure, since it deprives the saucer of warp speed capability and sufficient Power to operate shields.

Separating the saucer section takes three full rounds and constitutes a Timed Action for the Helm; while performing this action, he can take no other actions. Once detached, the saucer can move at impulse speed or with thrusters; the Engineering hull, which the crew controls from an auxiliary control room, can move at warp speed. The saucer cannot re-attach to the Engineering hull on its own; engineers must re-attach the two parts of the ship at Spacedock or a similar facility.

The second is *nacelle separation,* used with certain Warp Shuttles (such as the Class H) to allow them to dock with capital ships without difficulty. It costs .5 x Size in SUs and 3 Power to use. Separating the nacelles, or re-attaching the ship to the nacelles after separation, takes two full rounds and constitutes a Timed Action for the Helm; while performing this action, he can take no other actions. Once separated, the nacelles remain stationary, while the shuttle proceeds on impulse power only.

Computers

Computers on TOS-era ships use *duotronic* technology instead of the isolinear technology familiar to 24th century engineers. Although more primitive than the isolinear models invented in 2329, duotronic computers are still extremely sophisticated, and well able to monitor and control the functions of a starship's systems. Each of the computers on the *Constitution*-class Explorer, for example, contains 900,000 individual duotronic relays and holds up to 8,500 kiloquads of data.

Accessing a 23rd century starship's library computer usually requires the use of a small viewer. The bridge, cabins, and other important areas of the ship all contain viewers.

TOS-era computers use the basic *Spacedock* rules (including the need to buy an ODN), but can only take Class Alpha uprating packages.

Pre-Duotronic Computers

SU Cost: .5 x Size

Power Cost: 1 per round

Prior to the invention of duotronics in 2243, space vessels have computers based on microchips made of silicon and/or other materials. Such computers help run the ship, but can take no uprating packages. They must buy an "ODN" defined as the electronic wiring and cables needed to connect the computer to the ship's systems.

Multitronics

In 2268, Dr. Richard Daystrom, inventor of the duotronic computer technology which (along with the transtator) forms the basis for many 23rd century starship systems, improved upon his initial work with the invention of *multitronics.* So sophisticated were Daystrom's multitronic systems that he predicted they would remove the need for human involvement in space exploration altogether. However, multitronics involved imprinting human neural engrams (Daystrom's own) on computer circuits in an effort to copy the functioning of the human brain. This did not work as well as Daystrom envisioned. His first four multitronic computers, M1 through M4, failed after trials, and in later trials aboard the *U.S.S. Enterprise,* M5 suffered serious problems, causing hundreds of deaths and the destruction of multiple starships.

Although Daystrom was forced to end his involvement in further development of multitronics while he underwent psychiatric care, other scientists continued his work (Daystrom joined them some years later after counselors restored him to full mental health). Although multitronics never proved the awesome advance Daystrom and his colleagues once hoped, and in fact was eventually supplanted by isolinear systems, their efforts were not wholly in vain. Their research led to improved multitronic technology which Starfleet later incorporated into a number of starship systems, including holodecks and the Emergency Medical Hologram.

TOS-era starship crews might find themselves involved in multitronics research and experimentation at some point. At the Narrator's option, early advances in the field might even allow a starship to have the Class Beta computer uprating package.

Navigational Deflector

SU Cost: 3 x Size

Power Cost: 6 Power per round of use

Until the *Constitution*-class general uprating of 2271, TOS-era navigational deflectors were somewhat more fragile than their 24th century counterparts, and not as well protected by the hull of the ship. To simulate this, they cost slightly fewer SUs. Additionally, 23rd century navigational deflectors lack the range and accuracy of later models. They have a range of 8/15,000/40,000/125,000 and an Accuracy of 6/7/9/12.

Beginning in 2271, refitted or newly-constructed ships can have navigational deflectors functionally equivalent to those of the 24th century (occupy 4 x Size in SUs; cost 5 Power per round; other normal *Spacedock* rules apply).

Sensor Systems

The accompanying tables list the types of sensor systems available in the TOS era. Advanced or precise use of sensors often requires the user (typically the Science Officer or Helmsman) to peer into a smaller viewscreen attached to his console (this may, in the Narrator's option, take more time than using more advanced 24th century sensors).

Probes

Only Class I through V probes are available in the TOS era. Class I through III probes were all developed in the late 21st century; Class IV was invented in 2162, and Class V was invented in 2220.

TOS-Era Lateral Sensors Table

Strength Package	SU	Strength Rating	Year Available
Class 0	1	0	1995
Class 1	2	1	2077
Class 2	4	2	2084
Class 3	6	3	2092
Class 4	8	4	2153
Class 5	10	5	2215
Class 6	12	6	2229

Gain Package	SU	Test Result Bonus
Standard	0	+0
Class Alpha	3	+1

Coverage Packages: Standard TOS-era ship sensors cannot detect about 23,000 substances and effects unless they're calibrated for them. However, a ship can reduce this number by -1,000 substances for every 4 SUs (thus making its sensors better), or increase it +1,000 substances for every -2 SUs (thus making them worse).

TOS-Era Navigational Sensors Table

Strength Package	SU	Strength Rating	Year Available
Class 0	1	0	1995
Class 1	2	1	2077
Class 2	4	2	2081
Class 3	6	3	2096
Class 4	8	4	2162
Class 5	10	5	2211
Class 6	12	6	2240

Gain Package	SU	Test Result Bonus
Standard	0	+0
Class Alpha	2	+1

TOS-Era Long-Range Sensors Table

Range Package	SU	Range [Point Blank/Short/Medium/Long]	Year Available
Pre-Warp	1	Low Resolution: 1 light-year (.3/.4-.6/.7-.9/.91-1.0)	1995
Mark 0	1	High Resolution: 1 light-year (.3/.4-.6/.7-.9/.91-1.0) Low Resolution: 3 light-years (.5/.6-1.0/1.1-2.0/2.1-3.0)	2063
Mark I	2	High Resolution: 2 light-years (.3/.4-.8/.9-1.5/1.6-2.0) Low Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)	2077
Mark II	4	High Resolution: 3 light-years (.3/.4-.8/.9-1.5/1.6-3.0) Low Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)	2090
Mark III	6	High Resolution: 3 light-years (.3/.4-.8/.9-1.8/1.9-3.0) Low Resolution: 8 light-years (1/1.1-3.0/3.1-6.0/6.1-8)	2137
Mark IV	8	High Resolution: 4 light-years (.5/.6-1.0/1.1-3.0/3.1-4.0) Low Resolution: 10 light-years (1/1.1-3.0/3.1-7.0/7.1-10)	2162
Mark V	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)	2215
Mark VI	14	High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0) Low Resolution: 13 light-years (1/1.1-3.5/3.6-9.0/9.1-13)	2225
Mark VII	18	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)	2238
Mark VIII	22	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)	2245

Strength Package	SU	Strength Rating	Year Available
Class 0	1	0	1995
Class 1	2	1	2077
Class 2	4	2	2084
Class 3	6	3	2090
Class 4	8	4	2162
Class 5	10	5	2215
Class 6	12	6	2245

Gain Package	SU	Test Result Bonus
Standard	0	+0
Class Alpha	3	+1

Range Difficulties: The Difficulties for detecting objects with TOS-era long-range sensors are 4/5/8/11.

Coverage Packages: Standard TOS-era ship sensors cannot detect about 23,000 substances and effects unless they're calibrated for them. However, a ship can reduce this number by -1,000 substances for every +4 SUs (thus making its sensors better), or increase it +1,000 substances for every -2 SUs (thus making them worse).

FLIGHT CONTROL SYSTEMS

Autopilot

TOS-era ships' autopilots cannot have a rating higher than Shipboard Systems (Flight Control) 2 and Coordination 2.

Navigational Computers

Ships of the TOS era can only have Class 1 and 2 navigational computers.

Inertial Damping Field

In the 23rd century, Starfleet refers to this system as the "inertial stabilizers."

Specialized Flight Control Systems

TOS-era ships cannot have any specialized flight control systems.

COMMUNICATIONS SYSTEMS

SU Cost: Varies (see table)

Power Cost: 3 Power per round of use

Starships of the 2200s use an advanced form of communications called *subspace radio.* Invented in 2158, but not able to be installed aboard starships until 2193 due to size and power consumption problems, subspace radio allows a ship to propagate electromagnetic signals through the subspace medium. Such signals travel at Warp 9.9999, far faster than the fastest starship. Prior to 2193, ships used interplanetary radio, which propagates at subluminal speeds and can thus take decades or centuries to travel between stars.

The accompanying table provides SU costs and other information about 23rd century communications systems. Ships of this era may not have holocommunications systems.

Universal Translator

SU Cost: None

Power Cost: 1 Power per round of use

TOS-era universal translators require more computer power and resources than later models, so starships do not keep them activated at all times. When a ship turns on its translator, it costs 1 Power per round to operate.

TOS-Era Communications Table

Strength Package	SU	Strength Rating	Security	Year Available
Type I Interplanetary Radio	1	1	-0	1995
Type II	2	2	-0	2100
Type III	3	3	-0	2146
Mark I Subspace Radio	3	1	-0	2193
Mark II	6	2	-0	2212
Mark III	9	3	-1	2220
Mark IV	12	4	-1	2234
Mark V	15	5	-2	2245
Mark VI	18	6	-2	2284

Basic Uprating Package	SU	Test Result Bonus
Type 1	4	+1

Security Uprating Packages	SU	Security Rating Increase
Type A	3	-1

TRACTOR BEAMS

TOS-era ships can only take Class Alpha (available 2137) and Class Beta (available 2215) tractor beams. They may not buy specialized tractor beams.

TRANSPORTER SYSTEMS

SU Cost: Varies (see table)

Power Cost: Varies (see table)

The accompanying table lists the types of transporters available in the TOS era beginning in 2186, when Grahd of Tellar, leading a team of scientists including Wu Hsan of Earth and T'pratha of Vulcan, invented this wondrous device. Prior to Grahd's general improvements to ship-based transporters in 2211, such units were much more unreliable. Add +2 to the Difficulty of any Tests involving them. If a Test fails, a disaster may occur; Dramatic Failure *always* indicates a horrible death for the person(s) being transported.

TOS-era transporters do not have the full-spectrum biofilters present in 24th century models, making it much more likely that a crewmember can bring an alien virus or bacteria onboard and infect the whole ship. If infection or contamination are suspected, personnel beaming onto the ship undergo thorough decontamination procedures roughly as effective as a 24th century biofilter, though the routine can take up to several minutes.

TOS-era ships may not buy specialized or variant transporter systems. However, some other civilizations may use them; for example, the transporter beam which sent Gary 7 to Earth originated an astounding *one thousand light-years* away! Use the systems in *Spacedock* for more advanced transporters if necessary.

TOS-Era Transporters Table

Transporter Pads	SU	Power
Personnel	.5 per person	.5 per person transported
Emergency	.25 per person	.25 per person transported
Cargo	.5 per 100 kg	.5 per 100 kg transported

Emitter/Receiver Array	SU	Power	Range	Year Available
Personnel Mark 1	1	1	5,000 km	2186
Personnel Mark 2	2	1	8,000 km	2207
Personnel Mark 3	3	2	10,000 km	2211
Personnel Mark 4	4	2	15,000 km	2215
Personnel Mark 5	5	2	20,000 km	2236
Personnel Mark 6	6	3	26,000 km	2257
Personnel Mark 7	7	4	30,000 km	2297
Emergency Mark 1	1	1	3,000 km	2186
Emergency Mark 2	2	1	5,000 km	2211
Emergency Mark 3	3	1	8,000 km	2236
Emergency Mark 4	4	1	13,000 km	2257
Cargo Mark 1	1	1	5,000 km	2186
Cargo Mark 2	1	1	12,000 km	2211
Cargo Mark 3	2	1	18,000 km	2236
Cargo Mark 4	3	2	26,000 km	2257
Cargo Mark 5	4	3	30,000 km	2297

Energizing/Transition Coils	SU	Strength	Year Available
Class A	1	1	2186
Class B	2	2	2186
Class C	3	3	2186
Class D	4	4	2211
Class E	5	5	2236
Class F	6	6	2270
Class G	7	7	2297

Additional Transporter Rules

TOS-era transporters aren't as easily improved with extra Power as 24th century models. The crew can only increase their Strength by 125%, or their range by +10%, using the rules on page 60 of *Spacedock.* To increase the power to a transporter, the crew usually switches to one of the system's *emergency channels,* labelled A-D.

Site-to-site transporting, and short-range transports (such as intra-ship beaming), are more difficult and dangerous in the TOS era than the 24th century. The site-to-site rules from *Spacedock,* page 160, apply, but increase the base Difficulty to Moderate (6).

CLOAKING DEVICES

Only Romulan and Klingon ships have access to cloaking technology during the 23rd century (though Captain Kirk and the crew of the *U.S.S. Enterprise* did steal a Romulan cloaking device in 2268 so the Federation could study it and find ways to counteract it). The Klingons have access to cloaks of classes 1-6; the Romulans have cloaks from classes 1-7 (they develop class 8 in 2298).

Additionally, TOS-era cloaks fail to hide two important phenomena. First, they emit surges of neutron radiation while in use. Ships *very* close to the cloaked vessel—within 10 kilometers—can detect the surge with a Moderate (6) Shipboard Systems (Sensors) Test (though they may not always comprehend the surge's significance). Second, they cannot cover the ionic gases a ship emits while traveling at impulse speeds. Another ship can detect the gases with a Moderate (8) Shipboard Systems (Sensors) Test, and if it does so program a torpedo to home in on those gases (giving it a +4 Test Result bonus to hit the cloaked vessel).

Cloaks of the 23rd century generate a slight amount of interference for their ship's sensors. All Shipboard Systems (Sensors) Tests made using the equipment on a cloaked ship while the cloak is active suffer a -1 Test Result penalty.

TOS-era ships may not take cloak-like systems, such as masking circuitry.

See also *Spacedock,* page 163, regarding "Older Cloaks."

Firing While Cloaked

Per the normal *Spacedock* rules, cloaked ships may not fire weapons while cloaked. However, in 2292, the Klingon House of Chang developed a prototype cloaking device that allowed a ship to fire while cloaked. Firing a weapon reveals the part of the ship containing that weapon for a split-second, allowing an alert enemy to counterattack. In game terms, the counterattacker has to be prepared to make an attack and succeed with a Challenging (11) Shipboard Systems (Sensors) Test to detect the revealed part of the cloaked ship in time.

After the *U.S.S. Enterprise*-A and *U.S.S. Excelsior* destroyed Chang's prototype, further experimentation showed that the improved cloak contained many major flaws. They included the cloak causing beam weapons to malfunction and explode, and torpedoes to detonate prematurely while still in the launcher. Additionally, the cloak frequently disengaged for no apparent reason, in the process jamming the ship's shields and leaving it completely vulnerable to counterattack. By 2297, in light of these problems and the current peace initiative with the Federation, the Klingon Empire abandoned attempts to develop the improved cloak altogether.

SCIENCE SYSTEMS

These systems work the same in the TOS era as in the 24th century. However, 23rd century ships can only buy up to rating 3.

TACTICAL SYSTEMS

WEAPON CONTROL ROOMS

SU Cost: 1 x Size

Power Cost: None

In the TOS era, ships of Size 4 and larger must buy *control rooms* for both beam and missile weapons. (On smaller ships the Helm can energize and fire weapons directly from his panel.) A ship need only pay this cost once for all beam weapons, and once for all missile weapons, it possesses. Any energy costs associated with control rooms are part of the Power cost for the weapons it controls. If a weapon control room is destroyed, increase the Difficulty of all Tests made to use those weapons by two categories (or, in the GM's option, such Tests may not be possible at all).

BEAM WEAPONS

This section describes the types of beam weapons available to TOS-era ships. Ships buy these systems using the normal *Spacedock* rules unless otherwise noted. Isolytic weapons are not available during the TOS period.

Note also the rule regarding shields' degrading effect on beam weapons in this era (see page 20).

Lasers

SU Cost: Varies (see table)

Power Cost: Varies (see table)

Until the invention of the phaser in 2257, starships mounted high-powered lasers with which to defend themselves, attack enemies, cut apart asteroids and space debris, and the like. The accompanying table provides information on TOS-era lasers. Lasers have an Accuracy of 6/7/9/12, unless purchased for a ship in 2260 thereafter, in which case they can buy the Class Alpha targeting system listed under "Phasers," below. Lasers cannot have an arc of fire exceeding 120 degrees (costs 0 SUs). Lasers may only fire in Standard, Pulse, and Continuous modes.

Phasers

Ships of the TOS era buy phasers the same way as TNG-era ships, subject to restrictions on available emitter types (see accompanying table). In the TOS era, starships may only have Class Alpha and Beta auto-phaser interlocks. Ships may not install pulse phasers or ACB-jacketed phasers. Most TOS-era phaser banks have no more than 120 emitters and cover no more than a 360 degree arc of fire.

TOS-Era Lasers Table

Class	SU	Power	Damage	Shots per Round	Range	Year Available
Sorac Class	2	2	20	1	4/10,000/30,000/100,000	2063
Brenkai Class	4	4	40	1	5/12,000/36,000/125,000	2088
Schawlow Class	6	6	60	1	6/15,000/45,000/150,000	2113
Gould Class	8	8	80	2	7/20,000/60,000/175,000	2147
Magnusson Class	12	12	100	2	8/25,000/75,000/200,000	2162
Tesla Class	10	10	100	2	9/27,000/80,000/250,000	2215

Phaser Banks

TOS-era engineers design and install phaser emitters somewhat differently than their 24th century counterparts. Though emitters function more or less identically to future models, designers cluster them together in "banks" rather than spread them out along "arrays." Until Starfleet improved the processes for manufacturing and linking emitters and phaser generators in 2322, creating an array—which provides a greater arc of fire and more tactical options—was not feasible. But the phaser banks of the 23rd century are nevertheless potent, versatile tools and weapons, rightly feared by the enemies of the Federation.

A single phaser bank contains two *phaser units,* each terminating in a *firing emitter* through which the weapon projects the beam. The two firing emitters, which resemble black half-spheres, project slightly out from the hull in a structure sometimes referred to as a "turret." Ordinarily, the two firing emitters each project part of the beam, which sometimes makes the beam look like two parallel beams (regardless of appearance, the "beams" count as one for game purposes).

If one of the two firing emitters in a turret malfunctions, suffers damage, or exhausts its power, the phaser fires at half strength (but still costs full normal Power). In situations when the phaser bank has suffered no damage or other problems, ships may voluntarily fire only one firing emitter, in which case the weapon does half damage and costs half Power.

Ships are not required to have phaser banks with two firing emitters. A ship can purchase a phaser bank with a single phaser unit (and thus a single firing emitter). One-firing emitter phaser banks cost half the SUs and half the Power of a full two-firing emitter bank, but only do half the damage.

TOS-era ships usually refer to their largest, or most frequently used, phaser bank (typically the primary forward bank) as the "main phasers."

> **Example:** *Brian wants to install a phaser bank on the ship he's building, the* U.S.S. Griffon. *He chooses a Type VI 120-emitter bank with a Type Alpha interlock and covering a 360 degree arc of fire. This costs (14 + 0 + 2 + 3 [firing modes]) 19 SUs. Like most banks, this one consists of two phaser units and has two firing emitters; the emitters are in a "turret." When he fires the weapon, it does 120 SUs of damage and costs 12 Power. It may look like it's firing two beams in tandem (one from each firing emitter), but in fact that's a single beam for game purposes. If one of the phaser units malfunctions or is destroyed by enemy attack, the weapon can only do 60 SUs of damage, but still requires 12 Power.*

Energizing Phasers

Before a starship can use TOS-era phasers, it must "energize" them—get them ready for use from their normal "cold" status. To do this, the captain gives the order to the helm, who relays it to the Phaser Control Room. (Similarly, the helm sometimes relays firing orders to the Control Room for actual firing, but normally the crew manning the Control Room transfers firing control directly to the helm and/or navigator by locking the phasers to the computer.) Energizing the phasers, which occurs simultaneously with energizing the targeting systems, requires one full round. It does not ordinarily require a Test, but does require an action by the helm (or other appropriate member of the bridge crew) and by the Phaser Control Room crew. The Narrator may call for a Test in unusual circumstances, such as when relevant ship systems have suffered damage or malfunction.

It costs 2 Power per round to keep the phasers energized for any round in which the crew does not fire at least one phaser bank. Keeping the phasers energized at all times is not feasible; it quickly results in malfunctions, damaged equipment, and phaser generator overloads. (In other words, if players insist on violating the rules of *Star Trek* drama by flying around the galaxy with their characters' ship's phasers energized all the time, penalize them by imposing Tests to use the phasers, charging extra Power for phaser use, having the emitters break or malfunction, and so forth.)

Channeled Phasers

SU Cost: +10 SUs to normal phaser cost for each phaser channeled through the main engines

Power Cost: +3 Power to normal phaser cost

In 2271, the Starfleet Corps of Engineers devised a way to increase phaser power by channeling phasers through the main engines. "Channeled phasers" do +30 damage (but cost +3 Power and +10 SUs). However, if the engines suffer a malfunction or problem (such as an antimatter imbalance), channeled phasers shut down entirely until the crew fixes the engine problem.

Starfleet Command, or an individual ship's captain, decides whether to install (or retrofit) channeled phasers on a starship. Never widespread due to various technical problems, the practice ended entirely when Starfleet switched over to phaser arrays instead of banks in 2322, since the channeling process works even less well with arrays (which, due to improvements in phaser technology, generally don't need the extra boost from channeling anyway).

TOS-Era Phaser Bank Table

Emitter Type	Year Available
Type I	2257
Type II	2257
Type III	2257
Type IV	2260
Type V	2260
Type VI	2262
Type VII	2262
Type VIII	2284

Auto-Phaser Interlock	SU	Accuracy	Year Available
Class Zero	0	6/7/9/12	2257
Class Alpha	1	5/6/8/11	2260
Class Beta	2	4/5/7/10	2263

Disruptors

TOS-era ships can only have Class Alpha and Beta disruptor targeting systems. Most TOS-era disruptors can cover no more than a 180 degree arc of fire.

TOS-Era Disruptors Table

Disruptor Type	Year Available
Type 1	2258
Type 2	2258
Type 3	2259
Type 4	2260
Type 5	2260
Type 6	2261
Type 7	2269
Type 8	2291

Disruptor Targeting System	SU	Accuracy	Year Available
Class Zero	1	6/7/9/12	2258
Class Alpha	2	5/6/8/11	2261
Class Beta	3	4/5/7/10	2267

Tholian Gravitic Beam

In open combat, the Tholians use a gravitic-based energy beam based on the same technology with which they create the Tholian web (see below). They have two types, one equivalent to a Type 7 disruptor and the other equivalent to a Type 8, both available from 2240 on. They can buy any type of disruptor targeting system for these weapons.

Pure Anti-Proton Beam

SU Cost: 80

Power Cost: 30 per shot

The so-called "Doomsday Weapon" (see page 86) which virtually destroyed the *U.S.S. Constellation* and obliterated several planets in 2267 used an enormous energy weapon which fired pure anti-proton beams. Although the ship normally used this system as a tool to slice planets apart and "consume" them for fuel, the beam also served as a potent weapon.

The Doomsday Weapon's anti-proton beam has a range of 25/50,000/250,000/750,000 and an Accuracy of 4/5/7/10. It does 300 SUs of damage per shot. It fires only in Standard mode. The ship cannot Multifire it.

MISSILE WEAPONS

Chemical Rockets

The chemical rockets described in *Spacedock* were used by Earth (and, later, Starfleet) vessels from the earliest days of armed spaceflight. As noted in *Spacedock,* they typically do 50-100 points of damage, depending on sophistication, size, and the like. They have an Accuracy of 5/6/8/11 (or worse).

Nuclear Rockets

SU Cost: 6 SUs for a launching tube; 4 rockets per 1 SU

Power Cost: 5 Power to fire

Humans, and most other starfaring species with aggressive tendencies, replace chemical rockets with fission and/or fusion rockets as soon as they find it technologically feasible to do so. For Humans, this time came early, in 2070, less than 10 years after Zefram Cochrane's first historic warp flight. Initially the intention was to use nuclear rockets primarily to clear debris, smash open asteroids, destroy obstacles, and defend ships. However, they quickly became weapons of war when mankind needed them for that purpose—for example, during the Earth-Romulan War of the 2150s.

The accompanying table describes the different types of nuclear rockets available for ships during the early TOS era. Although nearly as powerful as the early photon torpedoes (see below), they have a much shorter range. Ships may Multifire nuclear rockets. They may fire them into atmospheres without difficulty. They have an Accuracy of 5/6/8/11 (or worse).

Nuclear Rockets

Type	Damage	Range	Year Available
Mark I	120	5/150/750/3000	2070
Mark II	135	5/200/1000/5000	2094
Mark III	150	6/300/2500/8000	2123

Torpedoes: General Rules

The following rules apply to all types of torpedoes in the TOS era.

It requires *two* rounds, not one, for the crew to load a full spread of torpedoes into a torpedo launcher for firing. Thus, if a ship fires a full spread of torpedoes from a launcher, the crew spends two rounds reloading the launcher, and the ship can fire it again on the third round after it first fired. (If the captain anticipates trouble, he may, of course, order the torpedo crew to load the launcher in advance, allowing the ship to fire up to one full spread immediately if the bridge crew detects a threat. Ships do not routinely fly around with torpedoes loaded; this is both dangerous and perceived as a sign of hostile intent.)

Before firing loaded torpedoes, the navigator (or helmsman) must use an action to arm them (this does not require a Test). A single action suffices to arm all torpedoes currently loaded in a single launcher. The Helm can also use an action to set the arming procedure to occur automatically, so that when the torpedo crew loads additional spread of torpedoes into that launcher, he doesn't have to spend an action to arm them (thus saving time during lengthy battles).

Torpedoes in the TOS era typically have an Accuracy of 6/7/9/12. If the ship has phasers or disruptors installed, it may buy one of the targeting systems listed thereunder for its torpedoes as well.

Photon Torpedoes

Starfleet vessels during the TOS era carried one of two types of photon torpedoes. Both are launched out of basic launchers; Starfleet ships of this period cannot launch high-yield torpedoes (though Romulan ships can; see "Plasma Torpedoes," below).

The first type of photon torpedo, the Type I, was developed in 2215 for the newly-launched *Ranger*-class Explorer. It uses six large slugs of deuterium, which contact six identical slugs of anti-deuterium to generate an explosion of tremendous force. These torpedoes do 160 points of damage, and have a range of 15/100,000/400,000/750,000.

The second photon torpedo model, the Type II, was not completed until 2271, but remains in use even in the late 24th century. Externally it resembles the Type I, but the interior differs significantly. It uses thousands of small packets of matter and antimatter, thus creating a much more efficient release of energy. These torpedoes do 200 points of damage and have a range of 15/300,000/1,000,000/3,500,000.

Ships can use neither type of photon torpedo in an atmosphere. However, if a ship itself is atmosphere-capable, it can get close enough to the target that the torpedo hits it and detonates before breaking up in the atmosphere.

Plasma Torpedoes

Instead of photon torpedoes, the Romulans ordinarily field a fearsome missile weapon called a *plasma torpedo.* Plasma torpedoes use a trilithium isotope to produce extremely powerful explosions. However, their effectiveness depends on the distance to the target—the further they travel, the more power they lose.

A plasma torpedo moves at the rate of 1,200,000 kilometers per round (roughly equal to .8 *c*). Within a range of 30,000 km (1 MU), it does 600 points of damage—considerably more than comparative photon torpedoes. For every 30,000 km (1 MU) beyond that, subtract 6 points of damage. (Thus, if a ship can run far and fast enough, it can reach the point where a plasma torpedo impacts its shields harmlessly.) A ship cannot Multifire plasma torpedoes; it may only fire one per launcher per round, and each firing constitutes a separate action. Plasma torpedoes require high-yield launchers (see *Spacedock,* pages 144-45).

OTHER WEAPONS

TOS-era ships may take mines. They may not have microtorpedo launchers or tricobalt devices.

The Tholian Web

SU Cost: 30

Power Cost: 5 Power per round to erect; no Power to activate or use once erected

Also known as the "Tholian tractor field," this weapon uses the Tholians' advanced understanding of gravitic and tractor beam technology to destroy helpless ships. Tholian space and surrounding regions contain many areas of spatial and subspatial distortion which often cripple or trap starships. The Tholians can then erect a web around a ship and utterly destroy it at little or no risk to themselves.

It takes two ships, both equipped with web generators, to construct the Tholian web. They link up and then separate, stretching a golden beam of gravitic/subspace force (similar to a tractor beam) between them. They move apart from each other and begin executing a precise flight pattern around the target ship, constantly "weaving" the web beam around it. Creating the full web requires 2-4 (1+1d3) hours. For every additional two ships helping weave the web, halve the time needed.

Breaking through a Tholian web, whether fully or partially erected, requires great power and effort. The web has a Resistance of 100; breaking a hole in it large enough for a ship to travel through requires 100 SUs of damage per Size of the ship (thus, a Size 3 ship has to do 300 SUs damage to make a sufficiently large hole in the web). A single Tholian ship can repair damaged web at the rate of 30 SUs per round. (Of course, clever crews may devise other methods to break or disrupt the web than sheer force.)

When the Tholians complete the web, they activate it. It collapses in upon the trapped ship, crushing it. It does 200 SUs damage per round until it destroys the target; only Resistance provides any protection against this damage. The Tholians can automatically deactivate and dissipate the web at any time, if they so desire.

Gravitic Mines

Also known as gravimetric mines, gravitic mines are a fearsome weapon developed by a number of warlike species, such as the Klingons and Romulans. Instead of generating high levels of explosive force, like a photon torpedo, they generate intense, very short lived fields of gravitic distortion which literally tear a ship apart. Because of the nature of the attack, deflector shields only reduce the damage caused by a maximum of half, but thereafter the ship's SIF's Protection also applies. Any additional damage applies directly to the ship, regardless of how strong its shields are.

Example: *The U.S.S.* Indomitable, *a Constitution-class ship with shields providing Protection 400 and a Class H SIF (40 Protection), hits a Type I gravitic mine (which does 200 points of damage). It may reduce this damage by half, to 100, which likewise reduces its shield's Protection by 100 points. The SIF reduces the remaining 100 points of damage to 60, so 60 SUs apply directly to the ship, even though its shields have enough Protection remaining to absorb all the damage if it were a normal attack.*

Gravitic Mines

Mine	Damage
Type I	200
Type II	400
Type III	600

THREAT ASSESSMENT/TRACKING/TARGETING SYSTEM

TOS-era ships may only take Class Alpha (available 2086) and Class Beta (available 2215) targeting systems. Prior to 2086, ships may only take the Class Zero TA/T/TS, which costs 3 SUs and 0 Power, has a Strength of 6, and provides a +0 bonus.

Planetary Power Disruption

In "Bread and Circuses," the U.S.S. Enterprise disrupts an entire planet's power system. Assuming a planet has a single power system, a starship can do this by using the computer and communications electronic warfare rules in Spacedock—the crew simply "hacks" into the planetary power grid and shuts it down.

The Genesis Torpedo

Although the Federation never intended the Genesis device as anything other than a way to ease population pressures and allow it to grow more food on formerly lifeless worlds, the Klingons correctly perceived that in the wrong hands, it could easily become an "ultimate weapon." Because it rewrites an existing atomic matrix in favor of its own matrix, the Genesis device effectively destroys everything on a planet's surface. That includes cities, structures, and the other impedimenta of civilization, if the planet happens to have inhabitants. If someone used the Genesis device as a weapon, he could make the nuclear and biochemical horrors of Earth's Third World War look minuscule in comparison.

Any planet hit with a Genesis "torpedo" (as the Klingons call it) suffers complete surface destruction. Within a matter of minutes, the Genesis device breaks down the planet's surface and everything on it (or up to half a kilometer beneath it) at the quantum level and remakes it into a world empty of anything more advanced than nonsentient plant life. This kills everyone and everything on the planet. But since the Genesis device employs unstable protomatter, any planet remade in this fashion cannot survive for long. Within 4d6 days, the planet tears itself apart. Tremendous earthquakes and deadly storms wrack the surface for days or hours in advance of the final catastrophe.

Hitting a ship with a Genesis device destroys that ship, and kills everyone on it, as the device tries to remake the vessel into a planet capable of supporting humanoid life.

The Genesis device built by Carol and David Marcus, and used by Khan Noonien Singh in an attempt to kill James T. Kirk in 2285, required a minimum two-minute arming period before it detonated; in controlled uses even longer countdowns were normal. Possibly a Genesis device designed specifically as a weapon would have a shorter arming period.

DEFLECTOR SHIELDS

Also known as "deflector fields" or "force fields," deflector shields protect 23rd century starships the same as they do their 24th century equivalents. Though weaker than comparative later models, they also generally contend with weaker weaponry. Personnel usually refer to a ship's shields by numerical designation. Number 1 shield is the forward shield, number 2 the starboard shield, number 3 the aft shield, and number 4 the port shield.

TOS-era ships buy deflector shields using the normal *Spacedock* rules. The accompanying table lists the maximum Protection ratings they can have for their shields as of various years. They cannot install regenerative force fields, multiphasic shields, covariant shields, or any other such advanced/exotic shield types.

TOS-era tactical systems do not synchronize beam weapon and shield frequencies as smoothly as those of the 24th century, resulting in some degradation of beam weapon strength as the beam passes through the shield barrier. When a ship has its shields raised, reduce the damage caused by its beam weapons by 5 points. The officer firing the beam weapon can eliminate this penalty by making a Moderate (6) Shipboard Systems (Tactical) Test (this constitutes an Immediate Action, but does suffer from, and contribute to, Multiple Action Penalties). Shields do not interfere with torpedo fire in any way.

TOS-Era Shield Strength Table

Year	Maximum Shield Protection
2063	40
2077	100
2101	150
2119	200
2142	250
2162	300
2215	350
2245	400
2271	450

Shield Recharging System

SU Cost: 0

Power Cost: 0

TOS-era ships prior to 2245 have shield recharging systems that restore collapsed shields in 75 seconds. Beginning in 2245, improved shield recharging systems repair shields in only 60 seconds.

In 2284, ships can buy Class 1 recharging systems using the standard rules.

Backup Shield Generators

Ships of the TOS era do not have backup shields. Once the shields collapse, a crew's only option is to recharge them.

AUXILIARY SPACECRAFT SYSTEMS

HANGAR DECKS

The TOS-era term for shuttlebays is *hangar decks* (or *landing bays*). An individual hangar deck can hold, at most, 20 Size worth of auxiliary craft (typically 10 shuttlecraft or the like). Most ships only have one hangar deck (see accompanying table), but a sufficiently large ship could have multiple decks.

TOS-era ships do not have captain's yachts.

Suggested TOS-Era Shuttle Complements

Courier: 0
Cruiser: 1-4
Escort: 0-1
Explorer: 2-10
Frigate: 1-3
Medical: 1-3
Research/Laboratory: 1-4
Scout: 0
Surveyor: 1-5
Transport: 0-1

STARSHIP COMBAT IN THE 23RD CENTURY

The following alternate or additional rules apply when 23rd century starships engage in combat or other actions.

SKELETON CREWS

The rules for crew casualties and skeleton crews (*Spacedock,* pp. 88-89) apply to 23rd century ships. However, since such ships are less technologically sophisticated than 24th century vessels, and thus require more work by the crewmembers, *double* the penalties for having a skeleton crew on a ship.

Additionally, unlike 24th century vessels (which a single crewmember can run via a PADD in a non-crisis situations), TOS-era capital ships cannot be run by one person, or even half a dozen persons. (A much less complicated vessel, such as a cargo carrier, could be operated by a single person.) However, a clever engineer can rig a starship for automated operation by a crew of three or more trained people if necessary. This typically requires a Difficult (12) Systems Engineering (any Specialization) Test and one day of work by one person per point of Size (using more engineers can reduce the time required, but never below a minimum of one day). A ship with automated control systems, such as the *U.S.S. Enterprise* when Captain James Kirk stole it to go recover the body of Captain Spock in 2285, suffers no skeleton crew penalties, *provided* the persons running the ship don't make too many demands on it. They can't take the ship into combat or a similar situation without incurring skeleton crew penalties, or engage in any other activities much beyond routine ship travel and operations. Any significant damage to the ship, including any damage whatsoever to the EPS or ODN systems, typically renders a starship automation system non-functional.

For crews of trainees, such as the ones caught up in Khan Noonien Singh's attack on the *U.S.S. Enterprise* in 2285, the Narrator should determine how they correspond to a trained skeleton crew. For example, a full crew of completely green cadets might equal a trained crew at 50% capacity; a training crew of cadets on their "cadet cruise" might equal a trained crew at 75% capacity.

STARSHIP MANEUVERS

TOS era starships use more or less the same maneuvers as 24th century ships, but lack some of their future counterparts' maneuverability. TOS era starships of Size 5 or lower cannot obtain maneuver benefits with a total value exceeding 4 in a single round; ships of Size 6 and above cannot obtain benefits with a total value exceeding 3.

TOS-era starships sometimes use the following additional maneuvers, which 24th century ships can also attempt if they wish.

Emergency Landing Plan B

Normally, shuttles enter shuttlebays with the assistance of shuttlebay tractor beams, which make the landing a smooth and easy one requiring no Shipboard Systems (Helm) Tests. But this takes time—approximately two rounds. If the ship has to lower shields before the shuttlecraft can enter the hangar deck, that adds another round to the time required. Sometimes a shuttlecraft or ship doesn't have that much time.

To get a shuttle inside the shuttlebay as quickly as possible (to, perhaps gain the protection of the ship), the shuttle's pilot can use what Captain James T. Kirk once called "Emergency Landing Plan B": non-tractor-assisted landing. (Kirk's helmsman, Hikaru Sulu, had to use this maneuver when the renegade Vulcan Sybok took over the *U.S.S. Enterprise*-A in 2287).

To land a shuttle safely without the assistance of a tractor beam (which only takes one round), the shuttle pilot must make a Challenging (9) Shipboard Systems (Helm) Test. If he succeeds, he sets the shuttle down right where he wants it with nary a problem. If he fails, the shuttlebay, shuttle, and all shuttle passengers take 2d6 damage (no defense applies to shuttle or ship; passengers may use their normal Resistance). If he Dramatically Fails, he crashes into the shuttlebay (or even into the ship's outer hull); increase the damage to 4d6.

Mirroring

A ship attempting to tail a cloaked vessel that it has detected can attempt this maneuver to take advantage of the way 23rd century cloaks interfere with sensors (see page 16). It allows the ship to mimic the cloaked ship's movement exactly, and thus to disguise itself as a "sensor ghost" or the like. It requires a Moderate (6) Shipboard Systems (Sensors) Test and Routine (5) Shipboard Systems (Helm) Test every round. If either of these Tests ever fails (to any degree), the trailing ship does not mirror the cloaked ship's movements exactly, thus revealing to the cloaked vessel that it is not a "ghost."

The Timewarp Maneuver

Also known as the "light speed breakaway factor" or the "slingshot effect," this maneuver allows a starship to "slingshot" around a star, using the star's gravity to increase its speed to the point where it travels back in time! This difficult and dangerous procedure requires the crew to complete two steps with precise accuracy.

First, a crewmember must perform the calculations to determine how fast the ship has to travel to reach the desired moment in the past it wishes to reach. This requires a Challenging (9) Physical Sciences (Mathematics *or* Temporal Physics), Propulsion Engineering (Warp Drive), or Theoretical Engineering (Temporal Physics) Test. If the Test succeeds, the character has calculated the ship's required speed properly. If it fails, for every point by which he missed the Difficulty Number, his miscalculation puts the ship from one day to one week before or after the target date. If he Dramatically Fails, increase that to from one year to one decade per point missed.

Second, the helmsman has to pilot the ship along a precise course, at a sufficiently high speed. This requires a Challenging (9) Shipboard Systems (Helm) Test, and a ship which can attain a speed of at least Warp 9.8 (TOS scale). If he succeeds, so does the maneuver, resulting in a time trip and 3d6 SUs damage to the ship (no defense applies). If he fails, the ship does not travel in time, and suffers 30-180 (3d6 x 10) SUs of damage (no defense applies). If he Dramatically Fails, or if he attempts the maneuver in a ship that cannot or does not reach Warp 9.8, the ship cannot break free of the star's gravity and plunges right into its nuclear fires, destroying it and killing everyone aboard.

Timewarp may cause dilithium crystals, particularly those of poorer quality or contained in less efficient dilithium sequencers, to break down much more quickly than normal. If the crewmembers don't take care, they may find themselves stranded in the past without enough dilithium to get home! The recrystallization procedure mentioned on page 8 can overcome this difficulty—if they know of it or think of it.

Warp One, Astern!

Starships of the 23rd century, like those of the 24th, can fly astern (backwards) at both impulse and warp speeds if they wish. Flying astern at impulse speeds causes no significant problems. But sometimes ships have to fly backwards at warp speeds—for example, to get far enough away from the firing point of an incoming plasma torpedo to reduce the torpedo's power until it can't harm the ship. This poses danger to the ship, since it has no aft navigational deflector. During every round of astern warp speed travel, the helmsman must make a Moderate (7) Shipboard Systems (Helm) Test. If he fails, the ship impacts with something significant—typically a pocket of stray hydrogen atoms, but possibly larger particulates or even a meteor or the like. If this happens, the ship suffers 10-60 (1d6 x 10) SUs of damage; no defense protects the ship from this.

Warp Speed In Solar Systems and Atmospheres

Because their engines are comparatively primitive, and thus interact less dangerously with gravity wells and atmospheres, reduce the Difficulties for Tests relating to warp travel through solar systems and atmospheres in TOS-era ships by 2 (see *Spacedock,* page 99).

TACTICAL

CALLED SHOTS

If you use the Starship Hit Location tables on pages 112-17 of *Spacedock* for starship combats involving 23rd century ships, you may sometimes obtain hits on systems which TOS-era ships don't have, or which have a slightly different name or function in that era. If so, simply roll again, or substitute the most appropriate equivalent system.

Combat Inside Nebulae

Conducting a starship battle inside a nebula can be difficult. Some nebulae are little different than empty space; others, like the Mutara Nebula in which the *U.S.S. Enterprise* fought the *U.S.S. Reliant* commanded by Khan Noonien Singh in 2285, provide a trickier battlefield. The Narrator determines the exact effects of a nebula on a starship's systems; these can include:

—*Sensor interference:* The matter or energy discharges within the nebula may partially or wholly "blind" sensors. Use the rules for sensor strength and interference on page 148 of *Spacedock.* Similarly, the nebula may interfere with communications, and make transporting difficult or impossible.

—*Tactical interference:* The nebula may make it difficult or impossible to use the tactical systems, thus requiring the crew to target all weapons manually. Using manual control of weapons or other systems typically increases the Difficulty of a task (such as hitting a target) by 3.

—*Shield interference:* The nebula may prevent the ship from activating shields. This usually accompanies sensor interference and tactical interference, turning the combat into a nail-biting exercise of trying to get close enough to the enemy to detect him and accurately shoot at him before he does the same to you.

—*Damage to the ship:* A nebula's energy discharges, or even the substances which compose it, may corrode or damage a starship's hull. The Narrator determines how powerful this effect is and applies the damage every round, ignoring Resistance. One to five points of damage per round should do the trick, assuming shields cannot function; that's enough to make the characters nervous, while still allowing them time to accomplish their objective.

—*Cover:* Dense clouds of nebular gases may provide visual cover for a starship, giving it the chance to ambush the enemy.

The Narrator can come up with other combat effects for nebulae as he sees fit.

Star Trek Technological Timeline

The following timeline lists some of the crucial dates in the history of Federation technology.

Year	Development
1995	DY-100 class ship commissioned
2018	DY-100 class phased out due to improvements in subluminal propulsion
2063	Zefram Cochrane invents warp propulsion system, navigational deflector, IDF, and SIF
2065	*Valiant*-Class Cruiser commissioned
2090	DY-500 class Freighter commissioned
2102	Deflector shields invented by Brenac of Vulcan
2158	Subspace radio invented, but requires units of such size and Power consumption that it cannot be installed on starships until 2193
2162	*Daedalus*-Class Explorer commissioned
2169	Revolutionary breakthrough in impulse drive technology, leading to the invention of the types of impulse engines still in use as of 2377
2186	Grahd of Tellar invents the transporter
2193	Ship-based subspace radio invented
2202	*Cook*-Class Deep Space Surveyor commissioned
2211	Grahd of Tellar improves the ship-based transporter, making it as reliable as ground-based units
2215	Type I photon torpedoes developed
	Mark Chausser invents the tritanium hull
	Ranger-Class Explorer commissioned
2243	Duotronic technology for computers and sensors invented by Dr. Richard Daystrom
	Dr. Lawrence Marvick improves the warp engine
2245	*Constitution*-Class Explorer commissioned
	Class F shuttlecraft commissioned
2250	*Antares*-Class Surveyor commissioned
	T'Pari-Class Surveyor commissioned
2251	*Theseus*-Class Frigate commissioned
2257	Phaser invented
2269	*Constitution* class refits begin
	Saladin, Hermes, and *Ptolemy* classes commissioned
	One-nacelle configurations now possible
2271	Type II photon torpedoes developed
	Enterprise refit and recommissioned
2274	*Miranda*-Class Cruiser commissioned
2275	*Oberth*-Class Surveyor commissioned
2284	*Excelsior*-Class Explorer (later Exploratory Cruiser) commissioned
	Constellation-class Cruiser (later Exploratory Cruiser) c ommissioned
	Three- and four-nacelle configurations now possible
2286	Captain Spock devises method for recrystallizing dilithium
	Enterprise-A enters service
2287	Starfleet's effort to build a transwarp drive declared a failure and abandoned
2293	Major upgrades to *Excelsior*-Class Explorer, class re-launched
2303	*Renaissance*-Class Cruiser commissioned

2304	*Constellation* class undergoes refits; redesignated "Exploratory Cruiser"
2310s	Starfleet gradually shifts to wholly vertical warp cores for almost all ships
2312	*Merced*-Class Light Escort commissioned
	Pattern enhancer invented
2314	*Hokule'a*-Class Scout commissioned
2318	*Deneva*-Class Light Transport commissioned
2319	Multiplex pattern buffer introduced; eliminates transporter psychosis problem
2321	New warp speed scale introduced
2322	*Ambassador*-Class Heavy Cruiser commissioned
	Improved gravity generation invented
	Starfleet improves process for manufacturing phaser emitters and phaser generators, making it possible to build phasers as arrays rather than banks.
2325	*Apollo*-Class Light Cruiser commissioned
2326	Impulse thrusters invented
	Transport inhibitor invented
2327	*Rigel*-Class Heavy Scout commissioned
2328	*Wambundu*-Class Heavy Cruiser commissioned
2329	Isolinear computer technology invented
2339	*Mediterranean*-Class Frigate commissioned
2341	Replicator invented
2342	*Springfield*-Class Light Frigate commissioned
	Holodeck invented
2343	*Galaxy* Class Project initiated
2346	*Istanbul*-Class Fast Cruiser commissioned
2349	*Niagara*-Class Fast Cruiser commissioned
2352	*Korolev*-Class Surveyor commissioned
2355	*Challenger*-Class Light Cruiser commissioned
	Surak-Class Escort commissioned
2356	*Galaxy*-class Explorer commissioned
	Starfleet stops producing Mark V and VI transporters
2357	*Nebula*-Class Exploratory Cruiser commissioned
2358	*New Orleans*-Class Frigate commissioned
2361	*Cheyenne*-Class Light Cruiser commissioned
	Freedom-Class Frigate commissioned
	Olympic-Class Medical Vessel commissioned
2362	*Andromeda*-Class Explorer commissioned
	Bradbury-class Heavy Frigate commissioned
2363	*Wyvern*-Class Armored Transport commissioned
2364	*El Dorado*-Class Heavy Frigate commissioned
2365	*Yorkshire*-Class Armored Transport commissioned
	Zodiac-Class Cruiser commissioned
	First known self-aware holographic life-form created aboard the *U.S.S. Enterprise*-D
2368	*Akira*-Class Heavy Cruiser commissioned
	Danube-Class Runabout commissioned
	Sequoia-Class Heavy Cruiser commissioned
	Dr. Ja'Dar of Bilana III tests soliton wave propulsion system
	Ablative armor becomes available for starships
2369	*Steamrunner*-Class Heavy Frigate commissioned
	Starfleet Attack Fighter commissioned
	Dr. Reyga invents metaphasic shielding
2370	*Intrepid*-Class Light Explorer commissioned
	Nova-Class Research/Laboratory Vessel commissioned
	Saber-Class Light Cruiser commissioned
	Sovereign-Class Heavy Explorer commissioned
	Dr. Lewis Zimmerman invents the Emergency Medical Hologram, Mark I
	Starfleet develops multi-spectral shields
	Starfleet develops pulse phasers
2371	*Defiant*-class Heavy Escort commissioned
	Maximum attainable warp speed reaches Warp 9.982
	Adaptations to warp propulsion systems eliminate warp field effect
	Isomagnetic EPS conduits invented
2372	Starfleet develops Type XI and XII ship-based phasers
2373	*Centaur*-class Cruiser commissioned
	Curry-Class Cruiser commissioned
	Talon-Class Scout commissioned
	Yeager-Class Light Cruiser commissioned
	Starfleet develops a way to make its deflector shields effective against polaron beams
	Starfleet develops torpedo launchers with maximum Spreads of 12
2374	*Chimera*-Class Fast Frigate commissioned
	Prometheus-Class Heavy Cruiser commissioned
	Dr. Lewis Zimmerman invents the Emergency Medical Hologram, Mark II
2375	Multivector assault mode invented
	Workable ACB jacketing technology invented
2376	Dr. Lewis Zimmerman invents the Emergency Medical Hologram, Marks III and IV

As of 2377:

Warp speed Sustainable maximum is Warp 9.975

Warp speed highest Maximum is Warp 9.982

Torpedo launcher maximum Spread is 12

Long-range sensors' longest effective range is 17 light-years

Transporters' maximum ranges: Personnel and Cargo, 40,000 km; Emergency, 15,000 km

Range of beam weapons is 10/30,000/100,000/300,000

Maximum range for torpedoes is 15/350,000/1,500,000/4,050,000

CHAPTER TWO

THE FEDERATION STARSHIP REGISTRY

ANTARES CLASS

Class and Type: *Antares*-Class Surveyor
Commissioning Date: 2250

Hull Systems

Size: 3
- **Length:** 87.32 meters
- **Beam:** 22.68 meters
- **Height:** 18.70 meters
- **Decks:** 4
- **Mass:** 45,850 metric tonnes
- **SUs Available:** 800
- **SUs Used:** 756

Hull
- Outer 12
- Inner 12

Resistance
- Outer Hull: 6 6
- Inner Hull: 6 6

Structural Integrity Field
- **Main:** Class H (Protection 40/60) [1 Power/10 Protection/round] 15
- **Backup:** Class H (Protection 20) [1 Power/10 Protection/round] 8
- **Backup:** Class H (Protection 20) [1 Power/10 Protection/round] 8

Personnel Systems

Crew/Passengers/Evac: 225/75/1,400

Crew Quarters
- **Barracks:** House 240 crewmembers 4
- **Spartan:** 30 2
- **Basic:** 10 1
- **Expanded:** 3 1
- **Luxury:** None
- **Unusual:** 1 1

Environmental Systems
- **Basic Life Support** [9 Power/round] 12
- **Reserve Life Support** [5 Power/round] 6
- **Emergency Life Support** (18 emergency shelters) 6
- **Gravity** [2 Power/round] 3
- **Consumables:** 2 years' worth 12
- **Manufacturing Systems**
  - Food Processors: Mark III [3 Power/round] 8
  - Industrial Fabrication Units: Mark VI [4 Power/round] 8
- **Medical Facilities:** 4 (+0) [4 Power/round] 20
- **Recreation Facilities:** 3 [3 Power/round] 18
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 9
- **Fire Suppression System** [1 Power/round when active] 3
- **Cargo Holds:** 7,500 cubic meters 1
  - Locations: Eight locations throughout ship
- **Escape Pods** 3
  - Number: 80
  - Capacity: 4 persons per pod

Propulsion Systems

Warp Drive
- **Nacelles:** Mark 4.1 46
  - **Speed:** 4.0/5.0/7.0 [1 Power/.2 warp speed]
- **PIS:** Class E (6 hours of Maximum warp) 10

Impulse Engine
- **Type:** Type 5 (.5*c*/.7*c*) [5/7 Power/round] 15
- **Location:** Aft

Reaction Control System (.025*c*) [2 Power/round when in use] 3

Power Systems

Warp Engine
- Type: Mark V (generates 200 Power/round) 60
- Location: Aft amidships

Impulse Engine[s]: 1 Type 5 (generates 20 Power/engine/round)

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

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +80 Power transfer/round 23

Standard Usable Power: 220

Operations Systems

Bridge: Forward dorsal 12

Computer
- **Core 1:** Amidships [5 Power/round] 6
- **Uprating:** Class Alpha (+1) [1 Power/computer/round] 2
- **ODN** 9

Navigational Deflector [6 Power/round] 9
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward ventral

Sensor Systems
- **Long-range Sensors** [5 Power/round] 35
  - **Range Package:** Mark VII (Accuracy 4/5/8/11)
    - 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:** 1,000 additional substances
- **Lateral Sensors** [5 Power/round] 17
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** Class Alpha (+1)
  - **Coverage:** 1,000 additional substances
- **Navigational Sensors:** [5 Power/round] 12
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** Class Alpha (+1)
- **Probe Launcher** 2
- **Probes:** 100 10
- **Sensors Skill:** 4

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: Two 0
- **Inertial Stabilizers**
  - **Main** 12
    - Strength: 7 [3 Power/round]
    - Number: 2
  - **Backup** 4
    - Strength: 5 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
Type: Mark III [3 Power/round] 9
Strength: 3
Security: -1
Basic Uprating: None
Emergency Communications: No

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

Transporters
Type: Personnel [4 Power/use] 20
Pads: 4
Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: One forward, one aft
Type: Emergency [5 Power/use] 12
Pads: 16
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location:One forward, one aft
Type: Cargo [2 Power/use] 24
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: Two aft, two amidships

Cloaking Device: None

Security Systems
Rating: 1 4
Anti-Intruder System: Yes [1 Power/round] 3
Internal Force Fields [1 Power/3 Strength] 3

Science Systems
Rating 3 (+2) [3 Power/round] 18
Specialized Systems: 3 15
Laboratories: 18 4

Tactical Systems

Forward Laser Bank 12
Class: Tesla
Damage: 100 [10 Power]
Shots per round: 2
Targeting System: Accuracy 6/7/9/12
Range: 9/27,000/80,000/250,000
Location: Forward
Firing Arc: 120 degrees
Firing Modes: Standard, Continuous, Pulse

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 18 (x4)
Shield Generator:
Class 1 (Protection 200) [20 Power/shield/round]
Shield Grid: Type C (50% increase to 300 Protection)
Subspace Field Distortion Amplifiers:
Class Beta (Threshold 65)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 3

Auxiliary Spacecraft Systems

Hangar Deck(s): None

Description And Notes

Fleet data: A multipurpose science and research vessel, the *Antares* -class Surveyor served Starfleet well from its commissioning in 2250 until the last member of the class was decommissioned in 2300. (Thereafter, many *Antares*-class ships remained in use by civilian scientific organizations.) Though sometimes referred to as a "cargo ship" due to the large amount of scientific equipment and samples it often carried, and the fact that it sometimes doubled as a freighter to keep distant colonies supplied, the *Antares*'s true mission was exploration and science. *Antares* crews explored the furthest reaches of the known galaxy and investigated countless scientific mysteries.

Physically, the *Antares* has the same rectangular/boxy look as a Class F shuttlecraft, but with an aft section larger and broader than the forward section. The warp nacelles project to port and starboard, and slightly dorsally, from the aft section.

Noteworthy vessels/service records/encounters: U.S.S. *Antares,* NCC-734, prototype, explored near reaches of Beta Quadrant (2250-58), destroyed by antimatter explosion when its baffle plate was "removed" by Charles Evans (2266); *S.S. Columbia,* civilian science vessel, crash-landed on Talos IV, resulting in the death or crippling of all crewmembers (2254); *U.S.S. Algol,* NCC-772, under Captain Jen Weman, its Centauran-Vulcan crew explored, charted, and studied the Perseus Arm (2253-60); *U.S.S. Betelgeuse,* NCC-802, explored, charted, and studied the Ostrogoth Nebula and surrounding space (2258-60); *U.S.S. John Ross,* NCC-811, originally the *U.S.S. Zeta Reticulum,* refitted by the Diplomatic Service to engage in first contact missions (2263), engaged in five-year exploratory mission under Captain Sandra Earle (2263-68), made first contact with the intelligent long-chain polymer beings of the Timrek Nebula (2268).

ARMSTRONG CLASS

Class and Type: *Armstrong*-Class Cruiser
Commissioning Date: 2197

HULL SYSTEMS

Size: 3
- **Length:** 80.17 meters
- **Beam:** 13.96 meters
- **Height:** 14.22 meters
- **Decks:** 3
- **Mass:** 38,550 metric tonnes
- **SUs Available:** 625
- **SUs Used:** 595

Hull

Outer	12
Inner	12

Resistance

Outer Hull: 4	3
Inner Hull: 4	3

Structural Integrity Field

Main: Class H (Protection 40/60) [1 Power/10 Protection/round]	15
Backup: Class H (Protection 20) [1 Power/10 Protection/round]	8
Backup: Class H (Protection 20) [1 Power/10 Protection/round]	8

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 150/65/1,200

Crew Quarters

Barracks: House 120 crewmembers	2
Spartan: 20	1
Basic: 5	1
Expanded: None	
Luxury: None	
Unusual: None	

Environmental Systems

Basic Life Support [9 Power/round]	12
Reserve Life Support [5 Power/round]	6
Emergency Life Support (18 emergency shelters)	6
Gravity [2 Power/round]	3
Consumables: 1 years' worth	6
Manufacturing Systems	
Food Processors: Nutrient paste system [0 Power/round]	3
Industrial Fabrication Units: Mark IV [3 Power/round]	5
Medical Facilities: 3 (+0) [3 Power/round]	15
Recreation Facilities: 3 [3 Power/round]	18
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	9
Fire Suppression System [1 Power/round when active]	3
Cargo Holds: 500 cubic meters	1
Locations: 3 locations throughout ship	
Escape Pods	4
Number: 80	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 3.5A	38
Speed: 3.5/4.5/6.5 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 5 (.5*c*/.7*c*) [5/7 Power/round]	15
Location: Aft	

Reaction Control System (.025*c*) [2 Power/round when in use] 3

POWER SYSTEMS

Warp Engine

Type: Mark III (generates 149 Power/round)	45
Location: Engineering hull	

Impulse Engine[s]: 1 Type 5 (generates 20 Power/engine/round)

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

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +80 Power transfer/round 23

Standard Usable Power: 169

OPERATIONS SYSTEMS

Bridge: Sphere dorsal 12

Computer (Pre-Duotronic)

Core 1: Engineering hull [1 Power/round]	2
Wiring	9

Navigational Deflector [6 Power/round] 9
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems

Long-range Sensors [5 Power/round]	16
Range Package: Mark IV (Accuracy 4/5/8/11)	
High Resolution: 4 light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)	
Low Resolution: 10 light-years (1/1.1-3.0/3.1-7.0/7.1-10)	
Strength Package: Class 4 (Strength 4)	
Gain Package: None	
Coverage: Standard	
Lateral Sensors [5 Power/round]	8
Strength Package: Class 4 (Strength 4)	
Gain Package: None	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	8
Strength Package: Class 4 (Strength 4)	
Gain Package: None	
Probes: 20	2
Sensors Skill: 3	

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: Two	0
Inertial Stabilizers	
Main	12
Strength: 6 [3 Power/round]	
Number: 2	
Backup	4
Strength: 4 [2 Power/round]	
Number: 2	
Attitude Control [1 Power/round]	1

Communications Systems

Type: Mark I [3 Power/round]	3
Strength: 1	
Security: -0	
Basic Uprating: None	
Emergency Communications: Yes [2 Power/round]	1

Tractor Beams
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Ventral of Engineering hull
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Hangar deck

Transporters
- **Type: Personnel** [3 Power/use] 10
  - Pads: 4
  - Emitter/Receiver Array: Personnel Mark 1 (5,000 km range)
  - Energizing/Transition Coils: Class B (Strength 2)
  - Number and Location: One in sphere, one in Engineering hull
- **Type: Emergency** [4 Power/use] 12
  - Pads: 12
  - Emitter/Receiver Array: Emergency Mark 1 (3,000 km range)
  - Energizing/Transition Coils: Class B (Strength 2)
  - Number and Location: One in sphere, one in Engineering hull
- **Type: Cargo** [2 Power/use] 10
  - Pads: 100 kg
  - Emitter/Receiver Array: Cargo Mark 1 (5,000 km range)
  - Energizing/Transition Coils: Class B (Strength 2)
  - Number and Location: Two in Engineering hull

Cloaking Device: None

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

Science Systems
- **Rating** 1 (+0) [1 Power/round] 8
- **Specialized Systems:** None
- **Laboratories:** 10 2

TACTICAL SYSTEMS

Forward Laser Bank 14
- **Class:** Magnusson
  - Damage: 100 [12 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 6/7/9/12
- **Range:** 8/25,000/75,000/200,000
- **Location:** Forward
- **Firing Arc:** 120 degrees
- **Firing Modes:** Standard, Continuous, Pulse

Rocket Launcher 11
- **Standard Load:** Mark III nuclear rockets (150 damage)
- **Spread:** 2
- **Range:** 6/300/2500/8000
- **Targeting System:** Accuracy 6/7/9/12
- **Power:** [20 + 5 per rocket fired]
- **Location:** Forward of sphere
- **Firing Arc:** Forward, but are self-guided

Rockets Carried: 20 2

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 15 (x4)
- **Shield Generator:**
  - Class 2 (Protection 300) [30 Power/shield/round]
- **Shield Grid:** Type A (25% increase to 375 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Beta (Threshold 100)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 3

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 4 Size worth of ships 8
- **Standard Complement:** 2 shuttlecraft
- **Location(s):** Engineering aft

Description And Notes

Fleet data: Developed in the late 22nd century to continue, with the *Venture*-class Light Cruiser, the exploration missions of the rapidly aging *Daedalus*-class Explorer, the *Armstrong*-class Cruiser drew on many of the elements of the *Daedalus* for its own design. Like that ship, its main section is a spherical hull, though its sphere is far more ovoid than that of its predecessor. The sphere attaches directly to the forward dorsal section of a cylindrical Engineering hull. Mounted on the sphere are a Magnusson-class laser, a rocket launcher, and a wide variety of sensor pallets. Unlike the *Daedalus,* the *Armstrong* comes equipped with transporters, that technology having finally been adapted for starship use a decade before the class's launch.

Noteworthy vessels/service records/encounters: *U.S.S. Armstrong,* prototype; *U.S.S. Tereshkova,* NCC-243, lost due to unexplained causes while exploring Kellinan Reach (2203); *U.S.S. Grahd,* NCC-301, transported humanitarian aid and terraforming technology to the starving inhabitants of Locarus VII (2305); *U.S.S. Cape Canaveral,* NCC-362, explored coreward sections of Federation space, and beyond (2306-2310).

ASHANTI CLASS

Class and Type: *Ashanti*-Class Heavy Frigate
Commissioning Date: 2267

HULL SYSTEMS

Size: 5
- **Length:** 212.65 meters
- **Beam:** 75.48 meters
- **Height:** 33.50 meters
- **Decks:** 13
- **Mass:** 276,000 metric tonnes
- **SUs Available:** 1,300
- **SUs Used:** 1,189

Hull

Outer	20
Inner	20

Resistance

Outer Hull: 6	6
Inner Hull: 6	6

Structural Integrity Field

Main: Class J (Protection 60/90) [1 Power/10 Protection/round]	23
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 340/86/4,100

Crew Quarters

Barracks: House 240 crewmembers	4
Spartan: 80	4
Basic: 28	3
Expanded: 12	3
Luxury: 2	2
Unusual: 1	1

Environmental Systems

Basic Life Support [11 Power/round]	20
Reserve Life Support [5 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 3 years' worth	30
Manufacturing Systems	
Food Processors: Mark IV [4 Power/round]	15
Industrial Fabrication Units: Mark VII [5 Power/round]	15
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 7 [7 Power/round]	42
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 10,000 cubic meters	1
Locations: 8 locations throughout ship	
Escape Pods	6
Number: 120	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 4D	62
Speed: 4.0/6.5/8.5 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 5C (.55*c*/.8*c*) [5/8 Power/round]	22
Location: Aft of saucer section	

Reaction Control System (.025*c*) [2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Mark VI (generates 290 Power/round)	74
Location: Engineering hull	

Impulse Engine[s]: 1 Type 5C (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, +120 Power transfer/round 37

Standard Usable Power: 318

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 20

Auxiliary Control Room: Engineering hull 10

Separation System:
Saucer separation (no re-attachment) [10 Power] 3

Computers

Core 1: Engineering hull [5 Power/round]	10
ODN	15

Navigational Deflector [6 Power/round] 15
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems

Long-range Sensors [5 Power/round]	37
Range Package: Mark VIII (Accuracy 4/5/8/11)	
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: 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) 2, Coordination 2 [1 Power/round in use]	8
Navigational Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: 2	2
Inertial Stabilizers	
Main	20
Strength: 8 [3 Power/round]	
Number: 2	
Backup	6
Strength: 5 [2 Power/round]	
Number: 2	
Attitude Control [1 Power/round]	1

Communications Systems
Type: Mark V [3 Power/round] 22
Strength: 5
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Hangar deck

Transporters
Type: Personnel [6 Power/use] 14
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in saucer section
Type: Emergency [7 Power/use] 30
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in saucer, one in Engineering hull
Type: Cargo [2 Power/use] 18
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: Two in Engineering section

Cloaking Device: None

Security Systems
Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 5
Internal Force Fields [1 Power/3 Strength] 5

Science Systems
Rating 2 (+1) [2 Power/round] 15
Specialized Systems: 1 5
Laboratories: 9 2

TACTICAL SYSTEMS

Dorsal Starboard Phaser Bank 24
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal on saucer, to starboard of bridge module
Firing Arc: 240 degrees starboard dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Dorsal Port Phaser Bank 24
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal on saucer, to port of bridge module
Firing Arc: 240 degrees port dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Ventral Phaser Bank 24
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of saucer
Firing Arc: 240 degrees forward ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser Bank 24
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal
Firing Arc: 240 degrees aft dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 5

Forward Torpedo Launcher 13
Standard Load: Type I photon torpedo (160 Damage)
Spread: 6
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward ventral
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher 13
Standard Load: Type I photon torpedo (160 Damage)
Spread: 6
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 90 9

Torpedo Control Room 5

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 29 (x4)
Shield Generator:
Class 2 (Protection 400) [40 Power/shield/round]
Shield Grid: Type B (33% increase to 533 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 133)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 4 Size worth of ships 8
Standard Complement: 2 shuttlecraft
Location(s): Aft of engineering

Description And Notes

Fleet data: Designed for long-range, long-term patrols of hostile or potentially hostile border regions, such as the Romulan Neutral Zone, the Klingon frontier, or space around the Rigel system, the *Ashanti*-class Heavy Frigate comes equipped with the latest in tactical systems as of 2267. Its multiple phaser banks and forward and aft torpedo launchers actually give it more firepower than the *Constitution* class of the same period (though the *Constitution* quickly outdid it in the 2270s refitting).

The *Ashanti* consists of a forward saucer attached to an Engineering section similar to that of the *Constitution,* but with almost no connecting interhull, so that aft half of the saucer seems to rest on the forward part of the Engineering hull. The nacelle pylons project port and starboard from the aft half of the Engineering hull, with a slight aft slant, giving the ship a somewhat streamlined appearance.

Noteworthy vessels/service records/encounters: *U.S.S. Ashanti,* NCC-1858, prototype; *U.S.S. Bantu,* NCC-1860, assigned to patrol of Romulan Neutral Zone (2270-2280); *U.S.S. Yoruba,* NCC-1865, destroyed the Corvallus pirate ring (2271), during Klingon frontier patrol mission, skirmished inconclusively several times with the *I.K.S. QaH'ta* (2273-76), destroyed *QaH'ta* in a final battle which cost the life of Captain Martin Rodriguez and Chief Medical Officer Grady O'Halloran (2277); *U.S.S. Malawi,* NCC-1880, lost due to unknown causes while patrolling the spinward frontier (2275); *U.S.S. Zimbabwe,* NCC-1903, rescued the survivors of the Kebris III disaster (2283).

CHARLESTON CLASS

Class and Type: *Charleston*-Class Cruiser
Commissioning Date: 2064

HULL SYSTEMS

Size: 2
- **Length:** 47.83 meters
- **Beam:** 11.30 meters
- **Height:** 4.55 meters
- **Decks:** 1
- **Mass:** 28 metric tonnes
- **SUs Available:** 625
- **SUs Used:** 241

Hull
- Outer 8
- Inner 8

Resistance
- Outer Hull: 4 3
- Inner Hull: 4 3

Structural Integrity Field
- **Main:** Class A (Protection 5/5) [1 Power/10 Protection/round] 4
- **Backup:** Class A (Protection 3) [1 Power/10 Protection/round] 2
- **Backup:** Class A (Protection 3) [1 Power/10 Protection/round] 2

Specialized Hull: Atmospheric Capability; Planetfall Capability 4

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 15/5/230

Crew Quarters
- **Barracks:** House 20 crewmembers 1
- **Spartan:** None
- **Basic:** None
- **Expanded:** None
- **Luxury:** None
- **Unusual:** None

Environmental Systems
- **Basic Life Support** [3 Power/round] 8
- **Reserve Life Support** [2 Power/round] 4
- **Emergency Life Support** (12 emergency shelters) 4
- **Gravity** [1 Power/round] 2
- **Consumables:** 1 years' worth 4
- **Manufacturing Systems**
  - Food Processors: Food stores [0 Power/round] 2
  - Industrial Fabrication Units: Mark I [1 Power/round] 2
- **Medical Facilities:** 1 (+0) [1 Power/round] 5
- **Recreation Facilities:** 1 [1 Power/round] 6
- **Personnel Transport:** Jefferies tubes [0 Power/round] 2
- **Fire Suppression System** [1 Power/round when active] 2
- **Cargo Holds:** 100 cubic meters 1
  - Locations: Aft, to port and starboard
- **Escape Pods** 1
  - Number: 10
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark I 3
  - **Speed:** 1.0/1.1/1.2 [1 Power/.2 warp speed]
- **PIS:** Class 0 (10 minutes of Maximum warp) 1

Impulse Engine
- **Type:** Type 1 (.1*c*/.2*c*) [1/2 Power/round] 2
- **Location:** Aft

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

POWER SYSTEMS

Warp Engine
- Type: Mark I (generates 20 Power/round) 22
- Location: Aft amidships

Impulse Engine[s]: 1 Type 1 (generates 3 Power/engine/round)

Solar Power System: Generates 30 Power/round 9

Auxiliary Power: 1 reactor (generates 5 Power/reactor/round) 3

Emergency Power: Type A (generates 25 Power/round) 25

EPS: Standard Power flow, +0 Power transfer/round 10

Standard Usable Power: 53

OPERATIONS SYSTEMS

Bridge: Forward 8

Computer (Pre-Duotronic)
- **Core 1:** Amidships [1 Power/round] 1
- **Wiring** 6

Navigational Deflector [6 Power/round] 6
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward

Sensor Systems
- **Long-range Sensors** [5 Power/round] 2
  - **Range Package:** Mark 0 (Accuracy 4/5/8/11)
    - High Resolution: 1 light-year (.3/.4-.6/.7-.9/.91-1.0)
    - Low Resolution: 3 light-years (.5/.6-1.0/1.1-2.0/2.1-3.0)
  - **Strength Package:** Class 0 (Strength 0)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 1
  - **Strength Package:** Class 0 (Strength 0)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 1
  - **Strength Package:** Class 0 (Strength 0)
  - **Gain Package:** Standard
- **Probe Launcher** 2
- **Probes:** 5 1
- **Sensors Skill:** 2

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 1, Coordination 1 [1 Power/round in use] 4
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 8
    - Strength: 1 [3 Power/round]
    - Number: 2
  - **Backup** 2
    - Strength: 1 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
Type: Type I Interplanetary Radio [3 Power/round] 1
Strength: 1
Security: -0
Basic Uprating: None
Emergency Communications: No

Tractor Beams: None

Transporters: None

Cloaking Device: None

Security Systems
Rating: 1 3
Anti-Intruder System: No
Internal Force Fields: No

Science Systems
Rating 1 (+0) [1 Power/round] 7
Specialized Systems: None
Laboratories: 3 2

TACTICAL SYSTEMS

Forward Laser 4
Class: Sorac
Damage: 20 [2 Power]
Shots per round: 1
Targeting System: Accuracy 6/7/9/12
Range: 4/10,000/30,000/100,000
Location: Forward
Firing Arc: 60 degrees forward
Firing Modes: Standard, Continuous, Pulse

TA/T/TS: Primitive targeting computer (+0 to Tests)

Weapons Skill: 2

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 6 (x4)
Shield Generator:
Class 1 (Protection 40) [4 Power/shield/round]
Shield Grid: Type A (25% increase to 50 Protection)
Subspace Field Distortion Amplifiers:
Class Alpha (Threshold 10)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 2

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: The first mass-produced Human spacecraft to take advantage of Zefram Cochrane's discovery of warp flight, the *Charleston* -class Cruiser was, by modern standards, a small, cramped, technologically primitive vessel. But in its own time it was considered a marvel, a scientific breakthrough of perspective-shattering proportions. Ever curious and unstoppable, Humans piled into *Charleston*s and set out to explore the universe around them, sometimes discovering new life and new civilizations, at other times meeting disaster and destruction.

Physically, the *Charleston* had a diamond-shaped cross-section, with the ship divided into two sections, forward and aft, with the warp nacelles projecting to port and starboard at the point the two sections joined. The bridge was on the forward end of the ship, mounted above the vessel's only weapon, a Sorac-class laser.

Noteworthy vessels/service records/encounters: *S.S. Charleston,* prototype, created by the NovaStar corporation of the United States of America, explored Sol system (2064); *S.S. Valiant,* launched by the European Hegemony, used temporary wormhole to reach space near Galactic Barrier, swept into Barrier by a magnetic storm too strong for its impulse engines to cope with, destroyed by Captain François Severin de Compiegne after the energies of the Barrier caused several of his crew to develop dangerously powerful psionic abilities (2065); *S.S. Columbus,* launched by United States of America, explored the Sol system (2064-65); *S.S. Pioneer,* launched by United States of America, made first contact with the Centaurans (2066).

CONSTELLATION CLASS

Class and Type: *Constellation*-Class Cruiser
Commissioning Date: 2284

HULL SYSTEMS

Size: 6
- **Length:** 302.95 meters
- **Beam:** 157.23 meters
- **Height:** 78.10 meters
- **Decks:** 16
- **Mass:** 1,345,000 metric tonnes
- **SUs Available:** 1,725
- **SUs Used:** 1,465

Hull

Outer	24
Inner	24

Resistance

Outer Hull: 6	6
Inner Hull: 6	6

Structural Integrity Field

Main: Class K (Protection 70/110) [1 Power/10 Protection/round]	27
Backup: Class K (Protection 35) [1 Power/10 Protection/round]	14
Backup: Class K (Protection 35) [1 Power/10 Protection/round]	14

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 350/150/3,500

Crew Quarters

Barracks: House 240 crewmembers	4
Spartan: 40	2
Basic: 30	3
Expanded: 15	3
Luxury: 3	3
Unusual: 1	1

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: 2 years' worth	24
Manufacturing Systems	
Food Processors: Mark V [5 Power/round]	21
Industrial Fabrication Units: Mark VIII [5 Power/round]	21
Medical Facilities: 7 (+2) [7 Power/round]	35
Recreation Facilities: 7 [7 Power/round]	42
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 100,000 cubic meters	3
Locations: Saucer port, saucer starboard	
Escape Pods	8
Number: 140	
Capacity: 8 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 7D	110
Speed: 7.0/9.5/10.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 6 (.6*c*/.8*c*) [6/8 Power/round]	23
Location: Aft edge of saucer, to port and starboard	

Reaction Control System (.025*c*) [2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

Type: Mark VIII (generates 360 Power/round)	91
Location: Aft of saucer	

Impulse Engine[s]: 1 Type 6 (generates 30 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, +100 Power transfer/round 40

Standard Usable Power: 390

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 24

Computers

Core 1: Saucer port [5 Power/round]	12
Core 2: Saucer starboard [5 Power/round]	12
ODN	18

Navigational Deflector [5 Power/round] 24
- **Range:** 10/20,000/50,000/150,000
- **Accuracy:** 5/6/8/11
- **Location:** Saucer ventral

Sensor Systems

Long-range Sensors [5 Power/round]	37
Range Package: Mark VIII (Accuracy 4/5/8/11)	
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: 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: 60	6
Sensors Skill: 4	

Flight Control Systems

Autopilot: Shipboard Systems (Flight Control) 2, Coordination 2 [1 Power/round in use]	8
Navigational Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: Two	2
Inertial Stabilizers	
Main	28
Strength: 10 [3 Power/round]	
Number: 2	
Backup	8
Strength: 7 [2 Power/round]	
Number: 2	
Attitude Control [2 Power/round]	2

Communications Systems
- **Type: Mark VI** [3 Power/round] 22
  - **Strength:** 6
  - **Security:** -2
  - **Basic Uprating:** Type 1 (+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 ventral
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Hangar deck

Transporters
- **Type: Personnel** [6 Power/use] 42
  - Pads: 6
  - Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
  - Energizing/Transition Coils: Class F (Strength 6)
  - Number and Location: Three in saucer section
- **Type: Emergency** [7 Power/use] 48
  - Pads: 22
  - Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
  - Energizing/Transition Coils: Class F (Strength 6)
  - Number and Location: Three in saucer section
- **Type: Cargo** [2 Power/use] 30
  - Pads: 200 kg
  - Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
  - Energizing/Transition Coils: Class F (Strength 6)
  - Number and Location: Three in saucer section

Cloaking Device: None

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

Science Systems
- **Rating** 3 (+2) [3 Power/round] 21
- **Specialized Systems:** 1 5
- **Laboratories:** 16 4

TACTICAL SYSTEMS

Forward Ventral Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward ventral of saucer
- **Firing Arc:** 180 degrees forward ventral
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Starboard Ventral Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Starboard ventral of saucer
- **Firing Arc:** 180 degrees starboard ventral
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Port Ventral Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Port ventral of saucer
- **Firing Arc:** 180 degrees port ventral
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Forward Dorsal Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward dorsal of saucer
- **Firing Arc:** 180 degrees forward dorsal
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Starboard Dorsal Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Starboard dorsal of saucer
- **Firing Arc:** 180 degrees forward dorsal
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Port Dorsal Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Port dorsal of saucer
- **Firing Arc:** 180 degrees port dorsal
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 6

Forward Torpedo Launcher 15
- **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:** Forward ventral
- **Firing Arc:** Forward, but are self-guided

Torpedoes Carried: 30 3

Torpedo Control Room 6

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 37 (x4)
- **Shield Generator:**
  - Class 3 (Protection 450) [45 Power/shield/round]
- **Shield Grid:** Type B (33% increase to 600 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Gamma (Threshold 150)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 12 Size worth of ships 24
Standard Complement: 6 shuttlecraft
Location(s): Forward edge of saucer

Description And Notes

Fleet data: Designed at the same time as the *Excelsior*-class Explorer, and like it launched in 2284, the *Constellation*-class Cruiser served as one of Starfleet's frontline vessels from the 2280s to the 2320s. Equipped for a variety of exploration, defense, and diplomacy missions, it was manufactured in significant numbers and used in every part of Federation space, and beyond.

The first major successful Starfleet vessel to employ a nacelle configuration other than the standard two (it has four, two ventral of the saucer and two dorsal, mounted aft), the *Constellation* also contains many familiar elements. Its saucer section, adapted from the *Constitution* class, is easily recognizable by anyone familiar with Starfleet vessels, and its propulsion and tactical systems resemble those of the *Excelsior*-class Explorer. Starfleet often uses *Constellation*-class ships as "training grounds" for officers it eventually intends to post to *Excelsior* -class vessels, to familiarize them with the systems.

The *Constellation*'s bridge was designed along typical late 23rd century lines, with a captain's chair in the center, helm and navigator stations at a console forward of the chair, and duty stations along the outer edge. The designers clearly labelled each duty station with large, white letters.

Noteworthy vessels/service records/encounters: *U.S.S. Constellation,* NCC-1974, prototype; *U.S.S. Hathaway,* NCC-2593, rescued victims of the *T'crala* disaster (2288); *U.S.S. Stargazer,* NCC-2893, made first contact with the Nurathi (2294), saved merchant convoy from attackers believed to be Orion pirates (2302); *U.S.S. Gettysburg,* NCC-3890, skirmished with Klingon ship under unknown commander (2286), participated in Tomed Incident (2311); *U.S.S. Magellan,* NCC-3069, destroyed Romulan *Argus*-class vessel attempting to enter Federation space (2299), trapped in subspace rift in the Alpharus system and destroyed with the loss of all hands (2304).

CONSTITUTION CLASS (2245-56)

Class and Type: *Constitution*-Class Explorer (2245-56)
Commissioning Date: 2245

HULL SYSTEMS

Size: 6
- **Length:** 289.35 meters
- **Beam:** 130.24 meters
- **Height:** 73.57 meters
- **Decks:** 23
- **Mass:** 475,000 metric tonnes
- **SUs Available:** 1,400
- **SUs Used:** 1,158

Hull
- Outer 24
- Inner 24

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

Structural Integrity Field
- **Main:** Class I (Protection 50/80) [1 Power/10 Protection/round] 21
- **Backup:** Class I (Protection 25) [1 Power/10 Protection/round] 11
- **Backup:** Class I (Protection 25) [1 Power/10 Protection/round] 11

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 203/28/2,540

Crew Quarters
- **Barracks:** House 180 crewmembers 3
- **Spartan:** 40 2
- **Basic:** 28 3
- **Expanded:** 8 2
- **Luxury:** 1 1
- **Unusual:** 1 1

Environmental Systems
- **Basic Life Support** [11 Power/round] 24
- **Reserve Life Support** [6 Power/round] 12
- **Emergency Life Support** (24 emergency shelters) 12
- **Gravity** [3 Power/round] 6
- **Consumables:** 2 years' worth 24
- **Manufacturing Systems**
  - Food Processors: Mark III [3 Power/round] 15
  - Industrial Fabrication Units: Mark VII [5 Power/round] 18
- **Medical Facilities:** 5 (+1) [5 Power/round] 25
- **Recreation Facilities:** 7 [7 Power/round] 42
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 18
- **Fire Suppression System** [1 Power/round when active] 6
- **Cargo Holds:** 15,000 cubic meters 1
  - Locations: 6 locations throughout ship
- **Escape Pods** 7
  - Number: 140
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 4A 48
  - **Speed:** 4.0/6.0/7.0 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

Impulse Engine
- **Type:** Type 5A (.5*c*/.75*c*) [5/7 Power/round] 18
- **Location:** Aft of saucer section

Reaction Control System (.025*c*) [2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine
- Type: Mark VI (generates 250 Power/round) 70
- Location: Engineering hull

Impulse Engine[s]: 1 Type 5A (generate 23 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, +100 Power transfer/round 40

Standard Usable Power: 273

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 24

Auxiliary Control Room: Engineering hull 12

Separation System:
- Saucer separation (no re-attachment) [10 Power] 3

Computers
- **Core 1:** Saucer section [5 Power/round] 12
- **Core 2:** Engineering hull [5 Power/round] 12
- **Uprating:** Class Alpha (+1) [1 Power/computer/round] 4
- **ODN** 18

Navigational Deflector [6 Power/round] 18
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of engineering hull

Sensor Systems
- **Long-range Sensors** [5 Power/round] 37
  - **Range Package:** Mark VIII (Accuracy 4/5/8/11)
    - 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:** 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:** 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: Two 2
- **Inertial Stabilizers**
  - **Main** 24
    - Strength: 7 [3 Power/round]
    - Number: 2
  - **Backup** 6
    - Strength: 5 [2 Power/round]
    - Number: 2
- **Attitude Control** [2 Power/round] 2

Communications Systems
Type: Mark V [3 Power/round] 22
Strength: 5
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Hangar deck

Transporters
Type: Personnel [5 Power/use] 13
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in saucer section
Type: Emergency [7 Power/use] 28
Pads: 22
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in saucer, one in Engineering hull
Type: Cargo [2 Power/use] 16
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: Two in Engineering section

Cloaking Device: None

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

Science Systems
Rating 3 (+2) [3 Power/round] 21
Specialized Systems: 2 10
Laboratories: 14 4

TACTICAL SYSTEMS

Forward Laser Bank 13
Class: Tesla
Damage: 100 [10 Power]
Shots per round: 2
Targeting System: Accuracy 6/7/9/12
Range: 9/27,000/80,000/250,000
Location: Forward ventral
Firing Arc: 120 degrees forward ventral
Firing Modes: Standard, Continuous, Pulse

Laser Control Room 6

Torpedo Launcher 13
Standard Load: Type I photon torpedo (160 Damage)
Spread: 4
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Forward ventral
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 30 3

Torpedo Control Room 6

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 34 (x4)
Shield Generator:
Class 2 (Protection 400) [40 Power/shield/round]
Shield Grid: Type B (33% increase to 533 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 133)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 12 Size worth of ships 24
Standard Complement: 6 shuttlecraft
Location(s): Aft

Description And Notes

Fleet data: See below

Noteworthy vessels/service records/encounters: See below

CONSTITUTION CLASS (2257-69)

Class and Type: *Constitution*-Class Explorer (2257-69)
Commissioning Date: 2245; underwent substantial upgrades in 2257 and 2261

HULL SYSTEMS

Size: 6
- **Length:** 289.35 meters
- **Beam:** 130.24 meters
- **Height:** 73.57 meters
- **Decks:** 23
- **Mass:** 493,000 metric tonnes
- **SUs Available:** 1,400
- **SUs Used:** 1,251

Hull

Outer	24
Inner	24

Resistance

Outer Hull: 8	9
Inner Hull: 8	9

Structural Integrity Field

Main: Class J (Protection 60/90) [1 Power/10 Protection/round]	24
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 430/42/3,865

Crew Quarters

Barracks: House 300 crewmembers	5
Spartan: 80	4
Basic: 60	6
Expanded: 15	3
Luxury: 3	3
Unusual: 1	1

Environmental Systems

Basic Life Support [11 Power/round]	24
Reserve Life Support [6 Power/round]	12
Emergency Life Support (24 emergency shelters)	12
Gravity [3 Power/round]	6
Consumables: 2 years' worth	24
Manufacturing Systems	
Food Processors: Mark IV [4 Power/round]	18
Industrial Fabrication Units: Mark VII [5 Power/round]	18
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 8 [8 Power/round]	48
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 15,000 cubic meters	1
Locations: 6 locations throughout ship	
Escape Pods	7
Number: 140	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 4.68	53
Speed: 4.0/6.0/8.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

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

Reaction Control System (.025*c*) [2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

Type: Mark VI (generates 280 Power/round)	73
Location: Engineering hull	

Impulse Engine[s]: 1 Type 5A (generates 23 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, +120 Power transfer/round 42

Standard Usable Power: 303

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 24

Auxiliary Control Room: Engineering hull 12

Separation System:
- Saucer separation (no re-attachment) [10 Power] 3

Computers

Core 1: Saucer section [5 Power/round]	12
Core 2: Engineering hull [5 Power/round]	12
Uprating: Class Alpha (+1) [1 Power/computer/round]	4
ODN	18

Navigational Deflector [6 Power/round] 18
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of engineering hull

Sensor Systems

Long-range Sensors [5 Power/round]	37
Range Package: Mark VIII (Accuracy 4/5/8/11)	
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: 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) 2, Coordination 1 [1 Power/round in use]	7
Navigational Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: Two	2
Inertial Stabilizers	
Main	24
Strength: 8 [3 Power/round]	
Number: 2	
Backup	6
Strength: 5 [2 Power/round]	
Number: 2	
Attitude Control [2 Power/round]	2

Communications Systems
Type: Mark V [3 Power/round] 22
Strength: 5
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Hangar deck

Transporters
Type: Personnel [6 Power/use] 14
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in saucer section
Type: Emergency [7 Power/use] 30
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in saucer, one in Engineering hull
Type: Cargo [2 Power/use] 18
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: Two in Engineering section

Cloaking Device: None

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

Science Systems
Rating 3 (+2) [3 Power/round] 21
Specialized Systems: 3 15
Laboratories: 14 4

TACTICAL SYSTEMS

Forward Phaser Bank 24
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward ventral
Firing Arc: 240 degrees forward ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal
Firing Arc: 120 degrees aft dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 6

Forward Torpedo Launcher 15
Standard Load: Type I photon torpedo (160 Damage)
Spread: 6
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward ventral
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 40 4

Torpedo Control Room 6

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 34 (x4)
Shield Generator:
Class 2 (Protection 400) [40 Power/shield/round]
Shield Grid: Type B (33% increase to 533 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 133)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 12 Size worth of ships 24
Standard Complement: 6 shuttlecraft
(the *Galileo,* NCC-1701-7; the *Columbus,* NCC-1701-2; four others)
Location(s): Aft

Description And Notes

Fleet data: See below

Noteworthy vessels/service records/encounters: See below

CONSTITUTION CLASS (2271-93)

Class and Type: *Constitution*-Class Explorer (2271-93)
Commissioning Date: 2245; underwent substantial upgrades in 2257, 2261, and 2269-75 period

HULL SYSTEMS

Size: 6
- **Length:** 304.80 meters
- **Beam:** 141.72 meters
- **Height:** 75.66 meters
- **Decks:** 23
- **Mass:** 617,450 metric tonnes
- **SUs Available:** 2,000
- **SUs Used:** 1,760

Hull

Outer	24
Inner	24

Resistance

Outer Hull: 8	9
Inner Hull: 8	9

Structural Integrity Field

Main: Class J (Protection 60/90) [1 Power/10 Protection/round]	24
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 500/66/6,250

Crew Quarters

Barracks: House 360 crewmembers	6
Spartan: 80	4
Basic: 60	6
Expanded: 15	3
Luxury: 3	3
Unusual: 1	1

Environmental Systems

Basic Life Support [11 Power/round]	24
Reserve Life Support [6 Power/round]	12
Emergency Life Support (24 emergency shelters)	12
Gravity [3 Power/round]	6
Consumables: 3 years' worth	36
Manufacturing Systems	
Food Processors: Mark V [5 Power/round]	21
Industrial Fabrication Units: Mark VIII [5 Power/round]	21
Medical Facilities: 7 (+2) [7 Power/round]	35
Recreation Facilities: 9 [9 Power/round]	54
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 20,000 cubic meters	1
Locations: 8 locations throughout ship	
Escape Pods	7
Number: 140	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 7	105
Speed: 7.0/8.5/9.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 5C (.55*c*/.8*c*) [5/8 Power/round]	22
Location: Aft of saucer section	

Impulse Engine

Type: Type 5C (.55*c*/.8*c*) [5/8 Power/round]	22
Location: Engineering hull	

Reaction Control System (.025*c*) [2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

Type: Mark VII (generates 320 Power/round)	82
Location: Engineering hull	

Impulse Engine[s]: 2 Type 5C (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 45

Standard Usable Power: 376

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 24

Auxiliary Control Room: Engineering hull 12

Separation System:
Saucer separation (no re-attachment) [10 Power] 3

Computers

Core 1: Saucer section [5 Power/round]	12
Core 2: Engineering hull [5 Power/round]	12
Uprating: Class Alpha (+1) [1 Power/computer/round]	4
ODN	18

Navigational Deflector [5 Power/round] 24
- **Range:** 10/20,000/50,000/150,000
- **Accuracy:** 5/6/8/11
- **Location:** Forward of Engineering hull

Sensor Systems

Long-range Sensors [5 Power/round]	37
Range Package: Mark VIII (Accuracy 4/5/8/11)	
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: 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) 2, Coordination 2 [1 Power/round in use]	8
Navigational Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: Two	2

Inertial Stabilizers
Main 24
Strength: 9 [3 Power/round]
Number: 2
Backup 6
Strength: 6 [2 Power/round]
Number: 2
Attitude Control [2 Power/round] 2

Communications Systems
Type: Mark V [3 Power/round] 22
Strength: 5
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Hangar deck

Transporters
Type: Personnel [6 Power/use] 56
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location:
Two in saucer section, two in Engineering hull
Type: Emergency [7 Power/use] 80
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location:
Three in saucer section, two in Engineering hull
Type: Cargo [2 Power/use] 20
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two in Engineering section

Cloaking Device: None

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

Science Systems
Rating 3 (+2) [3 Power/round] 21
Specialized Systems: 3 15
Laboratories: 26 6

TACTICAL SYSTEMS

Dorsal Forward Phaser Bank (Channeled) 32
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer dorsal, forward
Firing Arc: 180 degrees forward dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Dorsal Starboard Phaser Bank (Channeled) 32
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer dorsal, starboard
Firing Arc: 180 degrees starboard dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Dorsal Port Phaser Bank (Channeled) 32
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer dorsal, port
Firing Arc: 180 degrees port dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Forward Phaser Bank (Channeled) 32
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer ventral, forward
Firing Arc: 180 degrees forward ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Starboard Phaser Bank (Channeled) 32
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer ventral, starboard
Firing Arc: 180 degrees starboard ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Port Phaser Bank (Channeled) 32
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Saucer ventral, port
Firing Arc: 180 degrees port ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Ventral Engineering Phaser Banks (4; Single Firing Emitters each) 68
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Ventral of Engineering, forward starboard
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Dorsal Phaser Banks (2; Single Firing Emitters each) 32
Type: VII
Damage: 85 [9 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal, to port and starboard of centerline
Firing Arc: 180 degrees aft dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 6

Forward Starboard Torpedo Launcher 15
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: Forward ventral,
starboard side of structure attached to connecting interhull
Firing Arc: Forward, but are self-guided

Forward Port Torpedo Launcher 15
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: Forward ventral,
port side of structure attached to connecting interhull
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 120 12

Torpedo Control Room 6

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 37 (x4)
Shield Generator:
Class 3 (Protection 450) [45 Power/shield/round]
Shield Grid: Type B (33% increase to 600 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 150)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 6

Auxiliary Spacecraft Systems

Hangar Deck(s): Capacity for 12 Size worth of ships 24
Standard Complement: 6 shuttlecraft
(the *Galileo,* the *Copernicus,* four others)
Location(s): Aft

Description And Notes

Fleet data: The best-known and most recognizable ship of the 23rd century, the *Constitution*-class Explorer began its career in 2245. Its initial design incorporated many groundbreaking systems and technical features, including powerful engines designed by Dr. Lawrence Marvick and duotronic computers based on the work of Dr. Richard Daystrom. In its earliest incarnation, the ship had a crew of 203. Many of the systems were comparatively primitive—intercoms were not available throughout the ship, computers were equipped to provide hard copy printouts, and many consoles were operated by waving a hand over them.

In 2257, the *Constitution* class underwent the first of several major upgrades, in this case to incorporate the new phaser technology into the ship's tactical array. Another such refit was performed in 2261, at which time Starfleet expanded the ship's crew capacity to 430 by taking advantage of space freed up by replacing older, larger systems with newer, less space-intensive ones. Throughout the 2260s, several minor or partial refits upgraded many systems, including the ship's phasers. A 2267 refit converted the Engineering room from single-story to two-story.

The class experienced its most detailed refitting and upgrading yet beginning in 2269. The refits, taking approximately 18 months per vessel, updated everything about the ship, including its external and internal appearance; its length increased to 305 meters and its crew complement to 500. Its medical, scientific, tactical, and exploratory capabilities all improved tremendously. Despite the ship's obvious technological deficiencies compared to many later classes and models, many Starfleet veterans and starship afficionados regard this as the best ship the Federation ever produced.

Following a long and distinguished career, Starfleet Command retired the *Constitution* class in the 2290s, beginning with the *U.S.S. Enterprise* -A in 2293. By that time the ship had reached the limit of Starfleet's ability to upgrade and refit it in an efficient and economical matter, compared to newer ship classes such as the *Miranda* and *Excelsior.*

Noteworthy vessels/service records/encounters: *U.S.S. Constitution,* NCC-1700, prototype, served as flagship for Fleet Captain Garth of Izar during Axanar crisis and afterward (2250), destroyed by encounter with subspace rift (2268); *U.S.S. Asimov,* NCC-1691, a refit of the *U.S.S. Valiant* for the testing of duotronic computer technology (2254), under command of Captain Gan Laikan, its primarily Centauran crew holds the records for the most Class M planets discovered (2255-65), refitted (2272), decommissioned (2293); *U.S.S. Constellation,* NCC-1017, used by Captain Kirk of the *U.S.S. Enterprise* to destroy the "planet killer" weapon near planet L-374 (2267); *U.S.S. Defiant,* NCC-1764, disappeared into a spatial interphase near Tholian space (2268); *U.S.S. Eagle,* NCC-956, under the command of Captain Igrilan, its all-Andorian crew became the most decorated in Starfleet (2247-68), refitted (2273), decommissioned (2296); *U.S.S. Endeavour,* NCC-1895, under command of Mary Anne Rice, one of Starfleet's first female captains, conducted exploratory surveys of over 125 systems (2251-66), refitted (2273), decommissioned (2294); *U.S.S. Enterprise,* NCC-1701, commanded by Captain Robert April (2245-50), first mission classified "Top Secret" and never revealed by Starfleet Command, evacuated Ursa II colonists to save them from a deadly ion storm (2247), battled and destroyed the Altair Nebula "oxygen vampires" (2248), rescued the "Midnight Six" from a radioactive pocket dimension bordering the Romulan Neutral Zone (2248), exposed Signaran conspiracy (2249); commanded by Captain Christopher Pike (2251-63), Spock (first Vulcan in Starfleet) joined crew (2252), engaged in hostilities with the Rigellians (2254), discovered Talos IV, leading to the imposition of General Order 7 regarding visitations to that planet (2254), surveyed Eridios and created disaster which nearly destroyed all of space-time, leading to the imposition of General Order 24 (2255); undergoes refitting (2257), discovered a dangerous "transdimensional doomsday cult" at the resort asteroid of Cronari (2258); saved the medicinal flora of Beta II (2260); commanded by Captain James T. Kirk (2263-84), engaged in numerous exploits extensively detailed in other records during first five-year mission (2264-69), first ship of the class to undergo extensive refits (2269-71), to be commanded by Captain Willard Decker but given back to Admiral Kirk during V'ger crisis (2271), commanded by Kirk for second five-year mission (2271-76); commanded by Captain Spock (2277-84), saves galaxy from the threat of Khan Noonien Singh, but Captain Spock dies in the process (2285), Kirk steals ship to recover Spock's reborn body from Genesis Planet, destroys ship to prevent it from falling into Klingon hands (2285), *U.S.S. Republic* converted into *U.S.S. Enterprise*-A, NCC-1701-A (2285-86), crossed Great Barrier after being captured by the renegade Vulcan Sybok (2287), participated in events leading up to Camp Khitomer peace conference between the Federation and the Klingon Empire (2293), decommissioned (2293); *U.S.S. Essex,* NCC-1697, made first contact with the Sheliak and later participated in the negotiation of the Treaty of Armens (2253-55); refitted (2273), decommissioned (2297); *U.S.S. Excalibur,* NCC-1664, commanded by Capt. Harris, severely damaged during a war games drill with the M-5 computer (2268), refitted (2272), decommissioned (2294); *U.S.S. Exeter,* NCC-1672, all members of crew but Capt. Ronald Tracy killed by bacteriological warfare agent on Omega IV, ship later recovered by the crew of the *Enterprise* (2268), refitted (2272), decommissioned (2297); *U.S.S. Farragut,* NCC-1647, encountered deadly dikironium cloud creature at Tycho IV which killed Captain Thomas Garrovick and 200 crewmembers (2257), refitted (2274), decommissioned (2293); *U.S.S. Hood,* NCC-1703, participated in war

games trials of M-5 computer (2268), refitted (2274), decommissioned (2293); *U.S.S. Intrepid,* NCC-1831, destroyed, along with its all-Vulcan crew, by a spaceborne amoeba creature near the Gamma 7A System (2268); *U.S.S. Lexington,* NCC-1709, under the command of Commodore Robert Wesley, lost 53 crewmen during disastrous war games trials of the M-5 computer (2268), refitted (2271), decommissioned (2298); *U.S.S. Potemkin,* NCC-1657, participated in war games trials of M-5 computer (2268), refitted (2273), decommissioned (2294); *U.S.S. Republic,* NCC-1371, defeated three Klingon cruisers in a confrontation in the Argalus Indri system (2265), refitted (2275), decommissioned (2294); *U.S.S. Yorktown,* NCC-1717, under the command of Captain Evan Foster (2254-69), patrolled space between Theta VII and the Klingon frontier (2264-69), refitted (2274),converted to *U.S.S. Enterprise*-A (2286).

DAEDALUS CLASS

Class and Type: *Daedalus*-Class Explorer
Commissioning Date: 2162

HULL SYSTEMS

Size: 3
- **Length:** 89.53 meters
- **Beam:** 16.54 meters
- **Height:** 18.31 meters
- **Decks:** 4
- **Mass:** 46,000 metric tonnes
- **SUs Available:** 625
- **SUs Used:** 549

Hull

Outer	12
Inner	12

Resistance

Outer Hull: 4	3
Inner Hull: 4	3

Structural Integrity Field

Main: Class F (Protection 25/37) [1 Power/10 Protection/round]	11
Backup: Class F (Protection 12) [1 Power/10 Protection/round]	6
Backup: Class F (Protection 12) [1 Power/10 Protection/round]	6

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 230/85/1,550

Crew Quarters

Barracks: House 180 crewmembers	3
Spartan: 60	3
Basic: 20	2
Expanded: None	
Luxury: None	
Unusual: None	

Environmental Systems

Basic Life Support [9 Power/round]	12
Reserve Life Support [5 Power/round]	6
Emergency Life Support (18 emergency shelters)	6
Gravity [2 Power/round]	3
Consumables: 1 years' worth	6
Manufacturing Systems	
Food Processors: Nutrient paste system [0 Power/round]	3
Industrial Fabrication Units: Mark IV [3 Power/round]	5
Medical Facilities: 3 (+0) [3 Power/round]	15
Recreation Facilities: 3 [3 Power/round]	18
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	9
Fire Suppression System [1 Power/round when active]	3
Cargo Holds: 550 cubic meters	1
Locations: 3 locations throughout ship	
Escape Pods	4
Number: 80	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 3B	37
Speed: 3.0/4.0/6.0 [1 Power/.2 warp speed]	
PIS: Class F (8 hours of Maximum warp)	12

Impulse Engine

Type: Type 4A (.4*c*/.66*c*) [4/6 Power/round]	13
Location: Aft of sphere section	

Reaction Control System (.025*c*) [2 Power/round when in use] 3

POWER SYSTEMS

Warp Engine

Type: Mark III (generates 149 Power/round)	45
Location: Engineering hull	

Impulse Engine[s]: 1 Type 4A (generate 18 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, +50 Power transfer/round 20

Standard Usable Power: 167

OPERATIONS SYSTEMS

Bridge: Sphere dorsal 12

Computer (Pre-Duotronic)

Core 1: Engineering hull [1 Power/round]	2
Wiring	9

Navigational Deflector [6 Power/round] 9
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems

Long-range Sensors [5 Power/round]	16
Range Package: Mark IV (Accuracy 4/5/8/11)	
High Resolution: 4 light-years (.5/.6-1.0/1.1-3.0/3.1-4.0)	
Low Resolution: 10 light-years (1/1.1-3.0/3.1-7.0/7.1-10)	
Strength Package: Class 4 (Strength 4)	
Gain Package: None	
Coverage: Standard	
Lateral Sensors [5 Power/round]	8
Strength Package: Class 4 (Strength 4)	
Gain Package: None	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	8
Strength Package: Class 4 (Strength 4)	
Gain Package: None	
Probes: 15	2
Sensors Skill: 3	

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: Two	0
Inertial Stabilizers	
Main	12
Strength: 6 [3 Power/round]	
Number: 2	
Backup	4
Strength: 4 [2 Power/round]	
Number: 2	
Attitude Control [1 Power/round]	1

Communications Systems
Type: Type III Interplanetary Radio [3 Power/round] 3
Strength: 3
Security: -0
Basic Uprating: None
Emergency Communications: Yes [2 Power/round] 1

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Sphere ventral
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Hangar deck

Transporters: None

Cloaking Device: None

Security Systems
Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 3
Internal Force Fields [1 Power/3 Strength] 3

Science Systems
Rating 1 (+0) [1 Power/round] 8
Specialized Systems: None
Laboratories: 5 2

TACTICAL SYSTEMS

Forward Laser Bank 14
Class: Magnusson
Damage: 100 [12 Power]
Shots per round: 2
Targeting System: Accuracy 6/7/9/12
Range: 8/25,000/75,000/200,000
Location: Sphere ventral
Firing Arc: 120 degrees forward
Firing Modes: Standard, Continuous, Pulse

Rocket Launcher 11
Standard Load: Mark III nuclear rockets (150 damage)
Spread: 1
Range: 6/300/2500/8000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per rocket fired]
Location: Forward of sphere
Firing Arc: Forward, but are self-guided

Rockets Carried: 10 1

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 15 (x4)
Shield Generator:
Class 2 (Protection 300) [30 Power/shield/round]
Shield Grid: Type A (25% increase to 375 Protection)
Subspace Field Distortion Amplifiers:
Class Beta (Threshold 100)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 3

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 4 Size worth of ships 8
Standard Complement: 2 shuttlecraft
Location(s): Engineering aft

Description And Notes

Fleet data: The first of Starfleet's great exploratory vessels, the *Daedalus*-class Explorer, though extremely primitive by later standards, features the same basic starship design that has become a template for almost all Federation vessels. With its cylindrical Engineering hull attached to a spherical main hull by a connecting interhull, from which nacelle pylons holding warp nacelles project outward and dorsally, it's easily recognizable as the predecessor to the *Constitution,* the *Excelsior,* the *Galaxy,* and dozens of other ships.

In building the *Daedalus,* Starfleet Command employed the talents of all of its member species. The basic spaceframe was designed by the famed Gnarr of Tellar, and many of the ship's systems incorporated components developed by the UESPA during the Earth-Romulan War or invented by the Vulcans for their own survey ships. Even today the ship stands as a testament to the spirit of cooperation and mutual benefit which has always been the guiding force of the Federation.

The *Daedalus* class lacks many systems later space explorers take for granted. These include food processors, subspace radio, advanced impulse engines, and transporters (some ships did have transporters retrofitted after their invention in 2286, but those models were unreliable and dangerous). The lack of subspace radio proved particularly problematic in many crisis situations; due to the slowness of normal radio waves, Starfleet often did not receive distress calls from *Daedalus*-class ships until decades (even as much as a century or more) after they were sent. *Daedalus* captains and crews learned to be highly self-reliant, since they could rarely summon help in time if an emergency occurred.

Starfleet Command finally withdrew the *Daedalus* class from service in 2196, citing both concerns about the safety of the aging vessels and the fact that new ships, such as the *Venture*-class Cruiser (and its sister ship, the almost-completed *Armstrong*-class Cruiser), were now available to take on most of the tasks assigned to it. Starfleet began the process of designing a new Explorer to lead the fleet, which would culminate in the arrival of the *Ranger* class in 2215.

Noteworthy vessels/service records/encounters: *U.S.S. Daedalus,* prototype; *U.S.S. Archon,* NCC-73, destroyed by the supercomputer Landru while making first contact with the planet Beta III in the C-111 star system, with its surviving crew blending into Betan society (2167); *U.S.S. Essex,* NCC-88, destroyed with the loss of all hands (including Captain Bryce Shumar and First Officer Steven Mullen) by an electromagnetic storm while orbiting the Class M moon of the planet Mab-Bu IV (2167); *U.S.S. Horizon,* NCC-124, made first contact with the planet Sigma Iotia II, leaving behind a copy of the history text *Chicago Mobs of the 1920s,* which influenced Iotian society for decades to come, destroyed a few weeks later in an unexplained disaster, its distress call reaching the *U.S.S. Enterprise,* NCC-1701, approximately one century later (2168).

EXCELSIOR CLASS

Class and Type: *Excelsior*-Class Explorer
Commissioning Date: 2284

HULL SYSTEMS

Size: 7
- **Length:** 467.23 meters
- **Beam:** 186.53 meters
- **Height:** 78.89 meters
- **Decks:** 33
- **Mass:** 2,010,500 metric tonnes
- **SUs Available:** 2,275
- **SUs Used:** 1,890

Hull
- Outer 28
- Inner 28

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

Structural Integrity Field
- **Main:** Class K (Protection 70/110) [1 Power/10 Protection/round] 28
- **Backup:** Class K (Protection 35) [1 Power/10 Protection/round] 14
- **Backup:** Class K (Protection 35) [1 Power/10 Protection/round] 14

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 612/78/8,100

Crew Quarters
- **Barracks:** House 300 crewmembers 5
- **Spartan:** 140 7
- **Basic:** 100 10
- **Expanded:** 40 8
- **Luxury:** 5 5
- **Unusual:** 2 2

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:** 2 years' worth 28
- **Manufacturing Systems**
  - Food Processors: Mark V [5 Power/round] 25
  - Industrial Fabrication Units: Mark VIII [5 Power/round] 25
- **Medical Facilities:** 7 (+2) [7 Power/round] 35
- **Recreation Facilities:** 9 [9 Power/round] 54
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 21
- **Fire Suppression System** [1 Power/round when active] 7
- **Cargo Holds:** 66,000 cubic meters 2
  - Locations: 16 locations throughout ship
- **Escape Pods** 9
  - Number: 160
  - Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 7E 111
  - **Speed:** 7.0/9.5/10.5 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

Impulse Engine
- **Type:** Type 6 (.6*c*/.8*c*) [6/8 Power/round] 23
- **Location:** Aft of saucer section

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

POWER SYSTEMS

Warp Engine
- Type: Mark VIII (generates 360 Power/round) 91
- Location: Engineering hull

Impulse Engine[s]: 1 Type 6 (generate 30 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, +150 Power transfer/round 50

Standard Usable Power: 390

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 28

Auxiliary Control Room: Engineering hull 14

Separation System:
- Saucer separation (no re-attachment) [10 Power] 4

Computers
- **Core 1:** Saucer section [5 Power/round] 14
- **Core 2:** Engineering hull [5 Power/round] 14
- **Uprating:** Class Alpha (+1) [1 Power/computer/round] 4
- **ODN** 21

Navigational Deflector [5 Power/round] 28
- **Range:** 10/20,000/50,000/150,000
- **Accuracy:** 5/6/8/11
- **Location:** Forward of Engineering hull

Sensor Systems
- **Long-range Sensors** [5 Power/round] 37
  - **Range Package:** Mark VIII (Accuracy 4/5/8/11)
    - 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:** 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:** 60 6
- **Sensors Skill:** 4

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 2, Coordination 2 [1 Power/round in use] 8
- **Navigational Computer**
  - Main: Class 2 (+1) [1 Power/round] 2
  - Backups: Two 2
- **Inertial Stabilizers**
  - **Main** 28
    - Strength: 10 [3 Power/round]
    - Number: 2
  - **Backup** 8
    - Strength: 7 [2 Power/round]
    - Number: 2
- **Attitude Control** [2 Power/round] 2

Communications Systems
Type: Mark VI [3 Power/round] 25
Strength: 6
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral of Engineering hull
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Hangar deck

Transporters
Type: Personnel [6 Power/use] 56
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location:
Two in saucer section, two in Engineering hull
Type: Emergency [7 Power/use] 80
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location:
Three in saucer section, two in Engineering hull
Type: Cargo [2 Power/use] 50
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location:
One in saucer section, four in Engineering section

Cloaking Device: None

Security Systems
Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 7
Internal Force Fields [1 Power/3 Strength] 7

Science Systems
Rating 3 (+2) [3 Power/round] 22
Specialized Systems: 3 15
Laboratories: 29 6

TACTICAL SYSTEMS

Saucer Dorsal Phaser Banks (5) 130
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Spaced equidistinantly in a half-circle around the forward half of the bridge structure on the dorsal side of the saucer section
Firing Arc: 360 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Saucer Ventral Phaser Banks (5) 125
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Spaced equidistinantly in a three quarters-circle around the central sensor platform on the saucer section
Firing Arc: 360 degrees ventral (substantial arc shadow aft)
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser Banks (2) 50
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal, immediately to port and starboard of centerline
Firing Arc: 360 degrees dorsal (substantial arc shadow forward)
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 7

Forward Starboard Torpedo Launcher 15
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: Forward side of Engineering hull, dorsal and to starboard of navigational deflector
Firing Arc: Forward, but are self-guided

Forward Port Torpedo Launcher 15
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: Forward side of Engineering hull, dorsal and to port of navigational deflector
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 120 12

Torpedo Control Room 7

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 43 (x4)
Shield Generator:
Class 3 (Protection 450) [45 Power/shield/round]
Shield Grid: Type B (33% increase to 600 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 150)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 7

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 8 Size worth of ships 16
Standard Complement: 4 shuttlecraft
Location(s): Aft

Description And Notes

Fleet data: The *Excelsior*-class Explorer began as a gleam in the eye of Starfleet's design engineers in 2270. During the 2270s and early 2280s, experiments with transwarp technology indicated that Starfleet might be able to develop a transwarp drive for its starships, thus providing a significant tactical and economic advantage over other governments and species. The Starfleet Corps of Engineers conceived and designed the *Excelsior*-class Explorer to serve as a testbed for the transwarp project.

Commissioned in 2284, the *U.S.S. Excelsior* proved a powerful and capable ship—but a disappointment in the sense that the transwarp drive was a complete failure. Despite their optimism, Starfleet's design engineers could not convert their theoretical models into a working design. In 2287 the ship was refitted with a standard warp drive, and other ships of the class went into production. As a standard fleet vessel, the *Excelsior* class possesses similar facilities and equipment to those of the refitted *Constitution* class, but incorporates many improvements based upon technological and scientific advances developed in the decade after the last *Constitution* refittings.

The *Excelsior*'s tactical systems include numerous phaser arrays with the new Type VIII emitter. Five phaser banks are located equidistantly around the ventral and dorsal side of the ship's saucer, and with the addition of two more banks on the aft dorsal side of the Engineering hull they give the ship almost complete 720-degree phaser coverage. Two torpedo launchers and advanced targeting systems complete the *Excelsior*'s tactical package.

Enterprise-B *Excelsior* Variant

Perhaps the most famous of the 23rd century *Excelsior*-class ships was the *U.S.S. Enterprise*-B, under the command of Captain John Harriman. It incorporated several design variants which distinguish the ship in terms of both performance and appearance. First, it adds a second impulse engine, with exhaust ports located on the aft saucer to port and starboard of the main impulse engines (+23 SUs, for a total of 1,913, and a Standard Usable Power of 413). Second, on the port and starboard sides of the forward Engineering hull it has structural chines which expand several decks. Third, Starfleet Engineering added some fins to the warp nacelles to improve the shape of the warp field the ship generates.

Noteworthy vessels/service records/encounters: *U.S.S. Excelsior,* NCC-2000, launched in 2284 with registry NX-2000 under Captain Marcus Styles as testbed for transwarp drive project, refitted with standard warp drive after failure of transwarp drive (2287), commanded by Captain Hikaru Sulu during three-year mission to catalog gaseous planetary anomalies in the Beta Quadrant (2290-2293); *U.S.S. Enterprise* -B, NCC-1701-B, launched in 2293 under the command of Captain John Harriman, rescued some passengers on the *Lakul* from an "energy ribbon" phenomenon in an incident which cost the life of visiting dignitary Capt. James T. Kirk (2293), saved Kamura V colony from attack by renegade Klingons (2299), prevented conquest of the Federation by a subspace-based species (2302), destroyed under classified circumstances with the loss of all hands (including Captain Harriman) (2307); *U.S.S. Valorous,* NCC-2053, explored coreward regions of Alpha Quadrant (2294-2299), assigned to patrol of Federation-Gorn border (2300-2303); *U.S.S. Repulse,* NCC-2544, fought and destroyed ship of aggressive unknown species (2287); *U.S.S. Retribution,* NCC-2017, under command of Captain Talon Crix explored spinward sections of Federation space (2294-99), saved merchant convoy from attack by four Orion pirate vessels (2298), assigned to patrol of Romulan Neutral Zone (2300-2302), fought and destroyed two Romulan birds of prey attempting to infiltrate Federation space (2305).

HELLESPONT CLASS

Class and Type: *Hellespont*-Class Escort
Commissioning Date: 2269

HULL SYSTEMS

Size: 4
- **Length:** 133.54 meters
- **Beam:** 35.67 meters
- **Height:** 26.12 meters
- **Decks:** 5
- **Mass:** 137,800 metric tonnes
- **SUs Available:** 1,125
- **SUs Used:** 1,050

Hull
- Outer 16
- Inner 16

Resistance
- Outer Hull: 6 6
- Inner Hull: 6 6

Structural Integrity Field
- **Main:** Class J (Protection 60/90) [1 Power/10 Protection/round] 22
- **Backup:** Class J (Protection 30) [1 Power/10 Protection/round] 11
- **Backup:** Class J (Protection 30) [1 Power/10 Protection/round] 11

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 38/20/750

Crew Quarters
- **Barracks:** House 60 crewmembers 1
- **Spartan:** 5 1
- **Basic:** 2 1
- **Expanded:** None
- **Luxury:** None
- **Unusual:** None

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 8
- **Manufacturing Systems**
  - Food Processors: Mark IV [4 Power/round] 12
  - Industrial Fabrication Units: Mark VIII [5 Power/round] 14
- **Medical Facilities:** 6 (+1) [6 Power/round] 30
- **Recreation Facilities:** 5 [5 Power/round] 30
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 12
- **Fire Suppression System** [1 Power/round when active] 4
- **Cargo Holds:** 4,000 cubic meters 1
  - Locations: Three locations throughout ship
- **Escape Pods** 5
  - Number: 100
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 6A 95
  - **Speed:** 6.0/7.0/8.5 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

Impulse Engine
- **Type:** Type 5C (.55*c*/.8*c*) [5/8 Power/round] 22
- **Location:** Aft of saucer

Reaction Control System (.025*c*) [2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine
- Type: Mark VI (generates 270 Power/round) 72
- Location: Saucer section

Impulse Engine[s]: 1 Type 5C (generates 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, +100 Power transfer/round 30

Standard Usable Power: 298

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 16

Computer
- **Core 1:** Saucer [5 Power/round] 8
- **ODN** 12

Navigational Deflector [6 Power/round] 12
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward ventral edge of saucer

Sensor Systems
- **Long-range Sensors** [5 Power/round] 24
  - **Range Package:** Mark VI (Accuracy 4/5/8/11)
    - High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
    - Low Resolution: 13 light-years (1/1.1-3.5/3.6-9.0/9.1-13)
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
  - **Coverage**: Standard
- **Navigational Sensors:** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
- **Probes:** 18 2
- **Sensors Skill:** 3

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 Stabilizers**
  - **Main** 16
    - Strength: 8 [3 Power/round]
    - Number: 2
  - **Backup** 4
    - Strength: 5 [2 Power/round]
    - Number: 3
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Mark V [3 Power/round] 19
  - **Strength:** 5
  - **Security:** -2
  - **Basic Uprating:** Type 1 (+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 ventral
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Hangar deck

Transporters
- **Type: Personnel** [6 Power/use] 28
  - Pads: 6
  - Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
  - Energizing/Transition Coils: Class F (Strength 6)
  - Number and Location: Two in saucer section
- **Type: Emergency** [7 Power/use] 32
  - Pads: 22
  - Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
  - Energizing/Transition Coils: Class F (Strength 6)
  - Number and Location: One in saucer section, one in Engineering section
- **Type: Cargo** [2 Power/use] 20
  - Pads: 200 kg
  - Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
  - Energizing/Transition Coils: Class F (Strength 6)
  - Number and Location: One each in the two largest cargo bays

Cloaking Device: None

Security Systems
- **Rating:** 3 12
- **Anti-Intruder System:** Yes [1 Power/round] 4
- **Internal Force Fields** [1 Power/3 Strength] 4

Science Systems
- **Rating** 2 (+1) [2 Power/round] 14
- **Specialized Systems:** None
- **Laboratories**: 7 2

TACTICAL SYSTEMS

Forward Ventral Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward ventral of saucer
- **Firing Arc:** 180 degrees forward ventral
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Forward Dorsal Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward dorsal of saucer
- **Firing Arc:** 180 degrees forward ventral
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Starboard Dorsal Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Starboard dorsal of saucer
- **Firing Arc:** 180 degrees starboard dorsal
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Port Dorsal Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Port dorsal of saucer
- **Firing Arc:** 180 degrees port dorsal
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 4

Forward Torpedo Launcher 14
- **Standard Load:** Type I photon torpedo (160 Damage)
- **Spread:** 4
- **Range:** 15/100,000/400,000/750,000
- **Targeting System:** Accuracy 4/5/7/10
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward ventral
- **Firing Arc:** Forward, but are self-guided

Torpedoes Carried: 30 3

Torpedo Control Room 4

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 29 (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 0 (60 seconds)

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 6 Size worth of ships 12
- **Standard Complement:** 3 shuttlecraft
- **Location(s):** Aft of Engineering section

Description And Notes

Fleet data: Given the ongoing threat to Federation trade from the Orions, other pirates, and raids by the Klingons and other enemies, Starfleet decided in 2258 to design a new escort ship to replace the aging *Guardian* and *Majestic* class vessels, neither of which was worth further uprating. The development project began in 2259, and ten years later Starfleet launched the *Hellespont*-class Escort. The class served the Federation admirably for half a century, and was finally decommissioned in 2319 following the general diminishment of the Orion threat in the first two decades of the 24th century.

In a design aesthetic clearly presaging the *Miranda*-class Cruiser, the *Hellespont* consists of a *Constitution*-like saucer with a rectangular Engineering hull attached directly to it aft center. The warp nacelles are mounted almost directly to the Engineering hull dorsally (and, in some variants, have a stabilizing bar joining them dorsally at their midpoint). The impulse engines flank the Engineering hull. Many of the *Hellespont*'s systems were borrowed or adapted from the *Saladin/Hermes* Development Project, or were created in conjunction with that effort.

While not as heavily armed as later vessels such as the *Miranda,* for its size the *Hellespont* packs a powerful array of weaponry: four Type VII phaser banks and a photon torpedo launcher. (After 2271, many *Hellespont*s begin carrying the new Type II torpedo, and in some cases is upgraded for channelled phasers.) When necessity demands, Starfleet can pull the *Hellespont* off primary escort duty and use it as an escort for Explorers and Cruisers as they go into battle against the Klingons or other foes.

Noteworthy vessels/service records/encounters: *U.S.S. Hellespont,* prototype; *U.S.S. Crimea,* NCC-3302, destroyed with the loss of Captain Thara Reska and most of her bridge crew while protecting a Federation merchant convoy from pirate attack (2271); *U.S.S. Bretha,* NCC-3325, accidentally crossed into Gorn space, provoking a brief skirmish with two Gorn vessels and a major diplomatic incident (2277); *U.S.S. Matterhorn,* NCC-3457, escorted the first legitimate Federation civilian merchant convoy into Klingon space (2294).

HERMES CLASS

Class and Type: *Hermes*-Class Scout
Commissioning Date: 2266

HULL SYSTEMS

Size: 6
- **Length:** 242.50 meters
- **Beam:** 127.10 meters
- **Height:** 60.00 meters
- **Decks:** 14
- **Mass:** 300,000 metric tonnes
- **SUs Available:** 1,250
- **SUs Used:** 1,052

Hull

Outer	24
Inner	24

Resistance

Outer Hull: 6	6
Inner Hull: 6	6

Structural Integrity Field

Main: Class J (Protection 60/90) [1 Power/10 Protection/round]	24
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 195/80/1,450

Crew Quarters

Barracks: House 120 crewmembers	2
Spartan: 40	2
Basic: 30	3
Expanded: 10	1
Luxury: 3	3
Unusual: None	

Environmental Systems

Basic Life Support [9 Power/round]	24
Reserve Life Support [5 Power/round]	12
Emergency Life Support (36 emergency shelters)	12
Gravity [3 Power/round]	6
Consumables: 1 years' worth	12
Manufacturing Systems	
Food Processors: Mark IV [4 Power/round]	18
Industrial Fabrication Units: Mark VIII [5 Power/round]	21
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 5 [5 Power/round]	30
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: Eight locations throughout ship	
Escape Pods	7
Number: 140	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 5.6A	80
Speed: 5.0/6.0/8.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 5C (.55*c*/.8*c*) [5/8 Power/round]	22
Location: Aft of saucer	

Reaction Control System (.025*c*) [2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

Type: Mark VI (generates 260 Power/round)	71
Location: Saucer section	

Impulse Engine[s]: 1 Type 5C (generates 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, +100 Power transfer/round 40

Standard Usable Power: 288

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 24

Computer

Core 1: Saucer [5 Power/round]	12
ODN	18

Navigational Deflector [6 Power/round] 18
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Boom projecting ventrally from center of saucer

Sensor Systems

Long-range Sensors [5 Power/round]	24
Range Package: Mark VI (Accuracy 4/5/8/11)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)	
Low Resolution: 13 light-years (1/1.1-3.5/3.6-9.0/9.1-13)	
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Lateral Sensors [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Probes: 24	3
Sensors Skill: 3	

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: Two	0
Inertial Stabilizers	
Main	24
Strength: 8 [3 Power/round]	
Number: 2	
Backup	9
Strength: 5 [2 Power/round]	
Number: 3	
Attitude Control [2 Power/round]	2

Communications Systems

Type: Mark V [3 Power/round]	19
Strength: 5	
Security: -2	
Basic Uprating: Type 1 (+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: Saucer ventral

Transporters

Type: Personnel [6 Power/use] 28
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two in saucer section

Type: Emergency [7 Power/use] 32
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two in saucer section

Type: Cargo [2 Power/use] 20
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One each in the two largest cargo bays

Cloaking Device: None

Security Systems

Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 6
Internal Force Fields [1 Power/3 Strength] 6

Science Systems

Rating 2 (+1) [2 Power/round] 16
Specialized Systems: None
Laboratories: 9 2

TACTICAL SYSTEMS

Forward Ventral Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward ventral of saucer
Firing Arc: 180 degrees forward ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 6

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 29 (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 0 (60 seconds)

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Created by the *Saladin/Hermes* Design Project during the 2260s, the *Hermes*-class ship is virtually identical to the *Saladin*-class Frigate (lacking only two of its phaser banks and five of its crewmembers). Despite its size, Starfleet classifies it as a Scout, and uses it in that capacity. *Hermes*-class ships patrol borders, conduct reconnaissance during wartime, and perform initial surveys of unexplored systems and sectors. On occasion they also serve as command and diplomatic courier vessels.

Noteworthy vessels/service records/encounters: *U.S.S. Hermes,* NCC-585, prototype; *U.S.S. Bridger,* NCC-591, carefully mapped space near the claimed territory of the Tholian Assembly, both to prevent accidental incursions into Tholian space and to keep vessels from becoming trapped in known interphase pockets (2270-73); *U.S.S. Aeolus,* NCC-588, patrolled Romulan Neutral Zone (2271-73), patrolled borders nearest Klingon space (2274-77), *U.S.S. Columbia,* NCC-621, and *U.S.S. Revere,* NCC-595, rendezvoused near Alpha Centauri to perform reconnaissance on V'ger probe (2271).

KITTY HAWK CLASS

Class and Type: *Kitty Hawk*-Class Cruiser
Commissioning Date: 2231

HULL SYSTEMS

Size: 5
- **Length:** 178.45 meters
- **Beam:** 81.33 meters
- **Height:** 41.29 meters
- **Decks:** 12
- **Mass:** 357,650 metric tonnes
- **SUs Available:** 1,000
- **SUs Used:** 899

Hull
- Outer 20
- Inner 20

Resistance
- Outer Hull: 4 3
- Inner Hull: 4 3

Structural Integrity Field
- **Main:** Class I (Protection 50/80) [1 Power/10 Protection/round] 20
- **Backup:** Class I (Protection 25) [1 Power/10 Protection/round] 10
- **Backup:** Class I (Protection 25) [1 Power/10 Protection/round] 10

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 159/64/2,250

Crew Quarters
- **Barracks:** House 120 crewmembers 2
- **Spartan:** 30 2
- **Basic:** 20 2
- **Expanded:** 10 2
- **Luxury:** 2 2
- **Unusual:** None

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 20
- **Manufacturing Systems**
  - Food Processors: Mark II [2 Power/round] 10
  - Industrial Fabrication Units: Mark VI [4 Power/round] 13
- **Medical Facilities:** 4 (+0) [4 Power/round] 20
- **Recreation Facilities:** 6 [6 Power/round] 36
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 15
- **Fire Suppression System** [1 Power/round when active] 5
- **Cargo Holds:** 12,000 cubic meters 1
  - Locations: 6 locations throughout ship
- **Escape Pods** 6
  - Number: 120
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 3.67A 43
  - **Speed:** 3.5/5.5/7.0 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

Impulse Engine
- **Type:** Type 5A (.5*c*/.75*c*) [5/7 Power/round] 18
- **Location:** Aft of saucer section

Reaction Control System (.025*c*) [2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine
- Type: Mark V (generates 235 Power/round) 64
- Location: Engineering hull

Impulse Engine[s]: 1 Type 5A (generate 23 Power/engine/round)

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

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +100 Power transfer/round 35

Standard Usable Power: 258

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 20

Computers
- **Core 1:** Engineering hull [5 Power/round] 10
- **ODN** 15

Navigational Deflector [6 Power/round] 15
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems
- **Long-range Sensors** [5 Power/round] 24
  - **Range Package:** Mark VI (Accuracy 4/5/8/11)
    - **High Resolution:** 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
    - **Low Resolution:** 13 light-years (1/1.1-3.5/3.6-9.0/9.1-13)
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
- **Probes:** 20 2
- **Sensors Skill:** 3

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: Two 0
- **Inertial Stabilizers**
  - **Main** 20
    - Strength: 7 [3 Power/round]
    - Number: 2
  - **Backup** 9
    - Strength: 5 [2 Power/round]
    - Number: 3
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Mark III [3 Power/round] 9
  - **Strength:** 3
  - **Security:** -1
  - **Basic Uprating:** None
- **Emergency Communications:** Yes [2 Power/round] 1

Tractor Beams
- **Emitter: Class Beta** [3 Power/Strength used/round] 6
  - Accuracy: 5/6/8/11
  - Location: Engineering ventral
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Hangar deck

Transporters
- **Type: Personnel** [4 Power/use] 10
  - Pads: 4
  - Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One in saucer section
- **Type: Emergency** [5 Power/use] 12
  - Pads: 16
  - Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One in saucer section, one in Engineering hull
- **Type: Cargo** [2 Power/use] 12
  - Pads: 200 kg
  - Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: Two in Engineering hull

Cloaking Device: None

Security Systems
- **Rating:** 3 12
- **Anti-Intruder System:** Yes [1 Power/round] 5
- **Internal Force Fields** [1 Power/3 Strength] 5

Science Systems
- **Rating** 2 (+1) [2 Power/round] 15
- **Specialized Systems:** 1 5
- **Laboratories:** 10 2

TACTICAL SYSTEMS

Forward Laser Bank 12
- **Class:** Tesla
  - Damage: 100 [10 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 5/6/8/11
- **Range:** 9/27,000/80,000/250,000
- **Location:** Forward ventral
- **Firing Arc:** 120 degrees forward ventral
- **Firing Modes:** Standard, Continuous, Pulse

Aft Laser Bank 12
- **Class:** Tesla
  - Damage: 100 [10 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 5/6/8/11
- **Range:** 9/27,000/80,000/250,000
- **Location:** Aft dorsal
- **Firing Arc:** 120 degrees aft dorsal
- **Firing Modes:** Standard, Continuous, Pulse

Laser Control Room 5

Torpedo Launcher 11
- **Standard Load:** Type I photon torpedo (160 Damage)
- **Spread:** 2
- **Range:** 15/100,000/400,000/750,000
- **Targeting System:** Accuracy 6/7/9/12
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward ventral
- **Firing Arc:** Forward, but are self-guided

Torpedoes Carried: 20 2

Torpedo Control Room 5

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 26 (x4)
- **Shield Generator:**
  - Class 2 (Protection 350) [35 Power/shield/round]
- **Shield Grid:** Type A (25% increase to 438 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Gamma (Threshold 110)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 4 Size worth of ships 8
- **Standard Complement:** 2 shuttlecraft
- **Location(s):** Aft of Engineering hull

Description And Notes

Fleet data: Intended to expand Starfleet's exploratory capabilities and replace aging *Venture*- and *Armstrong*-class vessels, the *Kitty Hawk* -class Cruiser was designed along accepted Starfleet shipbuilding guidelines. The main structure, the saucer section, has a mostly cylindrical Engineering hull attached to it aft ventral (though the connecting interhull is much shorter than on a *Constitution*-class Explorer). The nacelle pylons project outward and slightly ventrally from the forward end of the Engineering hull, almost making it look as if the ship is "skating" through space on its nacelles. (A few wits at Starfleet Command jokingly refer to this ship as the "*Brinker*" class.)

During the lifetime of the Kitty Hawk Development Project, its engineers and scientists developed several new systems for incorporation into the vessel. These include the Mark II food processor (a welcome expansion over the much more limited Mark I) and Mark VI industrial fabricator, and Mark 3.67A warp nacelles (allowing the ship to attain the heretofore impossible Sustainable and Maximum velocities of 5.5 and 7.0, respectively). (Other engineers, building on the Project's work, developed additional new and improved systems throughout the 2230s, many of which were retrofitted into various *Kitty Hawk*s as time and resources allowed.)

Noteworthy vessels/service records/encounters: *U.S.S. Kitty Hawk,* NCC-1552, prototype, catalogued Alpha Quadrant nebulae (2231-36), assigned to patrol the spinward sections of the Federation's rimward border (2237-2242), helped defeat the Klingon forces at the Battle of Sidron XII (2243); *U.S.S. Lindbergh,* NCC-1581, lost under unknown circumstances while responding to mysterious distress signal emanating from the Zeta Perseid system (2239); *U.S.S. Earhart,* NCC-1583, crippled while saving the Helgrom IV colony from Klingon raiders (2242), partially rebuilt for use as a training craft by Academy cadets (2347); *U.S.S. Boeing,* NCC-1588, crew apparently slain by unknown virus (2238), found floating derelict by the *U.S.S. Enterprise* (2247).

MIRANDA CLASS

Class and Type: *Miranda*-Class Cruiser
Commissioning Date: 2274

HULL SYSTEMS

Size: 5
- **Length:** 277.76 meters
- **Beam:** 173.98 meters
- **Height:** 65.23 meters
- **Decks:** 11
- **Mass:** 655,000 metric tonnes
- **SUs Available:** 1,500
- **SUs Used:** 1,336

Hull

Outer	20
Inner	20

Resistance

Outer Hull: 6	6
Inner Hull: 6	6

Structural Integrity Field

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

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 200/35/500

Crew Quarters

Barracks: House 120 crewmembers	2
Spartan: 40	2
Basic: 20	2
Expanded: 10	2
Luxury: None	
Unusual: None	

Environmental Systems

Basic Life Support [8 Power/round]	20
Reserve Life Support [4 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 2 years' worth	20
Manufacturing Systems	
Food Processors: Mark V [5 Power/round]	18
Industrial Fabrication Units: Mark VIII [5 Power/round]	18
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 6 [6 Power/round]	36
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 45,000 cubic meters	2
Locations: Eight locations throughout ship	
Escape Pods	8
Number: 120	
Capacity: 12 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 6B	98
Speed: 6.0/7.0/9.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 5C (.55*c*/.8*c*) [5/8 Power/round]	22
Location: Aft	

Reaction Control System (.025*c*) [2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Mark VII (generates 300 Power/round)	80
Location: Engineering section	

Impulse Engine[s]: 1 Type 5C (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 40

Standard Usable Power: 328

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 20

Auxiliary Control Room: Aft 10

Computers

Core 1: Engineering [5 Power/round]	10
ODN	15

Navigational Deflector [6 Power/round] 15
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Ventral saucer

Sensor Systems

Long-range Sensors [5 Power/round]	32
Range Package: Mark VIII (Accuracy 4/5/8/11)	
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 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: 30	3
Sensors Skill: 3	

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 Stabilizers	
Main	20
Strength: 9 [3 Power/round]	
Number: 2	
Backup	6
Strength: 6 [2 Power/round]	
Number: 2	
Attitude Control [1 Power/round]	1

Communications Systems
Type: Mark V [3 Power/round] 19
Strength: 5
Security: -2
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Alpha [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Hangar deck (x2)

Transporters
Type: Personnel [6 Power/use] 28
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two, one near bridge, one near Engineering
Type: Emergency [7 Power/use] 48
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Three in saucer section
Type: Cargo [2 Power/use] 20
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One each in the two largest cargo bays

Cloaking Device: None

Security Systems
Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 5
Internal Force Fields [1 Power/3 Strength] 5

Science Systems
Rating 2 (+1) [2 Power/round] 15
Specialized Systems: None
Laboratories: 12 4

TACTICAL SYSTEMS

Forward Ventral Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward ventral of saucer
Firing Arc: 180 degrees forward ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Starboard Ventral Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard ventral of saucer
Firing Arc: 180 degrees starboard ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Port Ventral Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port ventral of saucer
Firing Arc: 180 degrees port ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Dorsal Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward dorsal of saucer
Firing Arc: 180 degrees forward dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Starboard Dorsal Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard dorsal of saucer
Firing Arc: 180 degrees starboard dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Port Dorsal Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port dorsal of saucer
Firing Arc: 180 degrees port dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Starboard Phaser Cannon (Channeled) 32
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward starboard corner of rollbar
Firing Arc: 180 degrees forward dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Port Phaser Cannon (Channeled) 32
Type: VII
Damage: 170 [17 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward port corner of rollbar
Firing Arc: 180 degrees forward dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 5

Forward Starboard Torpedo Launcher 14
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 starboard of mid-rollbar module
Firing Arc: Forward, but are self-guided

Forward Port Torpedo Launcher 14
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 port of mid-rollbar module
Firing Arc: Forward, but are self-guided

Aft Starboard Torpedo Launcher 14
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: Aft starboard of mid-rollbar module
Firing Arc: Aft, but are self-guided

Aft Port Torpedo Launcher 14
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: Aft port of mid-rollbar module
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 40 4

Torpedo Control Room 5

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 25 (x4)
Shield Generator:
Class 2 (Protection 400) [40 Power/shield/round]
Shield Grid: Type B (33% increase to 533 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 130)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 5

Auxiliary Spacecraft Systems

Hangar Deck(s): Capacity for 8 Size worth of ships 16
Standard Complement: 4 shuttlecraft
Location(s): Aft port, aft starboard

Description And Notes

Fleet data: Designed in the late 2260s and early 2270s to take advantage of the many new technologies developed as part of the *Constitution* refit program, the *Miranda*-class Cruiser has proven to be one of the most versatile and adaptable ships of the 23rd century Starfleet. Created as part of Starfleet's vaunted Exploratory Vessel Initiative, it mainly serves as a science vessel and survey ship, but Starfleet can also use it, depending upon configuration and need, as a defense patrol ship, escort, or for many other mission profiles.

The *Miranda* class quickly achieved popularity and recognition for two important reasons. First, it is relatively easy and cheap to manufacture, making it a common sight in Federation territory. Second, it was designed for adaptability. Starfleet engineers can easily take out some of its modular systems and replace them with others prepared for specific missions, re-arrange the crew quarters and most other facilities as needed, and exchange outdated systems for the newest models.

The primary *Miranda* configuration used during the late 23rd century consists of a saucer adapted from the *Constitution* class, coupled with a large rectangular Engineering hull attached aft (the warp nacelles hang down from the Engineering section). On top of the Engineering section is mounted a "rollbar"-like superstructure which holds two forward phaser cannons and a module with four photon torpedo launchers (two forward, two aft). The most common variants on this design are the *Soyuz* "class," which replaces the rollbar with a large sensor array (upgrade Gain Package on all sensors to Class Alpha [+8 SUs] and increase cargo capacity to 50,000 cubic meters) and the *Lantree* variant which removes the rollbar and replaces it with nothing (eliminate both phaser cannons and three torpedo launchers, move remaining one to forward ventral of saucer).

Noteworthy vessels/service records/encounters: *U.S.S. Miranda,* prototype; *U.S.S. Bozeman,* NCC-1941, *Soyuz* variant, while under command of Captain Morgan Bateman lost in Typhon Expanse (2278), later discovered to have entered a temporal causality loop from which it emerged in 2368 and was then re-certified for fleet service; *U.S.S. Reliant,* NCC-1864, under Captain Clark Terrell, conducted survey on behalf of Genesis Project, but was captured by Khan Noonien Singh and destroyed in his attempt to kill Captain James T. Kirk (2285), *U.S.S. Saratoga,* NCC-1937, destroyed by alien "whale probe" while patrolling the Romulan Neutral Zone (2286), *U.S.S. Lantree,* NCC-1837, *Lantree* variant, explored rimward reaches of Alpha Quadrant (2278-2283), patrolled Romulan Neutral Zone and nearby Federation systems (2284-2289), later reclassified as Class 6 supply ship and destroyed by *U.S.S. Enterprise*-D after entire crew killed by the immune systems of genetically-altered children (2365); *U.S.S. Cordelia,* NCC-1573, patrolled Rigel Sector and nearby systems, clashing repeatedly with the so-called "Black Fleet" of feared Orion pirate Gorbrett Zargoza (2287-2290), finally destroyed the Fleet and killed Zargoza in the Battle of Thesala V (2291).

MOCKINGBIRD CLASS

Class and Type: *Mockingbird*-Class Scout
Commissioning Date: 2290

HULL SYSTEMS

Size: 3
- **Length:** 52.35 meters
- **Beam:** 16.81 meters
- **Height:** 9.00 meters
- **Decks:** 2
- **Mass:** 23,000 metric tonnes
- **SUs Available:** 925
- **SUs Used:** 827

Hull
- Outer 12
- Inner 12

Resistance
- Outer Hull: 6 6
- Inner Hull: 6 6

Structural Integrity Field
- **Main:** Class H (Protection 40/60) [1 Power/10 Protection/round] 15
- **Backup:** Class H (Protection 20) [1 Power/10 Protection/round] 8
- **Backup:** Class H (Protection 20) [1 Power/10 Protection/round] 8

Specialized Hull: Atmospheric Capability; Planetfall Capability 6

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 8/4/235

Crew Quarters
- **Barracks:** House 12 crewmembers 1
- **Spartan:** None
- **Basic:** 1 1
- **Expanded:** None
- **Luxury:** None
- **Unusual:** None

Environmental Systems
- **Basic Life Support** [6 Power/round] 12
- **Reserve Life Support** [3 Power/round] 6
- **Emergency Life Support** (18 emergency shelters) 6
- **Gravity** [2 Power/round] 3
- **Consumables:** 2 years' worth 12
- **Manufacturing Systems**
  - Food Processors: Mark II [2 Power/round] 6
  - Industrial Fabrication Units: Mark V [4 Power/round] 6
- **Medical Facilities:** 3 (+0) [3 Power/round] 15
- **Recreation Facilities:** 2 [2 Power/round] 12
- **Personnel Transport:** Jefferies tubes [0 Power/round] 3
- **Fire Suppression System** [1 Power/round when active] 3
- **Cargo Holds:** 200 cubic meters 1
  - Locations: Four locations throughout ship
- **Escape Pods** 1
  - Number: 4
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 8 113
  - **Speed:** 8.0/9.5/11.0 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

Impulse Engine
- **Type:** Type 6 (.6*c*/.8*c*) [6/8 Power/round] 23
- **Acceleration Uprating:** Class Alpha (66% acceleration) [1 Power/round when active] 2
- **Location:** Aft of saucer section

Reaction Control System (.025*c*) [2 Power/round when in use] 3

POWER SYSTEMS

Warp Engine
- Type: Mark VI (generates 250 Power/round) 70
- Location: Saucer section, aft amidships

Impulse Engine[s]: 1 Type 6 (generates 30 Power/engine/round)

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

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +80 Power transfer/round 23

Standard Usable Power: 280

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 12

Computer
- **Core 1:** Saucer [5 Power/round] 6
- **ODN** 9

Navigational Deflector [5 Power/round] 12
- **Range:** 10/20,000/50,000/150,000
- **Accuracy:** 5/6/8/11
- **Location:** Forward ventral of saucer

Sensor Systems
- **Long-range Sensors** [5 Power/round] 37
  - **Range Package:** Mark VIII (Accuracy 4/5/8/11)
    - 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:** 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:** 60 6
- **Sensors Skill:** 4

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 2, Coordination 2 [1 Power/round in use] 8
- **Navigational Computer**
  - Main: Class 2 (+1) [1 Power/round] 2
  - Backups: Two 2
- **Inertial Stabilizers**
  - **Main** 12
    - Strength: 11 [3 Power/round]
    - Number: 2
  - **Backup** 4
    - Strength: 7 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
Type: Mark VI [3 Power/round] 25
Strength: 6
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+1)
Emergency Communications: No

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

Transporters
Type: Personnel [6 Power/use] 14
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One in saucer section
Type: Cargo [2 Power/use] 10
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One in saucer section

Cloaking Device: None

Security Systems
Rating: 2 8
Anti-Intruder System: Yes [1 Power/round] 3
Internal Force Fields [1 Power/3 Strength] 3

Science Systems
Rating 1 (+0) [1 Power/round] 8
Specialized Systems: None
Laboratories: 5 2

TACTICAL SYSTEMS

Forward Phaser Bank 26
Type: VIII
Damage: 160 [16 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward dorsal
Firing Arc: 240 degrees dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Ventral Torpedo Launcher 14
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 saucer, dorsal of navigational deflector.
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 (#1), Starboard (#2), Aft (#3), Port (#4)) 18 (x4)
Shield Generator:
Class 2 (Protection 250) [25 Power/shield/round]
Shield Grid: Type C (50% increase to 375 Protection)
Subspace Field Distortion Amplifiers:
Class Beta (Threshold 80)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 3

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Given the increase in both its exploration of the galaxy and the tensions with the Klingons in the late 23rd century, Starfleet Command saw the need for a new scout ship, one that could take advantage of the technologies developed for the *Excelsior* class and other such ships, thus improving on the *Hermes* and *Nairobi* classes. Following its directives, and after rejecting several competing designs, the Advanced Starship Design Bureau developed the *Mockingbird*-class Scout.

Small, fast, agile, and equipped with the latest sensor technology, the *Mockingbird* was designed to perform two roles. First, in peacetime, it can travel far beyond the borders of the Federation to explore new systems and chart new sectors, creating stellar maps for Explorers and Cruisers to follow. Second, in time of war, it can scout enemy positions, conduct reconnaissance, and even act as an escort for capital ships if necessary.

The *Mockingbird* consists of a saucer similar to that of the *Excelsior* class, but much smaller and with a more ovate side profile. From the dorsal aft center, just to forward of the impulse engines, projects aft a T-shaped nacelle pylon holding the two warp nacelles. A large, half-sphere structure on the bottom of the saucer holds the navigational deflector; above it is mounted the torpedo launcher. The ship also carries a single Type VIII phaser bank.

Noteworthy vessels/service records/encounters: *U.S.S. Mockingbird,* prototype; *U.S.S. Tanager,* NCC-4362, first ship to explore and map the Retiklon Cluster (2292); *U.S.S. Seagull,* NCC-4647, discovered five unclaimed, uninhabited Class M planets (2294-99).

OBERTH CLASS

Class and Type: *Oberth*-Class Surveyor
Commissioning Date: 2275

HULL SYSTEMS

Size: 4
- **Length:** 120.25 meters
- **Beam:** 55.73 meters
- **Height:** 25.3 meters
- **Decks:** 4
- **Mass:** 147,800 metric tonnes
- **SUs Available:** 1,075
- **SUs Used:** 967

Hull
- Outer 16
- Inner 16

Resistance
- Outer Hull: 4 3
- Inner Hull: 4 3

Structural Integrity Field
- **Main:** Class K (Protection 70/110) [1 Power/10 Protection/round] 25
- **Backup:** Class K (Protection 35) [1 Power/10 Protection/round] 13
- **Backup:** Class K (Protection 35) [1 Power/10 Protection/round] 13

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 80/34/625

Crew Quarters
- **Barracks:** House 60 crewmembers 1
- **Spartan:** 20 1
- **Basic:** 6 1
- **Expanded:** 2 1
- **Luxury:** None
- **Unusual:** None

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:** 3 years' worth 24
- **Manufacturing Systems**
  - Food Processors: Mark V [5 Power/round] 14
  - Industrial Fabrication Units: Mark VIII [5 Power/round] 14
- **Medical Facilities:** 6 (+1) [6 Power/round] 30
- **Recreation Facilities:** 6 [6 Power/round] 36
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 12
- **Fire Suppression System** [1 Power/round when active] 4
- **Cargo Holds:** 33,000 cubic meters 1
  - Locations: Saucer port, saucer starboard, Engineering amidships
- **Escape Pods** 5
  - Number: 100
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 5.7D 90
  - **Speed:** 5.0/7.0/9.0 [1 Power/.2 warp speed]
- **PIS:** Class D (4 hours of Maximum warp) 8

Impulse Engine
- **Type:** Type 4A (.4*c*/.65*c*) [4/6 Power/round] 13
- **Location:** Aft of Engineering section

Reaction Control System (.025*c*) [2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine
- Type: Mark V (generates 215 Power/round) 62
- Location: Engineering

Impulse Engine[s]: 1 Type 4A (generates 18 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 28

Standard Usable Power: 233

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 16

Computers
- **Core 1:** Engineering [5 Power/round] 8
- **Uprating:** Class Alpha (+1) [1 Power/computer/round] 2
- **ODN** 12

Navigational Deflector [5 Power/round] 16
- **Range:** 10/20,000/50,000/150,000
- **Accuracy:** 5/6/8/11
- **Location:** Forward ventral of saucer section

Sensor Systems
- **Long-range Sensors** [5 Power/round] 35
  - **Range Package:** Mark VIII (Accuracy 4/5/8/11)
    - 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 5 (Strength 5)
  - **Gain Package:** Standard (+0)
  - **Coverage:** 1,000 additional substances
- **Lateral Sensors** [5 Power/round] 13
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** Standard (+0)
  - **Coverage:** 1,000 additional substances
- **Navigational Sensors:** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** Standard (+0)
- **Probe Launcher** 2
- **Probes:** 40 4
- **Sensors Skill:** 4

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: Two 0
- **Inertial Stabilizers**
  - **Main** 20
    - Strength: 9 [3 Power/round]
    - Number: 2
  - **Backup** 6
    - Strength: 6 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
Type: Mark V [3 Power/round] 15
Strength: 5
Security: -2
Basic Uprating: None
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 ventral of ventral module
Emitter: Class Alpha [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Hangar deck (x2)

Transporters
Type: Personnel [6 Power/use] 42
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two in dorsal hull, one in ventral hull
Type: Emergency [7 Power/use] 48
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two in dorsal hull, one in ventral hull
Type: Cargo [2 Power/use] 20
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One in dorsal hull, one in ventral hull

Cloaking Device: None

Security Systems
Rating: 2 8
Anti-Intruder System: Yes [1 Power/round] 4
Internal Force Fields [1 Power/3 Strength] 4

Science Systems
Rating 3 (+2) [3 Power/round] 19
Specialized Systems: 2 10
Laboratories: 22 6

TACTICAL SYSTEMS

Forward Phaser Bank 11
Type: V
Damage: 100 [10 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: Forward dorsal of saucer section
Firing Arc: 180 degrees forward dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser Bank 11
Type: V
Damage: 100 [10 Power]
Number of Emitters: 80 (up to 2 shots per round)
Auto-Phaser Interlock: Accuracy 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: Aft of dorsal hull
Firing Arc: 180 degrees aft
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 4

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

Weapons Skill: 2

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 18 (x4)
Shield Generator:
Class 1 (Protection 200) [20 Power/shield/round]
Shield Grid: Type B (33% increase to 267 Protection)
Subspace Field Distortion Amplifiers:
Class Beta (Threshold 65)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 4 Size worth of ships 8
Standard Complement: 2 shuttlecraft
Location(s): Aft edge of dorsal hull, to port and starboard of impulse engine

Description And Notes

Fleet data: Designed for planetary survey and exploration missions, the *Oberth*-class Surveyor is one of the most structurally unusual vessels in Starfleet. It consists of two main sections—a "dorsal" hull consisting of a forward saucer with a rectangular section attached aft, and the warp nacelles attached to the sides of the rectangular section; and a roughly cylindrical "ventral" hull containing the Engineering section. Two large pylon-like structures project upward from the sides of the ventral hull to link it with the dorsal hull.

Although not intended for combat, the *Oberth* comes equipped with two Type V phaser banks (one forward, one aft). It also has a probe launcher for use in its missions, but cannot fire torpedoes.

In addition to their use by Starfleet, *Oberth*s are often employed by civilian Federation scientific organizations for various experiments and missions. The modular nature of many of the ship's systems (particularly its sensor pallets) makes it easy for any institution to "refit" an *Oberth* for its own specific purposes.

Noteworthy vessels/service records/encounters: *U.S.S. Oberth,* prototype; *U.S.S. Copernicus,* NCC-623, explored Banshasa Expanse (2278-80), conducted survey of the pulsars and quasars of coreward Federation space (2282-85); *U.S.S. Grissom,* NCC-638, surveyed Genesis Planet under command of Captain J. T. Esteban, destroyed by Klingon vessel attempting to seize the "Genesis torpedo" (2285); *U.S.S. Lowell,* NCC-664, surveyed spinward regions of Federation space for colonizable planets (2288-90); *U.S.S. Ve'hal,* NCC-681, conducted detailed study of the known subspace anomalies of Federation space, and later beyond (2290-97).

PTOLEMY CLASS

Class and Type: *Ptolemy*-Class Cargo Carrier
Commissioning Date: 2266

HULL SYSTEMS

Size: 6
- **Length:** 222.00 meters
- **Beam:** 127.10 meters
- **Height:** 66.00 meters
- **Decks:** 13
- **Mass:** 310,000 metric tonnes
- **SUs Available:** 1,250
- **SUs Used:** 1,076

Hull

Outer	24
Inner	24

Resistance

Outer Hull: 6	6
Inner Hull: 6	6

Structural Integrity Field

Main: Class J (Protection 60/90) [1 Power/10 Protection/round]	24
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 220/125/2,700

Crew Quarters

Barracks: House 180 crewmembers	3
Spartan: 40	2
Basic: 30	3
Expanded: 10	1
Luxury: 3	3
Unusual: 1	1

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: 1 years' worth	12
Manufacturing Systems	
Food Processors: Mark IV [4 Power/round]	18
Industrial Fabrication Units: Mark VIII [5 Power/round]	21
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 5 [5 Power/round]	30
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 10,000 cubic meters	1
Locations: Four locations; also see text	
Escape Pods	7
Number: 140	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 5.6A	80
Speed: 5.0/6.0/8.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 5C (.55*c*/.8*c*) [5/8 Power/round]	22
Location: Aft of saucer	

Reaction Control System (.025*c*) [2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

Type: Mark VI (generates 260 Power/round)	71
Location: Saucer section	

Impulse Engine[s]: 1 Type 5C (generates 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, +100 Power transfer/round 40

Standard Usable Power: 288

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 24

Computer

Core 1: Saucer [5 Power/round]	12
ODN	18

Navigational Deflector [6 Power/round] 18
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Boom projecting ventrally from center of saucer

Sensor Systems

Long-range Sensors [5 Power/round]	24
Range Package: Mark VI (Accuracy 4/5/8/11)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)	
Low Resolution: 13 light-years (1/1.1-3.5/3.6-9.0/9.1-13)	
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Lateral Sensors [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Probes: 24	3
Sensors Skill: 3	

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: Two	0
Inertial Stabilizers	
Main	24
Strength: 8 [3 Power/round]	
Number: 2	
Backup	9
Strength: 5 [2 Power/round]	
Number: 3	
Attitude Control [2 Power/round]	2

Communications Systems

Type: Mark V [3 Power/round]	19
Strength: 5	
Security: -2	
Basic Uprating: Type 1 (+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: Saucer ventral

Transporters
- **Type: Personnel** [6 Power/use] 28
  - Pads: 6
  - Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
  - Energizing/Transition Coils: Class F (Strength 6)
  - Number and Location: Two in saucer section
- **Type: Emergency** [7 Power/use] 32
  - Pads: 22
  - Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
  - Energizing/Transition Coils: Class F (Strength 6)
  - Number and Location: Two in saucer section
- **Type: Cargo** [2 Power/use] 20
  - Pads: 200 kg
  - Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
  - Energizing/Transition Coils: Class F (Strength 6)
  - Number and Location: One each in the two largest cargo bays

Cloaking Device: None

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

Science Systems
- **Rating** 2 (+1) [2 Power/round] 16
- **Specialized Systems:** None
- **Laboratories:** 9 2

TACTICAL SYSTEMS

Forward Ventral Phaser Bank 22
- **Type:** VII
  - Damage: 140 [14 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward ventral of saucer
- **Firing Arc:** 180 degrees forward ventral
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Starboard Dorsal Phaser Bank (Single Firing Emitter) 11
- **Type:** VII
  - Damage: 70 [7 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Starboard dorsal of saucer
- **Firing Arc:** 180 degrees starboard dorsal
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Port Dorsal Phaser Bank (Single Firing Emitter) 11
- **Type:** VII
  - Damage: 70 [7 Power]
  - Number of Emitters: 120 (up to 3 shots per round)
  - Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 10/30,000/100,000/300,000
- **Location:** Port dorsal of saucer
- **Firing Arc:** 180 degrees port dorsal
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 6

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 29 (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 0 (60 seconds)

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Designed using most of the specifications for the *Saladin* and *Hermes* classes, the *Ptolemy* class Cargo Carrier actually has the normal complement of two warp nacelles (each attached to the saucer section by ventral pylons angling to port and starboard). This frees up the bottom of the connecting interhull for a tow pad to which space station personnel can attach large cargo containers, or even personnel transport modules in some instances. One of these cargo modules can hold approximately 300,000 cubic meters of cargo, whereas a personnel module can carry 650 persons in comfort. Additionally, if a *Ptolemy* can find a way to attach its pad securely to a derelict vessel, it functions superbly as a tug. *Ptolemy*s equipped to carry extra personnel often serve as transports and couriers rather than simple freighters.

Starfleet has released the *Ptolemy*'s design specifications (absent any militarily sensitive data, of course) to the general Federation civilian market, so that shipping firms and other such institutions can build their own versions of the ship. Such *Ptolemy*s use a simple "S.S." designation without a registry number, lack the torpedo launcher, and if they have phasers, only have lesser version (Type IV, typically).

Noteworthy vessels/service records/encounters: *U.S.S. Ptolemy,* NCC-3801, prototype; *S.S. Deirdre,* performed cargo and courier run near Capella system, and its name and identification codes were used by the Klingons in an effort to lure the *U.S.S. Enterprise* away from Capella IV (2267); *U.S.S. Thales,* NCC-3813, ferried the main party of Federation diplomats to the Camp Khitomer conference (2293).

RANGER CLASS

Class and Type: *Ranger*-Class Explorer
Commissioning Date: 2215

HULL SYSTEMS

Size: 4
- **Length:** 135.63 meters
- **Beam:** 44.46 meters
- **Height:** 28.75 meters
- **Decks:** 8
- **Mass:** 176,000 metric tonnes
- **SUs Available:** 1,000
- **SUs Used:** 781

Hull

Outer	16
Inner	16

Resistance

Outer Hull: 6	6
Inner Hull: 6	6

Structural Integrity Field

Main: Class I (Protection 50/80) [1 Power/10 Protection/round]	19
Backup: Class I (Protection 25) [1 Power/10 Protection/round]	10
Backup: Class I (Protection 25) [1 Power/10 Protection/round]	10

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 287/112/2,200

Crew Quarters

Barracks: House 240 crewmembers	4
Spartan: 60	3
Basic: 30	3
Expanded: 10	2
Luxury: 2	2
Unusual: 1	1

Environmental Systems

Basic Life Support [10 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	8
Manufacturing Systems	
Food Processors: Mark I [1 Power/round]	4
Industrial Fabrication Units: Mark V [4 Power/round]	8
Medical Facilities: 4 (+0) [4 Power/round]	20
Recreation Facilities: 4 [4 Power/round]	24
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	12
Fire Suppression System [1 Power/round when active]	4
Cargo Holds: 2,000 cubic meters	1
Locations: 5 locations throughout ship	
Escape Pods	5
Number: 100	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 3B	37
Speed: 3.0/4.0/6.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

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

Reaction Control System (.025*c*) [2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine

Type: Mark IV (generates 185 Power/round)	54
Location: Engineering hull	

Impulse Engine[s]: 1 Type 5A (generate 23 Power/engine/round)

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

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +80 Power transfer/round 28

Standard Usable Power: 208

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 16

Computers

Core 1: Aft of saucer section [5 Power/round]	8
ODN	12

Navigational Deflector [6 Power/round] 18
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems

Long-range Sensors [5 Power/round]	20
Range Package: Mark V (Accuracy 4/5/8/11)	
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: None	
Coverage: Standard	
Lateral Sensors [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Probes: 20	2
Sensors Skill: 3	

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: Two	0
Inertial Stabilizers	
Main	16
Strength: 6 [3 Power/round]	
Number: 2	
Backup	6
Strength: 4 [2 Power/round]	
Number: 3	
Attitude Control [1 Power/round]	1

Communications Systems

Type: Mark II [3 Power/round]	6
Strength: 2	
Security: -0	
Basic Uprating: None	
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 ventral
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Hangar deck

Transporters
- **Type: Personnel** [4 Power/use] 10
  - Pads: 4
  - Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One in saucer section
- **Type: Emergency** [5 Power/use] 12
  - Pads: 16
  - Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One in saucer section, one in Engineering hull
- **Type: Cargo** [2 Power/use] 12
  - Pads: 200 kg
  - Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: Two in Engineering hull

Cloaking Device: None

Security Systems
- **Rating:** 3 12
- **Anti-Intruder System:** Yes [1 Power/round] 4
- **Internal Force Fields** [1 Power/3 Strength] 4

Science Systems
- **Rating** 2 (+1) [2 Power/round] 14
- **Specialized Systems:** 1 5
- **Laboratories:** 8 2

TACTICAL SYSTEMS

Forward Laser Bank 12
- **Class:** Tesla
  - Damage: 100 [10 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 6/7/9/12
- **Range:** 9/27,000/80,000/250,000
- **Location:** Forward ventral
- **Firing Arc:** 120 degrees forward (substantial arc shadow dorsal)
- **Firing Modes:** Standard, Continuous, Pulse

Aft Laser Bank 12
- **Class:** Tesla
  - Damage: 100 [10 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 6/7/9/12
- **Range:** 9/27,000/80,000/250,000
- **Location:** Aft
- **Firing Arc:** 120 degrees aft
- **Firing Modes:** Standard, Continuous, Pulse

Laser Control Room 4

Torpedo Launcher 11
- **Standard Load:** Type I photon torpedo (160 Damage)
- **Spread:** 2
- **Range:** 15/100,000/400,000/750,000
- **Targeting System:** Accuracy 6/7/9/12
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward ventral
- **Firing Arc:** Forward, but are self-guided

Torpedoes Carried: 10 1

Torpedo Control Room 4

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 21 (x4)
- **Shield Generator:** Class 2 (Protection 350) [35 Power/shield/round]
- **Shield Grid:** Type A (25% increase to 433 Protection)
- **Subspace Field Distortion Amplifiers:** Class Gamma (Threshold 110)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 4 Size worth of ships 8
- **Standard Complement:** 2 shuttlecraft
- **Location(s):** Aft of saucer section

Description And Notes

Fleet data: The second of the great exploratory vessels built by Starfleet, the *Ranger*-class Explorer was the successor to the *Daedalus* class, and the first ship to employ the now-familiar "saucer section" structure (a shape Starfleet's engineers had determined would allow for the formation of a more stable warp field than the *Daedalus*'s sphere). Its hull, the first ever made of tritanium, was created by the famed Human artist-engineer Mark Chausser working from his laboratory at the University of Oreas on Alpha Centauri IV.

Chausser, and the other engineers working on the Ranger Development Project, chose to go a different route than their predecessors had fifty years before with the *Daedalus*. Based on the latest research, they used the aforementioned saucer as the main hull, then attached the Engineering hull to it dorsally with a short connecting interhull, and installed nacelle pylons projecting slightly ventrally and outward from the ventral side of the saucer. Thus, the ship's configuration essentially reverses what would become Starfleet's standard saucer-hull-pylon design.

Although primitive even by the standards of 30 years later (when the *Constitution* class was launched), and unable to take advantage of the advances in warp technology of 2220, the *Ranger* nevertheless represents a quantum leap forward from 22nd century ships in both sophistication and convenience. Featuring new food processing systems, *Tesla*-class laser cannons, and a host of other new systems, it is, from 2215 to 2245, the most powerful ship the Federation possesses. (A few, including the famed *U.S.S. Carolina,* NCC-1000, remained in service until as late as the early 2270s.) It even has an interior, also designed by Chausser, intended to maximize crew efficiency, comfort, and morale.

Noteworthy vessels/service records/encounters: *U.S.S. Ranger,* NCC-781, prototype, made first contact with the Klingons and was captured by them, providing them with warp technology (2218); *U.S.S. Bastion,* NCC-811, destroyed in battle near the Mutara Nebula after destroying five Klingon cruisers (2228); *U.S.S. Carolina,* NCC-1000, made first contact with the gan'Teth (2219), rescued merchant convoy imperilled by systems malfunctions caused by unusual subspace fluctuation, then investigated and corrected fluctuation (2221), patrolled Romulan Neutral Zone (2226-2230), destroyed four Klingon vessels at the Battle of the Yosaan Cloud (2233); *U.S.S. Explorer,* NCC-1035, lost due to unknown causes while on deep space mission to explore the Theta Reticula system (2233); *U.S.S. Orleans,* NCC-966, explored coreward reaches of Federation space (2231-2236), participated in the Battle of Donatu V (2242); served as testbed for phaser experiments (2254-56); *U.S.S. Sal'koth,* NCC-982, following a fierce five-hour battle in the Torgaleth asteroid field, captured the *I.K.S. Dit'kra,* providing the Federation with an unprecedented look at Klingon starship technology (2239); *U.S.S. Valiant,* NCC-1223, while on peaceful mission to make contact with planet Eminiar VII, declared a "casualty" in the 500-year-long "virtual war" between that planet and Vendikar, and thus destroyed by the militaries of those planets (2217).

SALADIN CLASS

Class and Type: *Saladin*-Class Frigate
Commissioning Date: 2266

HULL SYSTEMS

Size: 6
- **Length:** 242.50 meters
- **Beam:** 127.10 meters
- **Height:** 60.00 meters
- **Decks:** 14
- **Mass:** 300,000 metric tonnes
- **SUs Available:** 1,250
- **SUs Used:** 1,119

Hull

Outer	24
Inner	24

Resistance

Outer Hull: 6	6
Inner Hull: 6	6

Structural Integrity Field

Main: Class J (Protection 60/90) [1 Power/10 Protection/round]	24
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 200/85/1,560

Crew Quarters

Barracks: House 120 crewmembers	2
Spartan: 40	2
Basic: 30	3
Expanded: 10	1
Luxury: 3	3
Unusual: 1	1

Environmental Systems

Basic Life Support [9 Power/round]	24
Reserve Life Support [5 Power/round]	12
Emergency Life Support (36 emergency shelters)	12
Gravity [3 Power/round]	6
Consumables: 1 years' worth	12
Manufacturing Systems	
Food Processors: Mark IV [4 Power/round]	18
Industrial Fabrication Units: Mark VIII [5 Power/round]	21
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 5 [5 Power/round]	30
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: Eight locations throughout ship	
Escape Pods	7
Number: 140	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 5.6A	80
Speed: 5.0/6.0/8.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 5C (.55*c*/.8*c*) [5/8 Power/round]	22
Location: Aft of saucer	

Reaction Control System (.025*c*) [2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine

Type: Mark VI (generates 260 Power/round)	71
Location: Saucer section	

Impulse Engine[s]: 1 Type 5C (generates 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, +100 Power transfer/round 40

Standard Usable Power: 288

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 24

Computer

Core 1: Saucer [5 Power/round]	12
ODN	18

Navigational Deflector [6 Power/round] 18
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Boom projecting ventrally from center of saucer

Sensor Systems

Long-range Sensors [5 Power/round]	24
Range Package: Mark VI (Accuracy 4/5/8/11)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)	
Low Resolution: 13 light-years (1/1.1-3.5/3.6-9.0/9.1-13)	
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Lateral Sensors [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Probes: 24	3
Sensors Skill: 3	

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: Two	0
Inertial Stabilizers	
Main	24
Strength: 8 [3 Power/round]	
Number: 2	
Backup	9
Strength: 5 [2 Power/round]	
Number: 3	
Attitude Control [2 Power/round]	2

Communications Systems

Type: Mark V [3 Power/round]	19
Strength: 5	
Security: -2	
Basic Uprating: Type 1 (+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: Saucer ventral

Transporters
Type: Personnel [6 Power/use] 28
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two in saucer section
Type: Emergency [7 Power/use] 32
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: Two in saucer section
Type: Cargo [2 Power/use] 20
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One each in the two largest cargo bays

Cloaking Device: None

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

Science Systems
Rating 2 (+1) [2 Power/round] 16
Specialized Systems: None
Laboratories: 9 2

TACTICAL SYSTEMS

Forward Ventral Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward ventral of saucer
Firing Arc: 180 degrees forward ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Starboard Dorsal Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Starboard dorsal of saucer
Firing Arc: 180 degrees starboard dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Port Dorsal Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Port dorsal of saucer
Firing Arc: 180 degrees port dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 6

Forward Torpedo Launcher 14
Standard Load: Type I photon torpedo (160 Damage)
Spread: 4
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward dorsal
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 20 2

Torpedo Control Room 6

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 29 (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 0 (60 seconds)

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Often referred to by the more militaristic elements of Starfleet as a "destroyer," due to its primary mission profile—border and system patrol to prevent invasions and enforce the law—the *Saladin* -class Frigate was developed in conjunction with the *Hermes*-class Scout (*q.v.*). These two ships were the first in Starfleet to possess a one-nacelle configuration; each consists of a saucer section similar to that of the *Constitution* class, with a single nacelle hanging ventrally and aft from a connecting interhull section.

The *Saladin* comes equipped with three phaser banks on the saucer (one forward ventral, one dorsal port, one dorsal starboard) and a single torpedo launcher. Given its main mission profile, many Starfleet officers consider it somewhat "under-gunned," but despite these misgivings it has performed adequately in the field.

Noteworthy vessels/service records/encounters: *U.S.S. Saladin,* NCC-500, prototype; *U.S.S. Hannibal,* NCC-512, saved Nyberrite merchant convoy from attack by Orion pirates (2272); *U.S.S. Lysander,* NCC-540, discovered rich source of dilithium in the Poranis system and fought and destroyed a Klingon *B'rel*-class Light Warship that attacked it in the hope of preventing this information from reaching the Federation (2285); *U.S.S. Achilles,* NCC-551, patrolled Romulan Neutral Zone (2284-89).

The *Federation* Class

The *Federation* Development Project, begun in 2255, was an attempt to build the largest, most technologically advanced starship yet created by the UFP. Named in honor of the Federation's 100th anniversary, it proved nowhere near as successful as its namesake. Patterned after the *Constitution* class, but larger, it included a third warp nacelle mounted aft dorsally from the saucer section. Unfortunately, the designers' and engineers' theories about warp field formation did not carry over from the laboratory to the field. The ship was never able to form a stable warp field with its three nacelles. In 2270 Starfleet scrapped the project altogether.

However, the *Federation* class did not turn out to be a wholly futile effort. New systems developed for it were incorporated into the refitted *Constitution* class, and into some later classes such as the *Miranda*. Experiments with variant nacelle configurations that it began eventually led to the four-nacelled *Constellation*.

Sydney Class

Class and Type: *Sydney*-class Transport
Commissioning Date: 2285

Hull Systems

Size: 2
- **Length:** 33.62 meters
- **Beam:** 12.55 meters
- **Height:** 5.00 meters
- **Decks:** 1
- **Mass:** 10.17 metric tonnes
- **SUs Available:** 535
- **SUs Used:** 493

Hull

Outer	8
Inner	8

Resistance

Outer Hull: 2	0
Inner Hull: 2	0

Structural Integrity Field

Main: Class G (Protection 30/45) [1 Power/10 Protection/round]	11
Backup: Class G (Protection 15) [1 Power/10 Protection/round]	6
Backup: Class G (Protection 15) [1 Power/10 Protection/round]	6

Specialized Hull: Atmospheric Capability; Planetfall Capability 4

Personnel Systems

Crew/Passengers/Evac: 3/24/77

Crew Quarters

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

Environmental Systems

Basic Life Support [5 Power/round]	8
Reserve Life Support [3 Power/round]	4
Emergency Life Support (1 emergency shelter)	4
Gravity [1 Power/round]	2
Consumables: 1 week's worth	1
Manufacturing Systems	
Food Processors: Mark II [2 Power/round]	4
Industrial Fabrication Units: Mark VI [4 Power/round]	5
Medical Facilities: 3 (+0) [3 Power/round]	15
Recreation Facilities: 2 [2 Power/round]	12
Personnel Transport: Jefferies tubes [0 Power/round]	2
Fire Suppression System [1 Power/round when active]	2
Cargo Holds: 100 cubic meters	1
Locations: Aft ventral	
Escape Pods	1
Number: 6	
Capacity: 4 persons per pod	

Propulsion Systems

Warp Drive

Nacelles: Mark 6B	98
Speed: 6.0/7.0/9.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 4A (.4*c*/.66*c*) [4/6 Power/round]	13
Location: Aft	

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

Power Systems

Warp Engine

Type: Mark III (generates 120 Power/round)	42
Location: Aft	

Impulse Engine[s]: 1 Type 4A (generates 18 Power/engine/round)

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

Emergency Power: Type A (generates 25 Power/round) 25

EPS: Standard Power flow, +50 Power transfer/round 15

Standard Usable Power: 138

Operations Systems

Bridge: Dorsal 8

Computer

Core 1: Aft [5 Power/round]	4
ODN	6

Navigational Deflector [5 Power/round] 8
- **Range:** 10/20,000/50,000/150,000
- **Accuracy:** 5/6/8/11
- **Location:** Forward

Sensor Systems

Long-range Sensors [5 Power/round]	20
Range Package: Mark V (Accuracy 4/5/8/11)	
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: None	
Coverage: Standard	
Lateral Sensors [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Probes: None	
Sensors Skill: 3	

Flight Control Systems

Autopilot: Shipboard Systems (Flight Control) 1, Coordination 1 [1 Power/round in use]	4
Navigational Computer	
Main: Class 1 (+0) [0 Power/round]	0
Backups: Two	0
Inertial Stabilizers	
Main	8
Strength: 9 [3 Power/round]	
Number: 2	
Backup	2
Strength: 6 [2 Power/round]	
Number: 2	
Attitude Control [1 Power/round]	1

Communications Systems

Type: Mark V [3 Power/round]	15
Strength: 5	
Security: -0	
Basic Uprating: None	
Emergency Communications: No	

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

Transporters
Type: Personnel [5 Power/use] 13
Pads: 4
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One amidships

Cloaking Device: None

Security Systems
Rating: 1 3
Anti-Intruder System: Yes [1 Power/round] 2
Internal Force Fields [1 Power/3 Strength] 2

Science Systems
Rating 1 (+0) [1 Power/round] 7
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS

Forward Phaser Bank 7
Type: V
Damage: 100 [10 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Accuracy 6/7/9/12
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 60 degrees forward
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Weapons Skill: 2

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 8 (x4)
Shield Generator:
Class 1 (Protection 90) [9 Power/shield/round]
Shield Grid: Type B (33% increase to 120 Protection)
Subspace Field Distortion Amplifiers:
Class Alpha (Threshold 30)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 2

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Developed by Starfleet by modifying existing shuttle designs, and intended for routine personnel transport and courier missions, the *Sydney*-class Transport has also passed into civilian use in both standard and variant configurations (such as the "*Perth*-class" luxury transport). Equipped with a duotronic computer system, transporters, and many other relatively advanced systems, it remained in use for several decades until replaced by later classes.

Noteworthy vessels/service records/encounters: *U.S.S. Sydney,* NCC-2005, prototype; *U.S.S. Jenolen,* NCC-2010, lost while en route to the Norpin Colony, later found to have crash-landed on a Dyson sphere by the *U.S.S. Enterprise*-D (2294).

TAURUS CLASS

Class and Type: *Taurus*-Class Heavy Cruiser
Commissioning Date: 2236

HULL SYSTEMS

Size: 5
- **Length:** 167.87 meters
- **Beam:** 83.25 meters
- **Height:** 33.75 meters
- **Decks:** 7
- **Mass:** 312,500 metric tonnes
- **SUs Available:** 1,100
- **SUs Used:** 930

Hull

Outer	20
Inner	20

Resistance

Outer Hull: 6	6
Inner Hull: 6	6

Structural Integrity Field

Main: Class I (Protection 50/80) [1 Power/10 Protection/round]	20
Backup: Class I (Protection 25) [1 Power/10 Protection/round]	10
Backup: Class I (Protection 25) [1 Power/10 Protection/round]	10

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 167/55/2,700

Crew Quarters

Barracks: House 120 crewmembers	2
Spartan: 20	1
Basic: 20	2
Expanded: 5	1
Luxury: 2	2
Unusual: None	

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: 1 year's worth	10
Manufacturing Systems	
Food Processors: Mark II [2 Power/round]	10
Industrial Fabrication Units: Mark VI [4 Power/round]	13
Medical Facilities: 4 (+0) [4 Power/round]	20
Recreation Facilities: 5 [5 Power/round]	30
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 8,000 cubic meters	1
Locations: 6 locations throughout ship	
Escape Pods	6
Number: 120	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 3.67A	43
Speed: 3.5/5.5/7.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

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

Reaction Control System (.025*c*) [2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Mark V (generates 245 Power/round)	65
Location: Engineering section	

Impulse Engine[s]: 1 Type 5A (generate 23 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, +100 Power transfer/round 35

Standard Usable Power: 268

OPERATIONS SYSTEMS

Bridge: Saucer dorsal 20

Computers

Core 1: Engineering hull [5 Power/round]	10
ODN	15

Navigational Deflector [6 Power/round] 15
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward edge of saucer

Sensor Systems

Long-range Sensors [5 Power/round]	24
Range Package: Mark VI (Accuracy 4/5/8/11)	
High Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)	
Low Resolution: 13 light-years (1/1.1-3.5/3.6-9.0/9.1-13)	
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Lateral Sensors [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Probes: 20	2
Sensors Skill: 3	

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: Two	0
Inertial Stabilizers	
Main	20
Strength: 7 [3 Power/round]	
Number: 2	
Backup	9
Strength: 5 [2 Power/round]	
Number: 3	
Attitude Control [1 Power/round]	1

Communications Systems

Type: Mark IV [3 Power/round]	15
Strength: 4	
Security: -2 (Type A uprating)	
Basic Uprating: None	
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 ventral
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Hangar deck

Transporters
- **Type: Personnel** [4 Power/use] 10
  - Pads: 4
  - Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One in saucer section
- **Type: Emergency** [5 Power/use] 12
  - Pads: 16
  - Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One in saucer section, one in Engineering hull
- **Type: Cargo** [2 Power/use] 12
  - Pads: 200 kg
  - Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: Two in Engineering hull

Cloaking Device: None

Security Systems
- **Rating:** 3 12
- **Anti-Intruder System:** Yes [1 Power/round] 5
- **Internal Force Fields** [1 Power/3 Strength] 5

Science Systems
- **Rating** 2 (+1) [2 Power/round] 15
- **Specialized Systems:** None
- **Laboratories:** 7 2

TACTICAL SYSTEMS

Forward Starboard Laser Bank 12
- **Class:** Tesla
  - Damage: 100 [10 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 5/6/8/11
- **Range:** 9/27,000/80,000/250,000
- **Location:** Saucer dorsal starboard
- **Firing Arc:** 120 degrees forward dorsal
- **Firing Modes:** Standard, Continuous, Pulse

Forward Port Laser Bank 12
- **Class:** Tesla
  - Damage: 100 [10 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 5/6/8/11
- **Range:** 9/27,000/80,000/250,000
- **Location:** Saucer dorsal port
- **Firing Arc:** 120 degrees forward dorsal
- **Firing Modes:** Standard, Continuous, Pulse

Aft Laser Bank 12
- **Class:** Tesla
  - Damage: 100 [10 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 5/6/8/11
- **Range:** 9/27,000/80,000/250,000
- **Location:** Aft dorsal
- **Firing Arc:** 120 degrees aft dorsal
- **Firing Modes:** Standard, Continuous, Pulse

Laser Control Room 5

Forward Torpedo Launcher 12
- **Standard Load:** Type I photon torpedo (160 Damage)
- **Spread:** 4
- **Range:** 15/100,000/400,000/750,000
- **Targeting System:** Accuracy 6/7/9/12
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward dorsal
- **Firing Arc:** Forward, but are self-guided

Aft Torpedo Launcher 12
- **Standard Load:** Type I photon torpedo (160 Damage)
- **Spread:** 4
- **Range:** 15/100,000/400,000/750,000
- **Targeting System:** Accuracy 6/7/9/12
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Aft ventral
- **Firing Arc:** Aft, but are self-guided

Torpedoes Carried: 70 7

Torpedo Control Room 5

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 26 (x4)
- **Shield Generator:**
  - Class 2 (Protection 350) [35 Power/shield/round]
- **Shield Grid:** Type A (25% increase to 438 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Gamma (Threshold 110)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 4 Size worth of ships 8
- **Standard Complement:** 2 shuttlecraft
- **Location(s):** Aft of Engineering hull

Description And Notes

Fleet data: Designed by the brilliant, if eccentric, Marvu Hreedenck of Alpha Centauri, one of the most innovative and iconoclastic starship engineers of the early 23rd century, the *Taurus*-class Heavy Cruiser has a configuration resembling no other ship in the fleet. Its saucer section attaches directly to the forward ventral side of the Engineering hull, with no connecting interhull, an arrangement Hreedenck believes diminishes the ship's profile as a target and improves the efficiency of the warp field. A module built into the forward ventral side of the saucer contains the navigational deflector. The nacelle pylons project dorsally and slightly outward from the aft dorsal side of the Engineering hull.

The *Taurus* was conceived of by Starfleet Command as a ship for planetary and system defense, space station protection, and other defense-oriented missions, and Hreedenck included appropriate tactical systems. Three Tesla-class laser banks (two forward, on the dorsal of the saucer, and one aft) and two torpedo launchers provide the *Taurus* with respectable firepower. After 2257, Starfleet Command upgraded many *Taurus*es with the new phaser technology, but by that point technological advances had outpaced the Federation's ability to upgrade the ship efficiently. During the 2260s, the ships of the class were decommissioned one by one, with the last one, the *U.S.S. Sagittarius,* leaving service in 2269.

Noteworthy vessels/service records/encounters: *U.S.S. Taurus,* NCC-1558, prototype, assigned to defense of the Vulcanis system and surrounding sector (2236-2241); *U.S.S. Aries,* NCC-1586, participated in Battle of Donatu V (2242), destroyed while attempting to protect the Cha'ronis III colony against an unidentified aggressor (2242); *U.S.S. Scorpio,* NCC-1590, inflicted a major defeat on the Orion pirate fleet controlled by the infamous Tigellus Shargin (2250), entire crew mysteriously disappeared, leaving the ship intact, in what is now believed to have been an Excalbian "experiment" (2253), under new Captain Thomas Dunbar completed two five-year missions patrolling the Federation's hostile frontiers until it was decommissioned (2254-2264); *U.S.S. Virgo,* NCC–1622, destroyed by warp core overload due to unexplained systems failure (2261); *U.S.S. Sagittarius,* NCC-1630, defeated Klingon aggressors in a skirmish at Eblara V (2242), cooperated with time-traveling alien to prevent the premature entropy death of the galaxy (2249), ferried Federation diplomats to the signing of the treaty admitting Wennsicar Prime to the UFP (2255).

T'PARI CLASS

Class and Type: *T'Pari*-Class Surveyor
Commissioning Date: 2250

HULL SYSTEMS

Size: 4
- **Length:** 127.64 meters
- **Beam:** 33.52 meters
- **Height:** 18.79 meters
- **Decks:** 4
- **Mass:** 147,600 metric tonnes
- **SUs Available:** 900
- **SUs Used:** 840

Hull
- Outer 16
- Inner 16

Resistance
- Outer Hull: 6 6
- Inner Hull: 6 6

Structural Integrity Field
- **Main:** Class H (Protection 40/60) [1 Power/10 Protection/round] 16
- **Backup:** Class H (Protection 20) [1 Power/10 Protection/round] 8
- **Backup:** Class H (Protection 20) [1 Power/10 Protection/round] 8

Specialized Hull: Atmospheric Capability; Planetfall Capability 8

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 45/80/200

Crew Quarters
- **Barracks:** None
- **Spartan:** 40 2
- **Basic:** 5 1
- **Expanded:** None
- **Luxury:** None
- **Unusual:** None

Environmental Systems
- **Basic Life Support** [6 Power/round] 16
- **Reserve Life Support** [3 Power/round] 8
- **Emergency Life Support** (24 emergency shelters) 8
- **Gravity** [2 Power/round] 4
- **Consumables:** 2 years' worth 16
- **Manufacturing Systems**
  - Food Processors: Mark III [3 Power/round] 10
  - Industrial Fabrication Units: Mark VII [5 Power/round] 12
- **Medical Facilities:** 5 (+1) [5 Power/round] 25
- **Recreation Facilities:** 3 [3 Power/round] 18
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 12
- **Fire Suppression System** [1 Power/round when active] 4
- **Cargo Holds:** 3,500 cubic meters 1
  - Locations: Five locations throughout ship
- **Escape Pods** 2
  - Number: 40
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 5A 77
  - **Speed:** 5.0/6.0/7.5 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

Impulse Engine
- **Type:** Type 5A (.5c/.75c) [57/ Power/round] 18
- **Location:** Dorsal and ventral on aft side of ring structure

Reaction Control System (.025c) [2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine
- Type: Mark V (generates 220 Power/round) 62
- Location: Aft amidships

Impulse Engine[s]: 1 Type 5A (generates 23 Power/engine/round)

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

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +100 Power transfer/round 30

Standard Usable Power: 243

OPERATIONS SYSTEMS

Bridge: Forward dorsal 16

Computer
- **Core 1:** Amidships [5 Power/round] 8
- **Uprating:** Class Alpha (+1) [1 Power/computer/round] 2
- **ODN** 12

Navigational Deflector [6 Power/round] 9
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward ventral

Sensor Systems
- **Long-range Sensors** [5 Power/round] 35
  - **Range Package:** Mark VII (Accuracy 4/5/8/11)
    - 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:** 1,000 additional substances
- **Lateral Sensors** [5 Power/round] 17
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** Class Alpha (+1)
  - **Coverage:** 1,000 additional substances
- **Navigational Sensors:** [5 Power/round] 12
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** Class Alpha (+1)
- **Probe Launcher** 2
- **Probes:** 80 8
- **Sensors Skill:** 4

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: Two 0
- **Inertial Stabilizers**
  - **Main** 16
    - Strength: 7 [3 Power/round]
    - Number: 2
  - **Backup** 4
    - Strength: 5 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Mark III [3 Power/round] 9
  - **Strength:** 3
  - **Security:** -1
  - **Basic Uprating:** None
- **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 ventral
- **Emitter: Class Beta** [3 Power/Strength used/round] 6
  - Accuracy: 5/6/8/11
  - Location: Aft ventral
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Hangar deck

Transporters
- **Type: Personnel** [4 Power/use] 20
  - Pads: 4
  - Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One forward, one aft
- **Type: Emergency** [5 Power/use] 12
  - Pads: 16
  - Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location:One forward, one aft
- **Type: Cargo** [2 Power/use] 12
  - Pads: 200 kg
  - Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: Two aft

Cloaking Device: None

Security Systems
- **Rating:** 1 4
- **Anti-Intruder System:** Yes [1 Power/round] 4
- **Internal Force Fields** [1 Power/3 Strength] 4

Science Systems
- **Rating** 3 (+2) [3 Power/round] 19
- **Specialized Systems:** 3 15
- **Laboratories:** 23 6

TACTICAL SYSTEMS

Forward Laser Bank 12
- **Class:** Tesla
  - Damage: 100 [10 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 6/7/9/12
- **Range:** 9/27,000/80,000/250,000
- **Location:** Forward
- **Firing Arc:** 120 degrees
- **Firing Modes:** Standard, Continuous, Pulse

Laser Control Room 4

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 17 (x4)
- **Shield Generator:**
  - Class 2 (Protection 250) [20 Power/shield/round]
- **Shield Grid:** Type A (25% increase to 313 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Beta (Threshold 80)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 2 Size worth of ships 4
- **Standard Complement:** One shuttlecraft
- **Location(s):** Aft

Description And Notes

Fleet data: A Vulcan ship developed as a successor (aesthetically, technologically, and mission-wise) to the *Voroth*-class Surveyor of the 21st and 22nd centuries, the *T'Pari*-class Surveyor helped to expand the confines of Federation knowledge (and territory) from the time it was launched in 2250. Equipped with the most advanced sensors and exploration equipment available in its day (including systems allowing it to enter atmospheres and land on planets), it carried mostly Vulcan crews to the farthest reaches of the known galaxy, and beyond.

The main body of the *T'Pari* is a long central shaft with a trapezoidal cross-section. Attached to the port and starboard sides are structures of similar shape, but with a more square cross-section. These "secondary hulls" run from about 20 meters aft of the forward edge of the primary hull to a point about two-thirds down the primary hull. Where they terminate aft, a large ring attached to them, encircling the ship. This ring holds the warp nacelles to port and starboard, and the impulse engines dorsally and ventrally. Thanks to this configuration, no one knowledgeable in starships could mistake this for anything other than a Vulcan-designed vessel.

Most *T'Pari*s have remained in service with the Vulcans and their government. They have made the design available, by sale or trade, to other parties, including any fellow Federation member, so one could encounter a *T'Pari* with a crew of, for example, Tellarites. However, given the class's rather cramped quarters and spartan interiors, most species prefer variants of the *Antares* class instead.

Noteworthy vessels/service records/encounters: *V.S.S. T'Pari,* prototype; *V.S.S. T'Neran,* surveyed Alpha Quadrant asteroid belts (2251-54), visited multiple systems while conducting comparative study of the evolution of both stars and planets (255-67); *V.S.S. T'Plana-Hath,* presently engaged in deep-space mission to reach and study the Galactic Barrier (left Vulcan 2259); *V.S.S. Kal'cheroth,* conducted extensive survey of the moons of Capella III (2262); *V.S.S. Sonac,* conducted first survey of Jenatris Corridor (2268).

VOROTH CLASS

Class and Type: *Voroth*-Class Surveyor
Commissioning Date: 2047

HULL SYSTEMS

Size: 3
- **Length:** 14.75 meters
- **Beam:** 14.75 meters
- **Height:** 6.25 meters
- **Decks:** 2
- **Mass:** 47 metric tonnes
- **SUs Available:** 400
- **SUs Used:** 353

Hull
- Outer 12
- Inner 12

Resistance
- Outer Hull: 4 3
- Inner Hull: 4 3

Structural Integrity Field
- **Main:** Class C (Protection 10/15) [1 Power/10 Protection/round] 7
- **Backup:** Class C (Protection 5) [1 Power/10 Protection/round] 4
- **Backup:** Class C (Protection 5) [1 Power/10 Protection/round] 4

Specialized Hull: Atmospheric Capability; Planetfall Capability 6

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 6/0/40

Crew Quarters
- **Barracks:** None
- **Spartan:** 3 1
- **Basic:** None
- **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** (6 emergency shelters) 6
- **Gravity** [2 Power/round] 3
- **Consumables:** 2 years' worth 12
- **Manufacturing Systems**
  - Food Processors: Food stores [0 Power/round] 2
  - Industrial Fabrication Units: Mark I [1 Power/round] 2
- **Medical Facilities:** 2 (+0) [2 Power/round] 10
- **Recreation Facilities:** 1 [1 Power/round] 6
- **Personnel Transport:** Jefferies tubes [0 Power/round] 3
- **Fire Suppression System** [1 Power/round when active] 3
- **Cargo Holds:** 450 cubic meters 1
  - Locations: One per "arm"
- **Escape Pods** 1
  - Number: 6
  - Capacity: 2 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 1.2A 8
  - **Speed:** 1.2/2.0/3.0 [1 Power/.2 warp speed]
- **PIS:** Class B (2 hours of Maximum warp) 4

Impulse Engine
- **Type:** Type 2 (.25*c*/.5*c*) [2/5 Power/round] 5
- **Location:** Aft

Reaction Control System (.025*c*) [2 Power/round when in use] 3

POWER SYSTEMS

Warp Engine
- Type: Mark II (generates 85 Power/round) 39
- Location: Amidships

Impulse Engine[s]: 1 Type 2 (generates 8 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, +50 Power transfer/round 20

Standard Usable Power: 93

OPERATIONS SYSTEMS

Bridge: Amidships 12

Computer
- **Core 1:** Amidships [5 Power/round] 6
- **ODN** 9

Navigational Deflector [6 Power/round] 9
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward

Sensor Systems
- **Long-range Sensors** [5 Power/round] 2
  - **Range Package:** Mark 0 (Accuracy 4/5/8/11)
    - High Resolution: 1 light-year (.3/.4-.6/.7-.9/.91-1.0)
    - Low Resolution: 3 light-years (.5/.6-1.0/1.1-2.0/2.1-3.0)
  - **Strength Package:** Class 0 (Strength 0)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 1
  - **Strength Package:** Class 0 (Strength 0)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 1
  - **Strength Package:** Class 0 (Strength 0)
  - **Gain Package:** Standard
- **Probe Launcher** 2
- **Probes:** 10 1
- **Sensors Skill:** 3

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 1, Coordination 1 [1 Power/round in use] 4
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 12
    - Strength: 1 [3 Power/round]
    - Number: 2
  - **Backup** 4
    - Strength: 1 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
Type: Type I Interplanetary Radio [3 Power/round] 1
Strength: 1
Security: -0
Basic Uprating: None
Emergency Communications: No

Tractor Beams: None

Transporters: None

Cloaking Device: None

Security Systems
Rating: 1 3
Anti-Intruder System: No
Internal Force Fields: No

Science Systems
Rating 1 (+0) [1 Power/round] 8
Specialized Systems: None
Laboratories: 4 2

TACTICAL SYSTEMS

Forward Laser Bank 6
Class: Brenkai
Damage: 40 [4 Power]
Shots per round: 1
Targeting System: Accuracy 6/7/9/12
Range: 5/12,000/36,000/125,000
Location: Forward
Firing Arc: 90 degrees
Firing Modes: Standard, Continuous, Pulse

TA/T/TS: Primitive targeting computer (+0 to Tests)

Weapons Skill: 2

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 8 (x4)
Shield Generator:
Class 1 (Protection 40) [4 Power/shield/round]
Shield Grid: Type A (25% increase to 50 Protection)
Subspace Field Distortion Amplifiers:
Class Alpha (Threshold 10)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 3

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: A Vulcan vessel designed for planetary survey and first contact missions, the *Voroth*-class Surveyor was the primary research and exploration ship used by the Vulcans during the 21st century. Although primitive by today's standards, for the time it was highly advanced compared to Human vessels (since Humanity did not even have warp capability until 2063, over 15 years after the commissioning of the *V.S.S. Voroth*).

The *Voroth* displays typical Vulcan ship design and aesthetic principles. It consists of three elongated structures joined to form an equilateral Y-shaped main hull, with three landing struts beneath (giving the ship a vague "Star of David" profile when viewed dorsally). Two of the structures terminate in warp nacelles; the third holds the impulse engine. The living and working quarters of the vessel occupy the center; though quite cramped by Human standards, they suit the ascetic Vulcan crewmembers quite well.

Noteworthy vessels/service records/encounters: *V.S.S. Voroth,* prototype; *V.S.S. T'perra,* explored the Cheel'reh Nebula region (2049-52); *V.S.S. Storret,* discovered six Class M planets during six-year exploratory mission (2054-59); *V.S.S. Kah'nath,* made first contact with Humans after detecting Zefram Cochrane's warp flight (2063).

CLASS F SHUTTLECRAFT

Class and Type: Class F Impulse Shuttlecraft
Commissioning Date: 2245

HULL SYSTEMS

Size: 1
- **Length:** 5.95 meters
- **Beam:** 2.93 meters
- **Height:** 3.00 meters
- **Decks:** 1
- **Mass:** 1.356 metric tonnes
- **SUs Available:** 200
- **SUs Used:** 175

Hull
- Outer 4
- Inner 4

Resistance
- Outer Hull: 2 0
- Inner Hull: 2 0

Structural Integrity Field
- **Main:** Class C (Protection 10/15) [1 Power/10 Protection/round] 5
- **Backup:** Class C (Protection 5) [1 Power/10 Protection/round] 3
- **Backup:** Class C (Protection 5) [1 Power/10 Protection/round] 3

Specialized Hull: Atmospheric Capability; Planetfall Capability 2

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 1/6/24

Crew Quarters: None

Environmental Systems
- **Basic Life Support** [2 Power/round] 4
- **Reserve Life Support** [1 Power/round] 2
- **Emergency Life Support** (1 emergency shelter) 2
- **Gravity** [1 Power/round] 1
- **Consumables:** 1 day's worth 1
- **Manufacturing Systems**
  - Food Processors: None
  - Industrial Fabrication Units: None
- **Medical Facilities:** Medkit only
- **Recreation Facilities:** None
- **Personnel Transport:** Jefferies tubes [0 Power/round] 1
- **Fire Suppression System** [1 Power/round when active] 1
- **Cargo Holds:** None
- **Escape Pods:** None

PROPULSION SYSTEMS

Warp Drive: None

Impulse Engine
- **Type:** Type 4A (.4*c*/.66*c*) [4/6 Power/round] 13
- **Location:** Aft

Reaction Control System (.025*c*) [2 Power/round when in use] 1

POWER SYSTEMS

Warp Engine: None

Impulse Engine[s]: 1 Type 4A (generates 18 Power/engine/round)

Auxiliary Power: 1 reactor (generates 5 Power/reactor/round) 3

Emergency Power: Type A (generates 25 Power/round) 25

EPS: Standard Power flow 5

Standard Usable Power: 18

OPERATIONS SYSTEMS

Bridge: Forward cockpit 4

Computer
- **Core 1:** Aft [5 Power/round] 2
- **ODN** 3

Navigational Deflector [6 Power/round] 3
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward

Sensor Systems
- **Long-range Sensors** [5 Power/round] 20
  - **Range Package:** Mark V (Accuracy 4/5/8/11)
    - 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:** None
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
- **Probes:** None
- **Sensors Skill:** 3

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 1, Coordination 1 [1 Power/round in use] 4
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 4
    - Strength: 6 [3 Power/round]
    - Number: 2
  - **Backup** 2
    - Strength: 4 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Mark II [3 Power/round] 6
  - **Strength:** 2
  - **Security:** -0
  - **Basic Uprating:** None
- **Emergency Communications:** No

Tractor Beams: None

Transporters: None

Cloaking Device: None

Security Systems
- **Rating:** 1 — 3
- **Anti-Intruder System:** No
- **Internal Force Fields:** None

Science Systems
- **Rating** 1 (+0) [1 Power/round] — 6
- **Specialized Systems:** None
- **Laboratories:** None

TACTICAL SYSTEMS

Weapons Skill: N/A (ship carries no weapons)

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) — 4 (x4)
- **Shield Generator:**
  Class 1 (Protection 20) [2 Power/shield/round]
- **Shield Grid:** Type A (25% increase to 25 Protection)
- **Subspace Field Distortion Amplifiers:**
  Class Alpha (Threshold 6)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System — 1

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: The Class F shuttlecraft is the primary short-range space vehicle used by the Federation in the mid 23rd century. Able to enter atmospheres and land on planets, but incapable of attaining warp speeds or engaging in combat, it allows a crew to perform a variety of short-range missions. Although redesigned for aesthetic purposes (and to incorporate some minor upgrades) during the 2269-2270s refitting of the *Constitution* class, its capabilities remained essentially unchanged.

Author's Note: *Although the Federation Orbital Shuttlecraft, used to ferry passengers from planetside to orbital or lunar facilities, is actually large enough to qualify as Size 2 (mainly to increase the number of passengers it can carry), you can use this template for it as well.*

CLASS H SHUTTLECRAFT

Class and Type: Class H Long-Range (Warp) Shuttlecraft
Commissioning Date: 2245

HULL SYSTEMS

Size: 2
- **Length:** 18.70 meters (49.7 meters with nacelles; see text)
- **Beam:** 11.10 meters (26.7 meters with nacelles; see text)
- **Height:** 4.40 meters (12.9 meters with nacelles; see text)
- **Decks:** 1
- **Mass:** 5.62 metric tonnes
- **SUs Available:** 325
- **SUs Used:** 301

Hull
- Outer 8
- Inner 8

Resistance
- Outer Hull: 2 0
- Inner Hull: 2 0

Structural Integrity Field
- **Main:** Class C (Protection 10/15) [1 Power/10 Protection/round] 6
- **Backup:** Class C (Protection 5) [1 Power/10 Protection/round] 3
- **Backup:** Class C (Protection 5) [1 Power/10 Protection/round] 3

Specialized Hull: Atmospheric Capability; Planetfall Capability 4

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 4/10/43

Crew Quarters: None

Environmental Systems
- **Basic Life Support** [4 Power/round] 8
- **Reserve Life Support** [2 Power/round] 4
- **Emergency Life Support** (1 emergency shelter) 4
- **Gravity** [1 Power/round] 2
- **Consumables:** 1 week's worth 1
- **Manufacturing Systems**
  - Food Processors: None
  - Industrial Fabrication Units: None
- **Medical Facilities:** Medkit only
- **Recreation Facilities:** None
- **Personnel Transport:** Jefferies tubes [0 Power/round] 2
- **Fire Suppression System** [1 Power/round when active] 2
- **Cargo Holds:** None
- **Escape Pods:** None

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 2 20
  - **Speed:** 2.0/3.0/5.0 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

Impulse Engine
- **Type:** Type 4A (.4*c*/.66*c*) [4/6 Power/round] 13
- **Location:** Aft

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

POWER SYSTEMS

Warp Engine
- Type: Mark II (generates 80 Power/round) 33
- Location: Aft

Impulse Engine[s]: 1 Type 4A (generates 18 Power/engine/round)

Auxiliary Power: 1 reactor (generates 5 Power/reactor/round) 3

Emergency Power: Type A (generates 25 Power/round) 25

EPS: Standard Power flow 10

Standard Usable Power: 98

OPERATIONS SYSTEMS

Bridge: Forward cockpit 8

Separation System: Nacelle separation [3 Power] 1

Computer
- **Core 1:** Aft [5 Power/round] 4
- **ODN** 6

Navigational Deflector [6 Power/round] 6
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward

Sensor Systems
- **Long-range Sensors** [5 Power/round] 20
  - **Range Package:** Mark V (Accuracy 4/5/8/11)
    - 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:** None
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
- **Probes:** None
- **Sensors Skill:** 3

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 1, Coordination 1 [1 Power/round in use] 4
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 8
    - Strength: 5 [3 Power/round]
    - Number: 2
  - **Backup** 2
    - Strength: 4 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Mark II [3 Power/round] 6
  - **Strength:** 2
  - **Security:** -0
  - **Basic Uprating:** None
- **Emergency Communications:** No

Tractor Beams: None

Transporters: None

Cloaking Device: None

Security Systems
- **Rating:** 1 — 3
- **Anti-Intruder System:** No
- **Internal Force Fields:** None

Science Systems
- **Rating** 1 (+0) [1 Power/round] — 7
- **Specialized Systems:** None
- **Laboratories:** None

TACTICAL SYSTEMS

Forward Phaser Bank — 7
- **Type:** V
  - Damage: 100 [10 Power]
  - Number of Emitters: 40 (up to 1 shot per round)
  - Auto-Phaser Interlock: Accuracy 6/7/9/12
- **Range:** 10/30,000/100,000/300,000
- **Location:** Forward
- **Firing Arc:** 60 degrees forward
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Dorsal Starboard Phaser Bank — 7
- **Type:** V
  - Damage: 100 [10 Power]
  - Number of Emitters: 40 (up to 1 shot per round)
  - Auto-Phaser Interlock: Accuracy 6/7/9/12
- **Range:** 10/30,000/100,000/300,000
- **Location:** Dorsal, to starboard
- **Firing Arc:** 180 degrees dorsal
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Dorsal Port Phaser Bank — 7
- **Type:** V
  - Damage: 100 [10 Power]
  - Number of Emitters: 40 (up to 1 shot per round)
  - Auto-Phaser Interlock: Accuracy 6/7/9/12
- **Range:** 10/30,000/100,000/300,000
- **Location:** Dorsal, to port
- **Firing Arc:** 180 degrees dorsal
- **Firing Modes:** Standard, Continuous, Pulse, Wide-Beam

Weapons Skill: 2

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) — 4 (x4)
- **Shield Generator:**
  - Class 1 (Protection 20) [2 Power/shield/round]
- **Shield Grid:** Type A (25% increase to 25 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Alpha (Threshold 6)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System — 2

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Designed for long-range transport of important personnel, equipment, and the like, the Class H warp shuttle has relieved larger vessels of the sometimes onerous, and always distracting, duty of serving as diplomatic courier ships. It features a revolutionary propulsion system which includes the impulse engines in the same structure as the warp nacelles. Because the nacelles project forward of the main body of the shuttle, they are built into a “warp sled” from which the main body can detach to dock with ships. With or without nacelles attached, the shuttle can enter atmospheres and make planetfall.

CHAPTER THREE

THE THREAT SPECIES STARSHIP REGISTRY

KLINGON *B'REL* CLASS

Class and Type: *B'rel*-Class Light Warship
Commissioning Date: 2269

HULL SYSTEMS

Size: 4
- **Length:** 157.76 meters
- **Beam:** 181.54 meters
  (maximum beam, with wings in landing mode)
- **Height:** 98.54 meters
  (maximum height, with wings in attack mode)
- **Decks:** 5
- **Mass:** 236,000 metric tonnes
- **SUs Available:** 1,075
- **SUs Used:** 931

Hull

Outer	16
Inner	16

Resistance

Outer Hull: 8	9
Inner Hull: 8	9

Structural Integrity Field

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

Specialized Hull: Atmospheric Capability; Planetfall Capability 8

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 12/28/350

Crew Quarters

Barracks: None	
Spartan: 20	1
Basic: 10	1
Expanded: None	
Luxury: None	
Unusual: None	

Environmental Systems

Basic Life Support [7 Power/round]	16
Reserve Life Support [4 Power/round]	8
Emergency Life Support (24 emergency shelters)	8
Gravity [2 Power/round]	4
Consumables: 1 year's worth	8
Manufacturing Systems	
Food Processors: Mark IV [4 Power/round]	12
Industrial Fabrication Units: Mark VII [5 Power/round]	12
Medical Facilities: 2 (+0) [2 Power/round]	10
Recreation Facilities: 2 [2 Power/round]	12
Personnel Transport: Jefferies tubes [0 Power/round]	4
Fire Suppression System [1 Power/round when active]	4
Cargo Holds: 2,500 cubic meters	1
Locations: Dorsal amidships	
Escape Pods	1
Number: 20	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 6C	100
Speed: 6.0/7.5/9.0 [1 Power/.2 warp speed]	
PIS: Class E (6 hours of Maximum warp)	10
Special Configuration: Embedded	16

Impulse Engine

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

Impulse Engine

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

Reaction Control System (.025*c*) [2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine

Type: Mark V (generates 200 Power/round)	60
Location: Aft amidships	

Impulse Engine[s]: 2 Type 5A (generate 23 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, +100 Power transfer/round 30

Standard Usable Power: 246

OPERATIONS SYSTEMS

Bridge: Command hull dorsal 16

Computer

Core 1: Engineering ventral [5 Power/round]	8
ODN	12

Navigational Deflector [6 Power/round] 12
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Engineering ventral

Sensor Systems

Long-range Sensors [5 Power/round]	20
Range Package: Mark V (Accuracy 4/5/8/11)	
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: None	
Coverage: Standard	
Lateral Sensors [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Probes: 15	2
Sensors Skill: 3	

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 Stabilizers
Main 16
Strength: 8 [3 Power/round]
Number: 2
Backup 4
Strength: 6 [2 Power/round]
Number: 2
Attitude Control [1 Power/round] 1

Communications Systems
Type: Mark V [3 Power/round] 22
Strength: 5
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft ventral

Transporters
Type: Personnel [4 Power/use] 12
Pads: 4
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in Engineering section
Type: Cargo [3 Power/use] 9
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in Engineering section

Cloaking Device: Class 6 [40 Power/class/round] 22

Security Systems
Rating: 2 8
Anti-Intruder System: Yes [1 Power/round] 4
Internal Force Fields [1 Power/3 Strength] 4

Science Systems
Rating 1 (+0) [1 Power/round] 9
Specialized Systems: None
Laboratories: 3 2

TACTICAL SYSTEMS

Starboard Disruptor Cannon 32
Type: 7
Damage: 160 [16 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Tip of starboard "wing"
Firing Arc: 180 degrees forward
Firing Modes: Standard, Pulse

Port Disruptor Cannon 32
Type: 7
Damage: 160 [16 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Tip of port "wing"
Firing Arc: 180 degrees forward
Firing Modes: Standard, Pulse

Disruptor Control Room 4

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: Forward, ventral of command section
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 100 10

Torpedo Control Room 4

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 22 (x4)
Shield Generator: Class 2 (Protection 400 + 100 [embedded nacelles]) [40 Power/round]
Shield Grid: Type A (25% increase to 500 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 133 + 10 [embedded nacelles])
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: The *B'rel*-class Light Warship, or "bird of prey" as it is most often known, is one of the main vessels of the military forces of the Klingon Empire. Fast and agile, it possesses atmospheric and planetfall capabilities, making it ideally suited for assaults, raids, escort duties, and scouting or patrol missions.

The *B'rel*'s main weapons are two Type 7 disruptor cannons, one mounted at the tip of each "wing" (unlike most ships, which mount the warp nacelles at the ends of pylons, the *B'rel* embeds them within its Engineering hull in the center of its aft region). The cannons can swivel within a 180-degree arc, giving the ship a fairly broad field of fire even when it cannot move. The *B'rel* mounts a single photon torpedo launcher on the forward ventral side of the command module. To maximize the *B'rel*'s offensive capacity, its commanders often fire the two disruptor cannons in tandem (*i.e.,* as a Multifire attack). Its greatest tactical weakness is that all of its weapons face forward, with limited arcs of fire. It cannot fire at opponents behind it or to its side, it can only attack targets almost directly in front of it.

The *B'rel* has three flight modes: landing (wings fully raised); flight (wings held at midpoint); and attack (wings fully descended). However, these are only preferred operating modes, not technological limitations; the ship can attack, cruise, or enter an atmosphere in any mode.

Most *B'rel*-class Light Warships have crews of about 12. However, in wartime or when conflict is expected, the "passengers" are actually fellow soldiers who function as additional crew, giving the vessel a complement of three dozen or more.

B'rel Variants

The Klingons have created many different *B'rel* variants. The most common, the D12 class Bird of Prey, has a targeting periscope in front of the captain's chair (see page 12 of the *Starship Recognition Manual, Volume 3: Starships of the Klingon Empire*). However, necessary modifications to the cloaking device create defects in the D12's plasma coil. If an attacker hits the ship with a low-level ionic pulse, the cloak automatically engages, leaving the vessel without shields (and thus completely vulnerable to attack) for two seconds.

The dimensions listed for the *B'rel* indicate its full beam and height in specific flight modes; the ship remains Size 4 since it does not occupy its "maximum" dimensions at all times. Additionally, the listed dimensions represent an average size *B'rel.* Due to individual House preferences, resource availability, and other considerations, they can range in size from about 110 meters in length to about 175 meters. However, all should be considered Size 4 for game purposes (unless the Narrator wants to prepare separate templates for the larger ships).

Noteworthy vessels/service records/encounters: *I.K.S. B'rel,* prototype; *I.K.S. Greng'tar,* ambushed and destroyed a Federation supply convoy heading for the colony at Thegarin VII, forcing the UFP to abandon that planet (2272); *I.K.S. DaH'la,* under command of Commander Kruge, attempted to seize "Genesis torpedo" from the Federation (2285); *I.K.S. Pa'gich,* under command of Captain Klaa, attempted unsuccessfully to kill James T. Kirk (2287); *I.K.S. Che'gra,* under command of General Chang, used advanced prototype cloaking device to try to derail the Khitomer peace initiative and plunge the Klingon Empire and the Federation into war (2293).

KLINGON *D-5 "DEVASTATOR"* CLASS

Class and Type: *D-5 "Devastator"*-Class Battle Cruiser
Commissioning Date: 2225

HULL SYSTEMS

Size: 5
- **Length:** 152.46 meters
- **Beam:** 73.45 meters
- **Height:** 37.82 meters
- **Decks:** 8
- **Mass:** 315,670 metric tonnes
- **SUs Available:** 1,000
- **SUs Used:** 834

Hull

Outer	20
Inner	20

Resistance

Outer Hull: 6	6
Inner Hull: 6	6

Structural Integrity Field

Main: Class I (Protection 50/80) [1 Power/10 Protection/round]	20
Backup: Class I (Protection 25) [1 Power/10 Protection/round]	10
Backup: Class I (Protection 25) [1 Power/10 Protection/round]	10

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 350/100/2,500

Crew Quarters

Barracks: House 300 crewmembers	5
Spartan: 80	4
Basic: None	
Expanded: None	
Luxury: None	
Unusual: None	

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: 1 year's worth	10
Manufacturing Systems	
Food Processors: Mark I [1 Power/round]	5
Industrial Fabrication Units: Mark IV [3 Power/round]	8
Medical Facilities: 3 (+0) [3 Power/round]	15
Recreation Facilities: 3 [3 Power/round]	18
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 2,500 cubic meters	1
Locations: Four locations throughout ship	
Escape Pods	6
Number: 120	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 4.1	46
Speed: 4.0/5.0/7.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 4A (.4*c*/.66*c*) [4/6 Power/round]	13
Location: Aft	

Reaction Control System (.025*c*) [2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Mark IV (generates 190 Power/round)	54
Location: Main hull	

Impulse Engine[s]: 1 Type 4A (generates 18 Power/engine/round)

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

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +100 Power transfer/round 35

Standard Usable Power: 208

OPERATIONS SYSTEMS

Bridge: Forward module 20

Auxiliary Control Room: Main hull dorsal 10

Computer (Pre-Duotronic)

Core 1: Engineering [5 Power/round]	10
Wiring	15

Navigational Deflector [6 Power/round] 15
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems

Long-range Sensors [5 Power/round]	20
Range Package: Mark V (Accuracy 4/5/8/11)	
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: None	
Coverage: Standard	
Lateral Sensors [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	10
Strength Package: Class 5 (Strength 5)	
Gain Package: None	
Probes: 20	2
Sensors Skill: 4	

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: Two	0
Inertial Stabilizers	
Main	20
Strength: 7 [3 Power/round]	
Number: 2	
Backup	6
Strength: 5 [2 Power/round]	
Number: 3	
Attitude Control [1 Power/round]	1

Communications Systems
- **Type:** Mark II [3 Power/round] 6
  - **Strength:** 2
  - **Security:** -0
  - **Basic Uprating:** None
- **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 ventral
- **Emitter: Class Beta** [3 Power/Strength used/round] 6
  - Accuracy: 5/6/8/11
  - Location: Aft ventral
- **Emitter: Class Alpha** [3 Power/Strength used/round] 6
  - Accuracy: 5/6/8/11
  - Location: Hangar deck (x2)

Transporters
- **Type: Personnel** [4 Power/use] 20
  - Pads: 4
  - Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One forward, one amidships
- **Type: Emergency** [5 Power/use] 12
  - Pads: 16
  - Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One in forward, one near Engineering
- **Type: Cargo** [2 Power/use] 12
  - Pads: 200 kg
  - Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: Two in main hull

Cloaking Device: None

Security Systems
- **Rating:** 3 12
- **Anti-Intruder System:** Yes [1 Power/round] 5
- **Internal Force Fields** [1 Power/3 Strength] 5

Science Systems
- **Rating** 2 (+1) [2 Power/round] 15
- **Specialized Systems:** None
- **Laboratories:** 4 2

TACTICAL SYSTEMS

Forward Laser Bank 12
- **Class:** *Cha'gesh* (Tesla)
  - Damage: 100 [10 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 6/7/9/12
- **Range:** 9/27,000/80,000/250,000
- **Location:** Forward
- **Firing Arc:** 120 degrees forward
- **Firing Modes:** Standard, Continuous, Pulse

Laser Control Room 5

Torpedo Launcher 6
- **Standard Load:** Type I photon torpedo (160 Damage)
- **Spread:** 3
- **Range:** 15/100,000/400,000/750,000
- **Targeting System:** Accuracy 6/7/9/12
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward
- **Firing Arc:** Forward, but are self-guided

Torpedoes Carried: 20 2

Torpedo Control Room **5**

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 23 (x4)
- **Shield Generator:**
  - Class 2 (Protection 280) [28 Power/shield/round]
- **Shield Grid:** Type A (25% increase to 350 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Beta (Threshold 90)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 4 Size worth of ships 8
- **Standard Complement:** Two shuttlecraft
- **Location(s):** Aft, port and starboard

Description And Notes

Fleet data: Larger, and generally considered more powerful than comparative Federation vessels of the time, the *D-5*-class Battle Cruiser (nicknamed "Devastator" by Starfleet Intelligence) provided the IKAF with a considerable advantage during the early years of the Federation-Klingon War. Not until the development of the *Kitty Hawk*-class Cruiser did Starfleet have a vessel capable of matching the D-5 in a one-on-one battle. Until replaced by the D-7 in 2250, it was the main combat ship of the Klingon forces; thousands of Starfleet officers learned to recognize it and hate it on sight.

The D-5 was the first Klingon ship encountered by Starfleet to be built with the now-familiar "winged shaft" design common to Klingon vessels. Its short, stubby central shaft, ovoid forward command hull, and flat, almost wing-shaped main hull clearly reveal it as the predecessor of the D-7, D-9, and K't'inga.

The D-5 was relegated to secondary status in 2267, when the *K't'inga* class was launched. Since then the Devastators have been decommissioned, or refitted for roles as fleet service vessels or defense and patrol of minor Klingon systems.

Noteworthy vessels/service records/encounters: *I.K.S. Kar'vang,* destroyed the *Ranger*-class *U.S.S. Sierra,* NCC-827, with a devastating series of maneuvers and attacks during the first day of the Eight Days' Battle (2226); *I.K.S. Gra'gesh,* destroyed or crippled five ships during the Battle of the Yosaan Cloud before being itself destroyed by a catastrophic warp core breach caused by enemy counterfire (2233).

KLINGON *D-7 "DEADLY"* CLASS

Class and Type: *D-7 "Deadly"*-Class Battle Cruiser
Commissioning Date: 2250

HULL SYSTEMS

Size: 5
- **Length:** 209.87 meters
- **Beam:** 147.36 meters
- **Height:** 55.12 meters
- **Decks:** 12
- **Mass:** 436,200 metric tonnes
- **SUs Available:** 1,300
- **SUs Used:** 1,146

Hull

Outer	20
Inner	20

Resistance

Outer Hull: 8	9
Inner Hull: 8	9

Structural Integrity Field

Main: Class I (Protection 50/80) [1 Power/10 Protection/round]	20
Backup: Class I (Protection 25) [1 Power/10 Protection/round]	10
Backup: Class I (Protection 25) [1 Power/10 Protection/round]	10

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 400/135/2,900

Crew Quarters

Barracks: House 360 crewmembers	6
Spartan: 100	5
Basic: None	
Expanded: None	
Luxury: None	
Unusual: None	

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: 1 year's worth	10
Manufacturing Systems	
Food Processors: Mark II [2 Power/round]	10
Industrial Fabrication Units: Mark VII [5 Power/round]	15
Medical Facilities: 4 (+0) [4 Power/round]	20
Recreation Facilities: 4 [4 Power/round]	24
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 3,000 cubic meters	1
Locations: Six locations throughout ship	
Escape Pods	6
Number: 120	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 5A	77
Speed: 5.0/6.0/7.5 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

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

Reaction Control System (.025c) [2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine

Type: Mark VI (generates 250 Power/round)	70
Location: Main hull	

Impulse Engine[s]: 1 Type 5A (generate 23 Power/engine/round)

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

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +100 Power transfer/round 40

Standard Usable Power: 273

OPERATIONS SYSTEMS

Bridge: Forward module 20

Auxiliary Control Room: Main hull dorsal 10

Computers

Core 1: Engineering hull [5 Power/round]	10
ODN	15

Navigational Deflector [6 Power/round] 15
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward module

Sensor Systems

Long-range Sensors [5 Power/round]	37
Range Package: Mark VIII (Accuracy 4/5/8/11)	
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: 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: 3	

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: Two	0
Inertial Stabilizers	
Main	20
Strength: 7 [3 Power/round]	
Number: 2	
Backup	6
Strength: 5 [2 Power/round]	
Number: 2	
Attitude Control [1 Power/round]	1

Communications Systems
Type: Mark V [3 Power/round] 22
Strength: 5
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft ventral
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Hangar deck

Transporters
Type: Personnel [5 Power/use] 52
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in forward module, three in main hull
Type: Emergency [7 Power/use] 56
Pads: 22
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in forward module, three in main hull
Type: Cargo [2 Power/use] 48
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in forward module,
five in Engineering section

Cloaking Device: None (but see text)

Security Systems
Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 5
Internal Force Fields [1 Power/3 Strength] 5

Science Systems
Rating 2 (+1) [2 Power/round] 15
Specialized Systems: None
Laboratories: 7 2

TACTICAL SYSTEMS

Forward Disruptor 23
Type: 5
Damage: 120 [12 Power]
Number of Emitters: Up to 2 shots per round
Targeting System: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward module
Firing Arc: 120 degrees forward
Firing Modes: Standard, Pulse

Starboard Pylon Disruptor 23
Type: 5
Damage: 120 [12 Power]
Number of Emitters: Up to 2 shots per round
Targeting System: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward edge of starboard pylon
Firing Arc: 120 degrees forward (significant arc shadow)
Firing Modes: Standard, Pulse

Port Pylon Disruptor 23
Type: 5
Damage: 120 [12 Power]
Number of Emitters: Up to 2 shots per round
Targeting System: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward edge of port pylon
Firing Arc: 120 degrees forward (significant arc shadow)
Firing Modes: Standard, Pulse

Disruptor Control Room 5

Torpedo Launcher 6
Standard Load: Type I photon torpedo (160 Damage)
Spread: 3
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 6/7/9/12
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 20 2

Torpedo Control Room 5

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 26 (x4)
Shield Generator:
Class 2 (Protection 350) [35 Power/shield/round]
Shield Grid: Type A (25% increase to 438 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 115)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 4 Size worth of ships 8
Standard Complement: Two shuttlecraft
Location(s): Aft, port and starboard

Description And Notes

Fleet data: First launched in 2250, the D-7-class Battle Cruiser, called the "Deadly" by Starfleet for its lethal power, was designed by the Klingons to take on Starfleet's new *Constitution*-class Explorers. Equipped with advanced systems (many adapted from Federation technology obtained through capture, battlefield salvage, or espionage), it consists of a long, narrow central shaft, a bulbous forward module (or command hull) featuring the first known use of the Klingons' axehead-shaped bridge module, and a wing-shaped main hull with warp nacelles attached ventrally to the outer edges.

Until 2257, D-7s were equipped with Tesla-class laser cannons instead of disruptors. After Klingon scientists invented the disruptor, the IKAF rushed to upgrade every D-7, with further refits occurring as the disruptor was improved and made more powerful. The template above represents the typical D-7 encountered by Starfleet vessels during the tumultuous 2260s.

In or about 2267, the Klingons traded the Romulans several D-7 Battle Cruisers in exchange for cloaking technology. The Romulan version of the D-7 is virtually identical to the Klingon version, but comes equipped with a Cloak 7 (+26 SUs = 1,126 SUs total). Similarly, due to the technological exchange, after that time Klingon D-7s were also equipped with this model cloak.

Noteworthy vessels/service records/encounters: *I.K.S. QoHal,* badly damaged two *Theseus*-class Frigates in a border skirmish (2253); *I.K.S. JaTresh,* destroyed five pirate vessels menacing a Klingon merchant fleet (2263); *Tenarek,* Romulan ship from which Captain James T. Kirk stole a cloaking device so that Starfleet scientists could study it and find a way to counteract it (2268).

KLINGON *D-9 "DEVIL"* CLASS

Class and Type: *D-9 "Devil"*-Class Warship
Commissioning Date: 2265

HULL SYSTEMS

Size: 6
- **Length:** 376.31 meters
- **Beam:** 178.44 meters
- **Height:** 70.00 meters
- **Decks:** 15
- **Mass:** 1,560,000 metric tonnes
- **SUs Available:** 1,800
- **SUs Used:** 1,551

Hull
- Outer 24
- Inner 24

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

Structural Integrity Field
- **Main:** Class J (Protection 60/90) [1 Power/10 Protection/round] 24
- **Backup:** Class J (Protection 30) [1 Power/10 Protection/round] 12
- **Backup:** Class J (Protection 30) [1 Power/10 Protection/round] 12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 460/2,000/5,000

Crew Quarters
- **Barracks:** House 1,800 crewmembers 30
- **Spartan:** 300 15
- **Basic:** 50 5
- **Expanded:** 10 2
- **Luxury:** None
- **Unusual:** None

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:** 1 years' worth 12
- **Manufacturing Systems**
  - Food Processors: Mark IV [4 Power/round] 18
  - Industrial Fabrication Units: Mark VII [5 Power/round] 18
- **Medical Facilities:** 4 (+0) [4 Power/round] 20
- **Recreation Facilities:** 5 [5 Power/round] 30
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 18
- **Fire Suppression System** [1 Power/round when active] 6
- **Cargo Holds:** 5,500 cubic meters 1
  - Locations: Eight locations throughout the ship
- **Escape Pods** 8
  - Number: 140
  - Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 5.6A 80
  - **Speed:** 5.0/6.0/8.0 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

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

Reaction Control System (.025*c*) [2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine
- Type: Mark VI (generates 280 Power/round) 73
- Location: Engineering

Impulse Engine[s]: 1 Type 5A (generates 23 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, +100 Power transfer/round 40

Standard Usable Power: 303

OPERATIONS SYSTEMS

Bridge: Forward module 24

Auxiliary Control Room: Main hull amidships 12

Computer
- **Core 1:** Engineering [5 Power/round] 12
- **ODN** 18

Navigational Deflector [6 Power/round] 18
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems
- **Long-range Sensors** [5 Power/round] 37
  - **Range Package:** Mark VIII (Accuracy 4/5/8/11)
    - 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:** 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:** 20 2
- **Sensors Skill:** 3

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 Stabilizers**
  - **Main** 24
    - Strength: 8 [3 Power/round]
    - Number: 2
  - **Backup** 6
    - Strength: 5 [2 Power/round]
    - Number: 2
- **Attitude Control** [2 Power/round] 2

Communications Systems
Type: Mark V [3 Power/round] 22
Strength: 5
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft ventral
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Hangar deck

Transporters
Type: Personnel [5 Power/use] 130
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: Two in forward module, eight in main hull
Type: Emergency [7 Power/use] 56
Pads: 22
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in forward module, four in main hull
Type: Cargo [2 Power/use] 48
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in forward module,
five in main hull section

Cloaking Device: Class 5 [40 Power/class/round] 21

Security Systems
Rating: 4 16
Anti-Intruder System: Yes [1 Power/round] 6
Internal Force Fields [1 Power/3 Strength] 6

Science Systems
Rating 2 (+1) [2 Power/round] 16
Specialized Systems: None
Laboratories: 7 2

TACTICAL SYSTEMS

Forward Disruptor 30
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward module, ventral of bridge module
Firing Arc: 360 degrees forward
Firing Modes: Standard, Pulse

Main Hull Starboard Dorsal Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull starboard dorsal,
where central shaft joins main hull
Firing Arc: 120 degrees forward starboard
Firing Modes: Standard, Pulse

Main Hull Port Dorsal Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull port dorsal, where central shaft joins main hull
Firing Arc: 120 degrees forward port
Firing Modes: Standard, Pulse

Main Hull Ventral Disruptor 30
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull forward ventral
Firing Arc: 360 degrees ventral
Firing Modes: Standard, Pulse

Main Hull Aft Starboard Dorsal Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull aft dorsal, starboard
Firing Arc: 120 degrees aft dorsal starboard
Firing Modes: Standard, Pulse

Main Hull Aft Port Dorsal Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull aft dorsal, port
Firing Arc: 120 degrees aft dorsal port
Firing Modes: Standard, Pulse

Disruptor Control Room 6

Forward Torpedo Launcher 9
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 module, ventral of bridge module
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher 9
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: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 60 6

Torpedo Control Room 6

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 37 (x4)
Shield Generator:
Class 3 (Protection 450) [45 Power/shield/round]
Shield Grid: Type B (33% increase to 600 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 150)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 8 Size worth of ships 16
Standard Complement: Four shuttlecraft
Location(s): Aft ventral, to port and starboard

Description And Notes

Fleet data: Developed in the early 2260s, prior to the imposition of the Organian peace, the D-9-class Warship (referred to as the *Devil*-class by Starfleet) was designed both as a fighting starship and as a force delivery ship. Able to carry 2,000 troops standard (and up to 3,000 more in a pinch), and equipped with ten personnel transporters to get those warriors to the surface of a planet, the D-9 presented a threat to the Empire's adversaries throughout the galaxy during its service lifespan. Although eclipsed by the *K't'inga* in the eyes of many, the D-9 retains a substantial loyalty among those who served on her.

Built and fielded during a time of rapid technological development, the D-9 was frequently uprated or refitted. The template above represents a D-9 typical of the early 2270s.

Noteworthy vessels/service records/encounters: *I.K.S. Tarr'vang,* inflicted significant damage on three Starfleet vessels during a skirmish near Ventaru VI (2265); *I.K.S. Qemtal,* destroyed a Gorn ship that ambushed it (2269); *I.K.S. Meldek,* clashed inconclusively with the *U.S.S. Enterprise*-A (2288).

KLINGON *K'T'INGA* CLASS

Class and Type: *K't'inga*-Class Battle Cruiser
Commissioning Date: 2267

HULL SYSTEMS

Size: 5
- **Length:** 214.30 meters
- **Beam:** 152.46 meters
- **Height:** 57.30 meters
- **Decks:** 12
- **Mass:** 490,350 metric tonnes
- **SUs Available:** 1,525
- **SUs Used:** 1,369

Hull
- Outer 20
- Inner 20

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

Structural Integrity Field
- **Main:** Class J (Protection 60/90) [1 Power/10 Protection/round] 23
- **Backup:** Class J (Protection 30) [1 Power/10 Protection/round] 12
- **Backup:** Class J (Protection 30) [1 Power/10 Protection/round] 12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 385/150/3,500

Crew Quarters
- **Barracks:** House 360 crewmembers 6
- **Spartan:** 120 6
- **Basic:** 5 1
- **Expanded:** None
- **Luxury:** None
- **Unusual:** None

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:** 1 year's worth 10
- **Manufacturing Systems**
  - Food Processors: Mark III [3 Power/round] 13
  - Industrial Fabrication Units: Mark VII [5 Power/round] 15
- **Medical Facilities:** 4 (+0) [4 Power/round] 20
- **Recreation Facilities:** 4 [4 Power/round] 24
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 15
- **Fire Suppression System** [1 Power/round when active] 5
- **Cargo Holds:** 3,250 cubic meters 1
  - Locations: Six locations throughout ship
- **Escape Pods** 6
  - Number: 120
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 6C 100
  - **Speed:** 6.0/7.5/9.0 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

Impulse Engine
- **Type:** Type 5B (.5*c*/.8*c*) [5/8 Power/round] 20
- **Location:** Aft, to port and starboard of aft torpedo launcher

Reaction Control System (.025*c*) [2 Power/round when in use] 5

POWER SYSTEMS

Warp Engine
- Type: Mark VII (generates 300 Power/round) 80
- Location: Main hull

Impulse Engine[s]: 1 Type 5B (generate 25 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, +100 Power transfer/round 40

Standard Usable Power: 325

OPERATIONS SYSTEMS

Bridge: Forward module 20

Auxiliary Control Room: Main hull dorsal 10

Computers
- **Core 1:** Engineering hull [5 Power/round] 10
- **ODN** 15

Navigational Deflector [5 Power/round] 20
- **Range:** 10/20,000/50,000/150,000
- **Accuracy:** 5/6/8/11
- **Location:** Forward module

Sensor Systems
- **Long-range Sensors** [5 Power/round] 37
  - **Range Package:** Mark VIII (Accuracy 4/5/8/11)
    - 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:** 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:** 20 2
- **Sensors Skill:** 3

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 Stabilizers**
  - **Main** 20
    - Strength: 9 [3 Power/round]
    - Number: 2
  - **Backup** 6
    - Strength: 6 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
Type: Mark V [3 Power/round] 22
Strength: 5
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft ventral
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Hangar deck

Transporters
Type: Personnel [5 Power/use] 39
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in forward module, two in main hull
Type: Emergency [7 Power/use] 42
Pads: 22
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in forward module, two in main hull
Type: Cargo [2 Power/use] 32
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in forward module,
three in Engineering section

Cloaking Device: Class 6 [40 Power/class/round] 23

Security Systems
Rating: 4 16
Anti-Intruder System: Yes [1 Power/round] 5
Internal Force Fields [1 Power/3 Strength] 5

Science Systems
Rating 2 (+1) [2 Power/round] 15
Specialized Systems: None
Laboratories: 8 2

TACTICAL SYSTEMS

Forward Starboard Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward module, starboard ventral of bridge module
Firing Arc: 120 degrees forward starboard ventral
Firing Modes: Standard, Pulse

Forward Port Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward module, port ventral of bridge module
Firing Arc: 120 degrees forward port ventral
Firing Modes: Standard, Pulse

Main Hull Starboard Dorsal Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull starboard dorsal, where central shaft joins main hull
Firing Arc: 120 degrees forward starboard
Firing Modes: Standard, Pulse

Main Hull Port Dorsal Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull port dorsal, where central shaft joins main hull
Firing Arc: 120 degrees forward port
Firing Modes: Standard, Pulse

Main Hull Starboard Ventral Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull forward ventral, starboard
Firing Arc: 120 degrees ventral
Firing Modes: Standard, Pulse

Main Hull Port Ventral Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull forward ventral, port
Firing Arc: 120 degrees ventral
Firing Modes: Standard, Pulse

Main Hull Aft Starboard Dorsal Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull aft dorsal, starboard
Firing Arc: 120 degrees aft dorsal starboard
Firing Modes: Standard, Pulse

Main Hull Aft Port Dorsal Disruptor 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Main hull aft dorsal, port
Firing Arc: 120 degrees aft dorsal port
Firing Modes: Standard, Pulse

Disruptor Control Room 5

Forward Torpedo Launcher 9
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 module, ventral of bridge module
Firing Arc: Forward, but are self-guided

Aft Torpedo Launcher 9
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: Aft
Firing Arc: Aft, but are self-guided

Torpedoes Carried: 20 2

Torpedo Control Room 5

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 29 (x4)
Shield Generator:
Class 3 (Protection 450) [45 Power/shield/round]
Shield Grid: Type B (33% increase to 600 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 150)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 5

Auxiliary Spacecraft Systems

Hangar Deck(s): Capacity for 4 Size worth of ships 8
Standard Complement: Two shuttlecraft
Location(s): Aft

Description And Notes

Fleet data: Commissioned in 2267, the *K't'inga* class Battle Cruiser is, essentially, an advanced version of the D-7. Slightly larger, and equipped with better systems and cloaking technology obtained from the Romulans, it became the IKAF's main fighting vessel in the 2270s and '80s. The class underwent several upgrades to install improved disruptors, shields, and the like (as represented by the template above).

Besides the cloak, the most notable difference between the D-7 and the *K't'inga* is the much greater number of weapons on the latter. Advances in Klingon weapon technology permitted this, and make the vessel a potent threat against even an uprated *Constitution*-class Explorer. The fact that *K't'inga*s tend to travel and attack in packs of three makes them all the more dangerous.

The *K't'inga* proved so successful as a design that it remains in service as of the 2370s, albeit with numerous alterations and upgrades which have not only allowed the ship to maintain technological and tactical parity (or superiority) with the enemies of the Empire, but increased its size significantly. See *The Ship Recognition Manual, Volume 3: Starships of the Klingon Empire* for details on the 2370s-era *K't'inga.*

Noteworthy vessels/service records/encounters: *I.K.S. K't'inga,* prototype; *I.K.S. Amar,* destroyed along with two other *K't'inga* -class vessels while investigating V'ger (2271); *I.K.S. Qo'noS 1,* flagship of the Klingon Empire, attacked by General Chang's cloaked Bird of Prey in an effort to derail peace talks between the Federation and the Klingon Empire (2293).

EYMORG CRUISER

Class and Type: Eymorg Cruiser (class designation, if any, unknown)
Commissioning Date: Unknown (mid-23rd century)

HULL SYSTEMS

Size: 6
- **Length:** 335.49 meters
- **Beam:** 132.25 meters
- **Height:** 73.27 meters
- **Decks:** 16
- **Mass:** 1,327,000 metric tonnes
- **SUs Available:** 1,550
- SUs Used: **1,285**

Hull

Outer	24
Inner	24

Resistance

Outer Hull: 8	9
Inner Hull: 8	9

Structural Integrity Field

Main: Class J (Protection 60/90) [1 Power/10 Protection/round]	24
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 27/258/4,000

Crew Quarters

Barracks: None	
Spartan: 100	5
Basic: 100	10
Expanded: 5	1
Luxury: None	
Unusual: None	

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	24
Manufacturing Systems	
Food Processors: Mark IV [4 Power/round]	18
Industrial Fabrication Units: Mark VII [5 Power/round]	18
Medical Facilities: 6 (+1) [6 Power/round]	30
Recreation Facilities: 8 [8 Power/round]	48
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 10,000 cubic meters	1
Locations: 6 locations throughout ship	
Escape Pods	7
Number: 140	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Type III Ion Propulsion Drive	140
Speed: 8.0/9.0/10.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16

Impulse Engine

Type: Type 5A (.5c/.75c) [5/7 Power/round]	18
Location: Aft, in starboard and port superstructures	

Reaction Control System (.025c) [2 Power/round when in use] 6

POWER SYSTEMS

Type III Ion Propulsion Drive (generates 500 Power/round)
Location: Aft

Impulse Engine[s]: 1 Type 5A (generates 23 Power/engine/round)

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

Emergency Power: Type F (generates 50 Power/round) 50

EPS: Standard Power flow, +250 Power transfer/round 55

Standard Usable Power: 523

OPERATIONS SYSTEMS

Bridge: Forward dorsal 24

Computers

Core 1: Forward [5 Power/round]	12
Core 2: Aft amidships [5 Power/round]	12
Uprating: Class Beta (+2) [2 Power/computer/round]	8
ODN	18

Navigational Deflector [6 Power/round] 18
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of engineering hull

Sensor Systems

Long-range Sensors [5 Power/round]	37
Range Package: Mark VIII (Accuracy 4/5/8/11)	
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: 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: 10	1
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: Two	2
Inertial Stabilizers	
Main	24
Strength: 10 [3 Power/round]	
Number: 2	
Backup	6
Strength: 8 [2 Power/round]	
Number: 2	
Attitude Control [2 Power/round]	2

Communications Systems
Type: Mark V [3 Power/round] 15
Strength: 5
Security: -2
Basic Uprating: None
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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft ventral

Transporters
Type: Personnel [6 Power/use] 14
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward
Type: Emergency [7 Power/use] 30
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward, one aft
Type: Cargo [2 Power/use] 9
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One in largest cargo hold

Cloaking Device: None

Security Systems
Rating: 1 4
Anti-Intruder System: Yes [1 Power/round] 6
Internal Force Fields [1 Power/3 Strength] 6

Science Systems
Rating 1 (+0) [1 Power/round] 11
Specialized Systems: None
Laboratories: 3 2

TACTICAL SYSTEMS

Forward Dorsal Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward dorsal
Firing Arc: 120 degrees forward dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Ventral Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward ventral
Firing Arc: 120 degrees forward ventral
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Aft Phaser Bank 22
Type: VII
Damage: 140 [14 Power]
Number of Emitters: 120 (up to 3 shots per round)
Auto-Phaser Interlock: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Aft dorsal
Firing Arc: 120 degrees aft dorsal
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 6

Forward Torpedo Launcher 15
Standard Load: Type I photon torpedo (160 Damage)
Spread: 6
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward ventral
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 20 2

Torpedo Control Room 6

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 53 (x4)
Shield Generator:
Class 4 (Protection 800) [80 Power/shield/round]
Shield Grid: Type A (25% increase to 1000 Protection)
Subspace Field Distortion Amplifiers:
Class Zeta (Threshold 267)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: This vessel, a thick silver cylinder with roughly cylindrical superstructures to dorsal, ventral, port, and starboard containing the engines and other important systems, was developed and built by the Eymorg under the influence of their "Teacher"—the supercomputer that keeps their present civilization functioning by temporarily granting them the advanced knowledge they need to survive. Although as large as a *Constitution*-class vessel, the Eymorg ship requires only a very small crew, since its systems are mostly automated.

Equipped with ion propulsion engines, the Eymorg vessel possesses enormous speed and power. Its phaser-like weapons can destroy other ships, and even planets, with ease, and its shields keep it safe from most counterattacks. However, it possesses one significant vulnerability—if the Eymorg crewing it are forced to remain away from the Teacher too long (24 hours maximum, and often much less), they lose the knowledge it implants into their brains, rendering them incapable of operating the ship.

FESARIUS CLASS

Class and Type: *Fesarius*-Class Explorer
Commissioning Date: Unknown

HULL SYSTEMS

Size: 16 (a sphere 5,000 meters in diameter)
- **Decks:** 1,200
- **Mass:** 20,500,000 metric tonnes
- **SUs Available:** 9,000
- **SUs Used:** 6,474

Hull
- Outer 64
- Inner 64

Resistance
- Outer Hull: 12 15
- Inner Hull: 12 15

Structural Integrity Field
- **Main:** Class 7 (Protection 100/150) [1 Power/10 Protection/round] 46
- **Backup:** Class 7 (Protection 50) [1 Power/10 Protection/round] 23
- **Backup:** Class 7 (Protection 50) [1 Power/10 Protection/round] 23

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 8/5,000/52,000

Crew Quarters
- **Barracks:** None
- **Spartan:** None
- **Basic:** 3,500 350
- **Expanded:** 1,500 300
- **Luxury:** 100 100
- **Unusual:** 40 40

Environmental Systems
- **Basic Life Support** [14 Power/round] 64
- **Reserve Life Support** [7 Power/round] 32
- **Emergency Life Support** (96 emergency shelters) 32
- **Gravity** [8 Power/round] 16
- **Consumables:** 5 years' worth 80
- **Manufacturing Systems**
  - Food Processors: Mark V, +5,000 foods [5 Power/round] 61
  - Industrial Fabrication Units: Mark IX, reduce average creation time by 2 minutes [6 Power/round] 64
- **Medical Facilities:** 7 (+2) [7 Power/round] 35
- **Recreation Facilities:** 10 [10 Power/round] 60
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 48
- **Fire Suppression System** [1 Power/round when active] 16
- **Cargo Holds:** 300,000 cubic meters 9
  - Locations: 50 locations throughout ship
- **Escape Pods** 20
  - Number: 340
  - Capacity: 16 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 8B 120
  - **Speed:** 8.0/10.0/12.0 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

Impulse Engine
- **Type:** Class 8 (.75*c*/.95*c*) [7/9 Power/round] 40
- **Location:** Aft

Impulse Engine
- **Type:** Class 8 (.75*c*/.95*c*) [7/9 Power/round] 40
- **Location:** Aft

Reaction Control System (.025*c*) [2 Power/round when in use] 16

POWER SYSTEMS

Warp Engine
- Type: Class 10/P (generates 549 Power/round) 345
- Location: Three located equidistantly throughout ship

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, +300 Power transfer/round 65

Standard Usable Power: 1,775

OPERATIONS SYSTEMS

Bridge: Dorsal 80

Auxiliary Control Room: Amidships 48

Computers
- **Core 1:** Amidships [5 Power/round] 32
- **Core 2:** Amidships ventral [5 Power/round] 32
- **Uprating:** Class Beta (+2) [2 Power/computer/round] 8
- **ODN** 48

Navigational Deflector [5 Power/round] 64
- **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 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:** 40 4
- **Sensors Skill:** 5

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** 96
    - Strength: 12 [3 Power/round]
    - Number: 3
  - **Backup** 24
    - Strength: 8 [2 Power/round]
    - Number: 3
- **Attitude Control** [4 Power/round] 4

Communications Systems
Type: Class 9 [2 Power/round] 25
Strength: 9
Security: -6 (Class Delta 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: Dorsal
Emitter: Class Delta [3 Power/Strength used/round] 12
Accuracy: 4/5/7/10
Location: Ventral
Emitter: Class Delta [3 Power/Strength used/round] 12
Accuracy: 4/5/7/10
Location: Port
Emitter: Class Delta [3 Power/Strength used/round] 12
Accuracy: 4/5/7/10
Location: Starboard
Emitter: Class Delta [3 Power/Strength used/round] 12
Accuracy: 4/5/7/10
Location: Aft
Emitter: Class Alpha [3 Power/Strength used/round] 45
Accuracy: 5/6/8/11
Location: One in each shuttlebay (15)

Transporters
Type: Personnel [5 Power/use] 170
Pads: 6
Emitter/Receiver Array: Personnel Type 6 (40,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: Ten throughout ship
Type: Emergency [6 Power/use] 160
Pads: 20
Emitter/Receiver Array: Emergency Type 3 (15,000 km range)
Energizing/Transition Coils: Class H (Strength 8)
Number and Location: Ten throughout ship
Type: Cargo [4 Power/use] 260
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 twenty largest cargo holds

Cloaking Device: None

Security Systems
Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 16
Internal Force Fields [1 Power/3 Strength] 16

Science Systems
Rating 3 (+2) [3 Power/round] 31
Specialized Systems: 8 40
Laboratories: 56 12

TACTICAL SYSTEMS

Phaser Array 940
Type: X
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: Twenty located equidistantly around ship
Firing Arc: 360 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Forward Ventral Torpedo Launcher 280
Standard Load: Type II photon torpedo (200 Damage)
Spread: 8
Range: 15/350,000/1,500,000/4,050,000
Targeting System: Accuracy 3/4/6/9
Power: [20 + 5 per torpedo fired]
Location: Twenty located equidistantly around ship
Firing Arc: Self-guided

Torpedoes Carried: 1,000 100

TA/T/TS: Class Gamma [2 Power/round] 12
Strength: 9
Bonus: +2

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 236 (x4)
Shield Generator:
Class 7 (Protection 1,400) [140 Power/shield/round]
Shield Grid: Type C (50% increase to 2,100 Protection)
Subspace Field Distortion Amplifiers:
Class Iota (Threshold 450)
Recharging System: Class 1 (45 seconds)
Backup Shield Generators: 4 (1 per shield) 16

Auto-Destruct System 16

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 240 Size worth of ships 480
Standard Complement: 80 shuttlecraft of Sizes 1-3
Location(s): Fifteen locations throughout ship

Description And Notes

Fleet data: The flagship of the First Federation (a powerful, highly advanced civilization similar in many ways to the United Federation of Planets), the *Fesarius* was encountered by the *U.S.S. Enterprise* in 2266. The two ships engaged in a dangerous game of brinksmanship as Captain Balok of the *Fesarius,* a member of a species appearing diminutive and childlike to Humans, attempted to ascertain the intentions of the *Enterprise.* After determining that the Federation was well-intentioned, Balok dropped the facade, and cultural relations were opened between the two entities. (Unfortunately for the hopeful among Starfleet Command, the First Federation has, pursuant to its own version of the Prime Directive, declined to provide technology or advanced scientific information relating to starship systems to the UFP.)

The *Fesarius* is an enormous spherical vessel 5,000 kilometers in diameter. To other ships, it resembles a gigantic glowing ball. Highly automated, it contains a surprisingly small crew, and can in fact be operated by a single person in all but extreme crisis conditions, if need be. In the event another ship commences hostilities against it, it carries 20 powerful beam weapons, and a like number of torpedo launchers. However, the members of the First Federation, while cautious, prefer to resolve situations peacefully if need be.

The UFP does not know at this time whether the *Fesarius* is unique, or a member of a class. At present it classifies the vessel as a "*Fesarius* -class Explorer."

Author's Note: *To represent the highly advanced nature of the* Fesarius *relative to Federation vessels of the mid-23rd century, its writeups use some systems from the standard* Spacedock *rules.*

GORN *GRA'AZORHG* CLASS

Class and Type: *Gra'Azorhg*-Class Battle Cruiser
Commissioning Date: Unknown (early to mid-23rd century)

HULL SYSTEMS

Size: 6
- **Length:** 312.77 meters
- **Beam:** 157.38 meters
- **Height:** 61.55 meters
- **Decks:** 12
- **Mass:** 1,510,400 metric tonnes
- **SUs Available:** 1,500
- **SUs Used:** 1,238

Hull
- Outer 24
- Inner 24

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

Structural Integrity Field
- **Main:** Class J (Protection 60/90) [1 Power/10 Protection/round] 24
- **Backup:** Class J (Protection 30) [1 Power/10 Protection/round] 12
- **Backup:** Class J (Protection 30) [1 Power/10 Protection/round] 12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 375/100/1,850

Crew Quarters
- **Barracks:** House 360 crewmembers 6
- **Spartan:** 60 3
- **Basic:** 10 1
- **Expanded:** 5 1
- **Luxury:** None
- **Unusual:** None

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:** 2 years' worth 24
- **Manufacturing Systems**
  - Food Processors: Mark III [3 Power/round] 15
  - Industrial Fabrication Units: Mark VII [5 Power/round] 18
- **Medical Facilities:** 4 (+0) [4 Power/round] 20
- **Recreation Facilities:** 6 [6 Power/round] 36
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 18
- **Fire Suppression System** [1 Power/round when active] 6
- **Cargo Holds:** 50,000 cubic meters 2
  - Locations: Eight locations throughout ship
- **Escape Pods** 7
  - Number: 140
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 6 92
  - **Speed:** 6.0/7.0/8.0 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

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

Reaction Control System (.025*c*) [2 Power/round when in use] 6

POWER SYSTEMS

Warp Engine
Type: Mark VI (generates 280 Power/round) 73
Location: Engineering hull

Impulse Engine[s]: 1 Type 5A (generate 23 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, +120 Power transfer/round 42

Standard Usable Power: 303

OPERATIONS SYSTEMS

Bridge: Forward dorsal 24

Computers
- **Core 1:** Forward [5 Power/round] 12
- **Core 2:** Aft [5 Power/round] 12
- **ODN** 18

Navigational Deflector [6 Power/round] 18
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems
- **Long-range Sensors** [5 Power/round] 33
  - **Range Package:** Mark VIII (Accuracy 4/5/8/11)
    - 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 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) 2, Coordination 1 [1 Power/round in use] 7
- **Navigational Computer**
  - Main: Class 2 (+1) [1 Power/round] 2
  - Backups: Two 2
- **Inertial Stabilizers**
  - **Main** 24
    - Strength: 8 [3 Power/round]
    - Number: 2
  - **Backup** 6
    - Strength: 5 [2 Power/round]
    - Number: 2
- **Attitude Control** [2 Power/round] 2

Communications Systems
Type: Mark V [3 Power/round] 22
Strength: 5
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft ventral
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Hangar deck

Transporters
Type: Personnel [6 Power/use] 42
Pads: 6
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward, one amidships, one aft
Type: Emergency [7 Power/use] 45
Pads: 22
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward, one amidships, one aft
Type: Cargo [2 Power/use] 36
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One each in the four largest cargo bays

Cloaking Device: None

Security Systems
Rating: 4 16
Anti-Intruder System: Yes [1 Power/round] 6
Internal Force Fields [1 Power/3 Strength] 6

Science Systems
Rating 2 (+1) [2 Power/round] 16
Specialized Systems: 1 5
Laboratories: 8 2

TACTICAL SYSTEMS

Forward Narrow-Wave Disruptor Cannon 28
Type: 6
Damage: 140 [14 Power]
Number of Emitters: Up to 3 shots per round
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Forward module
Firing Arc: 180 degrees forward
Firing Modes: Standard, Pulse

Disruptor Control Room 5

Torpedo Launcher 10
Standard Load: Type I photon torpedo (160 Damage)
Spread: 3
Range: 15/100,000/400,000/750,000
Targeting System: Accuracy 4/5/7/10
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 50 5

Torpedo Control Room **5**

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 31 (x4)
Shield Generator:
Class 2 (Protection 400) [40 Power/shield/round]
Shield Grid: Type A (25% increase to 500 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 133)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 8 Size worth of ships 16
Standard Complement: 4 shuttlecraft
Location(s): Aft

Description And Notes

Fleet data: Encountered by the Federation only once to date, during the fateful Cestus III incident of 2267 involving the *U.S.S. Enterprise,* the *Gra'Azorhg*-class Battle Cruiser is one of the most powerful starships of its day. Equipped with deadly weapons, strong shields, and advanced sensors, it's a match for a *Constitution*-class Explorer.

Thanks to its powerful, sophisticated engines, the *Gra'Azorhg* can accelerate more quickly than most ships its size, and maneuver more easily as well. Consider it Size 5 for purposes of calculating the benefits it can obtain from attack and evasive maneuvers.

Physically, the *Gra'Azorhg* displays the forerunners of many Gorn ship design principles and aesthetics that Federation personnel would become quite familiar with over the next century. Its main hull is a long, roughly cylindrical body with a deflector dish mounted forward ventral and the bridge forward dorsal. The nacelle pylons rise up from the dorsal spine of the main hull, then flare out and down in a gentle curve reminiscent of the superstructures used on late 24th century Gorn vessels.

Noteworthy vessels/service records/encounters: *Herregtha,* under command of Captain Rheuzz'r, encountered the *U.S.S. Enterprise* near the Federation colony of Cestus III, which Rheuzz'r's superiors had ordered him to destroy as an incursion on Gorn space, but the Gorn later conceded ownership of the planet to the UFP after Captain Kirk of the *Enterprise* defeated Rheuzz'r in a contest initiated by the Metrons (2267).

NOMAD

Class and Type: *Nomad* Probe (unique)
Commissioning Date: 2002 (see text)

HULL SYSTEMS

Size: 1
- **Length:** 1.14 meters
- **Diameter:** .227 meters
- **Decks:** N/A
- **Mass:** 500 kilograms
- **SUs Available:** 325
- **SUs Used:** 720 (see text)

Hull
- Outer 4
- Inner 4

Resistance
- Outer Hull: 12 15
- Inner Hull: 12 15

Structural Integrity Field
- **Main:** Class 5 (Protection 80/120) [1 Power/10 Protection/round] 25
- **Backup:** Class 5 (Protection 40) [1 Power/10 Protection/round] 13
- **Backup:** Class 5 (Protection 40) [1 Power/10 Protection/round] 13

Specialized Hull:
- Atmospheric Capability; Planetfall Capability, Sensor-Reflective 5

PERSONNEL SYSTEMS

Crew/Passengers/Evac: None

Crew Quarters: None

Environmental Systems
- **Basic Life Support:** N/A
- **Reserve Life Support:** N/A
- **Emergency Life Support:** N/A
- **Gravity:** N/A
- **Consumables:** N/A
- **Manufacturing Systems:** N/A
- **Medical Facilities:** N/A
- **Recreation Facilities:** N/A
- **Personnel Transport:** N/A
- **Fire Suppression System** [1 Power/round when active] 1
- **Cargo Holds:** N/A
- **Escape Pods:** N/A

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 8B 120
  - **Speed:** 8.0/10.0/12.0 [1 Power/.2 warp speed]
- **PIS:** Class K (24 hours of Maximum warp) 22

Impulse Engine
- **Type:** Class 8 (.75*c*/.95*c*) [7/9 Power/round] 40
- **Location:** Central body

Reaction Control System (.025*c*) [2 Power/round when in use] 1

POWER SYSTEMS

Warp Engine
- Type: Mark IX (generates 449 Power/round) 105
- Location: Central body

Impulse Engine[s]: 1 Class 8 (generates 64 Power/engine/round)

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

Emergency Power: Type F (generates 50 Power/round) 50

EPS: Standard Power flow, +250 Power transfer/round 30

Standard Usable Power: 513

OPERATIONS SYSTEMS

Bridge: N/A

Computers
- **Core 1:** Central body [5 Power/round] 2
- **Uprating:** Class Beta (+2) [2 Power/computer/round] 4
- **ODN** 3

Navigational Deflector [5 Power/round] 4
- **Range:** 10/20,000/50,000/150,000
- **Accuracy:** 5/6/8/11
- **Location:** Ventral terminus

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:** None
- **Sensors Skill:** 6

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 4, Coordination 4 [1 Power/round in use] 13
- **Navigational Computer**
  - Main: Class 3 (+2) [2 Power/round] 4
  - Backups: 1 1
- **Inertial Stabilizers**
  - **Main** 2
    - Strength: 12 [3 Power/round]
    - Number: 1
  - **Backup** 1
    - Strength: 8 [2 Power/round]
    - Number: 1
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Mark VI [3 Power/round] 22
  - **Strength:** 6
  - **Security:** -2
  - **Basic Uprating:** Type 1 (+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: Dorsal

Transporters: None

Cloaking Device: None

Security Systems: None

Science Systems
Rating 2 (+1) [2 Power/round] 11
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS

Short-Range Energy Beam (equivalent to Phaser-3) 2

Main Energy Weapon 26
Type: Equivalent to Type X phaser
Damage: 200 [20 Power]
Number of Emitters: 80 (up to 2 shots per round)
Targeting System: Accuracy 4/5/7/10
Range: 10/30,000/100,000/300,000
Location: Dorsal
Firing Arc: 720 degrees
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

TA/T/TS: Class Gamma [2 Power/round] 12
Strength: 9
Bonus: +2

Weapons Skill: 5

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 8 (x4)
Shield Generator:
Class 3 (Protection 450) [45 Power/shield/round]
Shield Grid: Type B (33% increase to 600 Protection)
Subspace Field Distortion Amplifiers:
Class Gamma (Threshold 150)
Recharging System: Class 1 (45 seconds)

Auto-Destruct System 1

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Created by the brilliant scientist Jackson Roykirk and launched from Earth in 2002 on a mission to search for new lifeforms, the *Nomad* probe was presumed destroyed when its flight path intersected a meteoroid. However, unknown to its Human controllers, Nomad had actually collided with a counterpart from an alien civilization, the powerful probe *Tan Ru.* Tan Ru's mission was to collect and sterilize soil samples from other planets. Using parts and programming from Tan Ru, Nomad repaired itself, but the result was something new and different, a strange and deadly synthesis of the two machines. Nomad now defined its mission as "seek out and sterilize biological imperfections"—which is to say, all lifeforms, since no living thing is perfect.

Nomad wandered long and far, exploring the galaxy and carrying out its mission. The combination of Earth and alien technology rendered it incredibly powerful, in fact nigh-unstoppable. It was able to project intense energy beams at "ultra-warp" speeds (actually Warp 15), and to perform many other tasks beyond the scope of TOS-era Federation technology.

In 2267, it decided that the time had come to find "the Kirk," its creator, and it headed toward Earth. On the way it destroyed all life in the Malurian system, including four billion sentients. Shortly thereafter it encountered the *U.S.S. Enterprise.* Mistaking Captain James T. Kirk for its creator, Nomad remained on the ship and wreaked havoc there. It killed and restored to life Commander Scott; accidentally erased the memory of Lieutenant Uhura; increased the ship's engine efficiency by 57%, taking it beyond Warp 10 and threatening to tear the vessel apart; and passed effortlessly through containment fields. Eventually, when it threatened to "sterilize" the *Enterprise,* Kirk caused it to self-destruct by pointing out that *it* was imperfect—it had mistaken him for its creator.

Nomad possessed incredibly advanced technology taken from the *Tan Ru,* and perhaps from other sources encountered in its travels. It could travel at speeds exceeding those of Starfleet vessels; fire energy beams powerful enough to destroy a shielded *Constitution*-class starship in just a few shots; possessed screens protecting it from all forms of scanning (represented here by a sensor-reflective hull); project a red-colored phaser-like disintegration beam and a blue-colored beam capable of killing humanoids instantly; erase humanoid memories;and even resurrect recently deceased humanoids after reviewing appropriate "plans" (the deceased's medical records).

Author's Note: *To reflect Nomad's highly advanced systems, his writeups use some systems from the standard* Spacedock *rules. Some systems, such as those allowing him to revivify humanoids, are not specifically listed or given an SU cost, since they are essentially plot devices. It egregiously violates the SU limitations for a Size 1 craft; consider this an aspect of its unique and irreproduceable nature.*

ORION *JUU'LARA* CLASS

Class and Type: *Juu'lara*-Class Cruiser
Commissioning Date: 2246

HULL SYSTEMS

Size: 4
- **Length:** 126.79 meters
- **Beam:** 28.45 meters
- **Height:** 28.45 meters
- **Decks:** 6
- **Mass:** 152,150 metric tonnes
- **SUs Available:** 915
- **SUs Used:** 744

Hull
- Outer 16
- Inner 16

Resistance
- Outer Hull: 6 6
- Inner Hull: 6 6

Structural Integrity Field
- **Main:** Class H (Protection 40/60) [1 Power/10 Protection/round] 16
- **Backup:** Class H (Protection 20) [1 Power/10 Protection/round] 8
- **Backup:** Class H (Protection 20) [1 Power/10 Protection/round] 8

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 70/50/500

Crew Quarters
- **Barracks:** House 80 crewmembers 4
- **Spartan:** 20 1
- **Basic:** 4 1
- **Expanded:** 2 1
- **Luxury:** None
- **Unusual:** None

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 8
- **Manufacturing Systems**
  - Food Processors: Mark II [2 Power/round] 8
  - Industrial Fabrication Units: Mark VI [4 Power/round] 10
- **Medical Facilities:** 3 (+0) [3 Power/round] 15
- **Recreation Facilities:** 5 [5 Power/round] 30
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 12
- **Fire Suppression System** [1 Power/round when active] 4
- **Cargo Holds:** 33,000 cubic meters 1
  - Locations: 12
- **Escape Pods** 4
  - Number: 80
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 4 45
  - **Speed:** 4.0/5.0/6.5 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

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

Reaction Control System (.025*c*) [2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine
- Type: Mark V (generates 235 Power/round) 64
- Location: Aft

Impulse Engine[s]: 1 Type 5A (generates 23 Power/engine/round)

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

Emergency Power: Type C (generates 30 Power/round) 30

EPS: Standard Power flow, +100 Power transfer/round 30

Standard Usable Power: 258

OPERATIONS SYSTEMS

Bridge: Forward dorsal 16

Computer
- **Core 1:** Amidships forward [5 Power/round] 8
- **ODN** 12

Navigational Deflector [6 Power/round] 12
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems
- **Long-range Sensors** [5 Power/round] 20
  - **Range Package:** Mark V (Accuracy 4/5/8/11)
    - 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:** None
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
- **Probes:** 8 1
- **Sensors Skill:** 3

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: Two 0
- **Inertial Stabilizers**
  - **Main** 16
    - Strength: 6 [3 Power/round]
    - Number: 2
  - **Backup** 4
    - Strength: 4 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Mark III [3 Power/round] 9
  - **Strength:** 3
  - **Security:** -1
  - **Basic Uprating:** None
- **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 ventral
- **Emitter: Class Beta** [3 Power/Strength used/round] 6
  - Accuracy: 5/6/8/11
  - Location: Aft ventral

Transporters
- **Type: Personnel** [4 Power/use] 20
  - Pads: 4
  - Emitter/Receiver Array: Personnel Mark 4 (15,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One forward, one aft
- **Type: Emergency** [5 Power/use] 12
  - Pads: 16
  - Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One forward, one aft
- **Type: Cargo** [2 Power/use] 12
  - Pads: 200 kg
  - Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One each in two largest cargo holds

Cloaking Device: None

Security Systems
- **Rating:** 3 12
- **Anti-Intruder System:** Yes [1 Power/round] 4
- **Internal Force Fields** [1 Power/3 Strength] 4

Science Systems
- **Rating** 1 (+0) [1 Power/round] 9
- **Specialized Systems:** None
- **Laboratories:** 4 2

TACTICAL SYSTEMS

Forward Laser Bank 12
- **Class:** Tesla
  - Damage: 100 [10 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 5/6/8/11
- **Range:** 9/27,000/80,000/250,000
- **Location:** Forward
- **Firing Arc:** 120 degrees forward
- **Firing Modes:** Standard, Continuous, Pulse

Laser Control Room 4

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 20 (x4)
- **Shield Generator:**
  - Class 2 (Protection 280) [28 Power/shield/round]
- **Shield Grid:** Type B (33% increase to 373 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Beta (Threshold 90)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: This template represents the typical sort of vessel fielded by bands of Orion pirates. Commonly referred to as the *Juu'lara*-class Cruiser after the first Orion to build it, it consists of a long, narrow central cylinder with a bridge module attached forward dorsal. Aft are five pylons placed equidistantly around the hull; two hold warp nacelles, while the other three have impulse enginecomponents. When the ship is viewed from a distance, this configuration makes it resemble a spinning orange star of energy.

As one might expect from a pirate raider, this ship comes equipped with powerful weapons, shields, and engines. After the invention of the disruptor, most Orions replaced the laser with the more advanced beam weapon as soon as they could.

To simulate the diversity found among Orion pirate fleets, Narrators should feel free to alter this template here and there to reflect the preferences of different captains. Some favor speed over offense, while others want stronger shields or more weapons (particularly torpedo launchers); a lucky Orion might even get his hands on a Romulan cloaking device.

PLANET KILLER

Class and Type: Planet Killer, origin unknown
Commissioning Date: Unknown

HULL SYSTEMS

Size: 14
- **Length:** 3,000 meters
- **Beam:** 437.32 meters at "mouth"
- **Height:** 437.32 meters at "mouth"
- **Decks:** None
- **Mass:** 50,000,000 metric tonnes
- **SUs Available:** 2,500
- **SUs Used:** 1,131

Hull: Neutronium 56

Resistance: Neutronium Hull: 250 400

Structural Integrity Field
- **Main:** Class K (Protection 70/110)
  [1 Power/10 Protection/round] 35
- **Backup:** Class K (Protection 35)
  [1 Power/10 Protection/round] 18

PERSONNEL SYSTEMS

Crew/Passengers/Evac: None

Crew Quarters: None

Environmental Systems
- **Basic Life Support:** N/A
- **Reserve Life Support:** N/A
- **Emergency Life Support:** N/A
- **Gravity:** N/A
- **Consumables:** N/A
- **Manufacturing Systems:** N/A
- **Medical Facilities:** N/A
- **Recreation Facilities:** N/A
- **Personnel Transport:** N/A
- **Fire Suppression System** [1 Power/round when active] 14
- **Cargo Holds:** N/A
- **Escape Pods:** N/A

PROPULSION SYSTEMS

Warp Drive: None

Impulse Engine
- **Type:** Type 4A (.4*c*/.66*c*) [4/6 Power/round] 13
- **Location:** Aft

Reaction Control System (.025*c*) [2 Power/round when in use] 14

POWER SYSTEMS

Bizarre Alien Engine
- Type: Equivalent to Mark IX warp engine
  (generates 449 Power/round) 105
- Location: Forward amidships

Impulse Engine[s]: 1 Type 4A (generates 18 Power/engine/round)

Auxiliary Power: None

Emergency Power: None

EPS: Standard Power flow, +200 Power transfer/round 90

Standard Usable Power: 467

OPERATIONS SYSTEMS

Bridge: None

Computer
- **Core 1:** Amidships [5 Power/round] 28
- **ODN** 42

Navigational Deflector [5 Power/round] 56
- **Range:** 10/20,000/50,000/150,000
- **Accuracy:** 5/6/8/11
- **Location:** Forward

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:** None
- **Sensors Skill:** 4

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 1, Coordination 1
  [1 Power/round in use] 4
- **Navigational Computer**
  Main: Class 3 (+2) [2 Power/round] 4
  Backups: 1 1
- **Inertial Stabilizers**
  - **Main** 28
    Strength: 6 [3 Power/round]
    Number: 1
  - **Backup** 7
    Strength: 4 [2 Power/round]
    Number: 1
- **Attitude Control** [4 Power/round] 4

Communications Systems: None

Tractor Beams
- **Emitter: Class Delta** [3 Power/Strength used/round] 12
  Accuracy: 4/5/7/10
  Location: Forward

Transporters: None

Cloaking Device: None

Security Systems: None

Science Systems: None

TACTICAL SYSTEMS

Antiproton Beam 80
- **Type:** Antiproton beam
  Damage: 300 [30 Power]
  Number of Emitters: Up to 1 shot per round
  Auto-Phaser Interlock: Accuracy 4/5/7/10
- **Range:** 25/50,000/250,000/750,000
- **Location:** Forward
- **Firing Arc:** 120 degrees forward
- **Firing Modes:** Standard

TA/T/TS: Class Gamma [2 Power/round] 12
Strength: 9
Bonus: +2

Weapons Skill: 5

Shields: None

Auto-Destruct System 14

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Also known as the "doomsday machine," this enormous automated weapon was encountered by the *U.S.S. Enterprise* in 2267, after it destroyed the planets in systems L-370 and L-374. A kilometers-long tapered cylinder, with a hull of pure neutronium and a gigantic "maw" at one end from which it can emit tractor beams or pure antiproton beams able to slice planets up into rubble, it comes from outside the Milky Way galaxy and is of unknown origin. Although its main purpose is to destroy enemy planets, it has a "defensive sphere" approximately 500,000 kilometers in diameter around itself, and will attack anything that enters that zone.

Captain Kirk of the *Enterprise,* who eventually managed to destroy the vessel by flying the wreck of the *U.S.S. Constellation* into it and detonating the ship's impulse engines, speculated that the planet killer was created as a bluff in some ancient interstellar war. Unleashed on purpose or by accident, it had worked its way across space ever since, destroying any planets it encountered and then consuming their remains to fuel itself. Neither the Federation, nor any civilization with which it has had contact, has ever encountered another of these terrifying weapons, but it remains possible that others exist.

THOLIAN PATROL SHIP

Class and Type: Tholian Patrol Ship (class designation, if any, unknown)
Commissioning Date: Unknown

HULL SYSTEMS

Size: 3
- **Length:** 52.21 meters
- **Beam:** 23.56 meters
- **Height:** 10.33 meters
- **Decks:** 2
- **Mass:** 42,000 metric tonnes
- **SUs Available:** 1,000
- **SUs Used:** 666

Hull
- Outer 12
- Inner 12

Resistance
- Outer Hull: 6 6
- Inner Hull: 6 6

Structural Integrity Field
- **Main:** Class K (Protection 70/110) [1 Power/10 Protection/round] 24
- **Backup:** Class K (Protection 35) [1 Power/10 Protection/round] 12
- **Backup:** Class K (Protection 35) [1 Power/10 Protection/round] 12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 20/40/300

Crew Quarters
- **Barracks:** None
- **Spartan:** 30 2
- **Basic:** 5 1
- **Expanded:** None
- **Luxury:** None
- **Unusual:** None

Environmental Systems
- **Basic Life Support** [7 Power/round] 12
- **Reserve Life Support** [4 Power/round] 6
- **Emergency Life Support** (6 emergency shelters) 6
- **Gravity** [2 Power/round] 3
- **Consumables:** 1 month's worth 1
- **Manufacturing Systems**
  - Food Processors: Mark III [3 Power/round] 8
  - Industrial Fabrication Units: Mark VII [5 Power/round] 12
- **Medical Facilities:** 4 (+0) [4 Power/round] 20
- **Recreation Facilities:** 2 [2 Power/round] 12
- **Personnel Transport:** Jefferies tubes [0 Power/round] 3
- **Fire Suppression System** [1 Power/round when active] 3
- **Cargo Holds:** 500 cubic meters 1
  - Locations: Amidships, port and aft
- **Escape Pods** 2
  - Number: 10
  - Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 3 30
  - **Speed:** 3.0/4.0/5.0 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16

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

Reaction Control System (.025c) [2 Power/round when in use] 3

POWER SYSTEMS

Warp Engine
- Type: Mark VI (generates 250 Power/round) 70
- Location: Amidships aft

Impulse Engine[s]: 1 Type 5A (generates 23 Power/engine/round)

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

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +100 Power transfer/round 25

Standard Usable Power: 273

OPERATIONS SYSTEMS

Bridge: Forward dorsal 12

Computer
- **Core 1:** Forward [5 Power/round] 6
- **Uprating:** Class Alpha (+1) [1 Power/computer/round] 2
- **ODN** 9

Navigational Deflector [6 Power/round] 9
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems
- **Long-range Sensors** [5 Power/round] 23
  - **Range Package:** Mark V (Accuracy 4/5/8/11)
    - 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:** Alpha (+1)
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 13
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** Alpha (+1)
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 10
  - **Strength Package:** Class 5 (Strength 5)
  - **Gain Package:** None
- **Probes:** 4 1
- **Sensors Skill:** 4

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: Two 0
- **Inertial Stabilizers**
  - **Main** 12
    - Strength: 5 [3 Power/round]
    - Number: 2
  - **Backup** 4
    - Strength: 3 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
Type: Mark III [3 Power/round] 13
Strength: 3
Security: -1
Basic Uprating: Type 1 (+1)
Emergency Communications: No

Tractor Beams
Emitter: Class Gamma [3 Power/Strength used/round] 6
Accuracy: 4/5/7/10
Location: Forward

Transporters
Type: Personnel [4 Power/use] 13
Pads: 4
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One amidships
Type: Emergency [5 Power/use] 9
Pads: 16
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One amidships
Type: Cargo [2 Power/use] 9
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class F (Strength 6)
Number and Location: One in largest cargo hold

Cloaking Device: None

Security Systems
Rating: 2 8
Anti-Intruder System: Yes [1 Power/round] 3
Internal Force Fields [1 Power/3 Strength] 3

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

TACTICAL SYSTEMS

Tholian Web Generator [5 Power per round to erect] 30

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

Weapons Skill: 3

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 15 (x4)
Shield Generator:
Class 2 (Protection 300) [30 Power/shield/round]
Shield Grid: Type A (25% increase to 375 Protection)
Subspace Field Distortion Amplifiers:
Class Beta (Threshold 100)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 3

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: This small vessel, built to patrol and monitor the borders of Tholian space, resembles a large, flat, elongated diamond when viewed dorsally or ventrally. Not intended as a front-line fighting ship—it's not even equipped with a gravitic beam generator—the Patrol Ship nevertheless poses a threat to the vessels it encounters. First and foremost, its presence signifies the fact that the powerful and mysterious Tholian Assembly is aware of a potential intruder. Second, it can, in conjunction with at least one more of its type, spin the dreaded Tholian web, crushing and destroying ships stranded in the pockets of interspace that litter many of the Tholian borders.

ROMULAN *ARGUS* CLASS

Class and Type: *Argus*-Class Battle Cruiser
Commissioning Date: 2260

HULL SYSTEMS

Size: 5
- **Length:** 192.36 meters
- **Beam:** 180.55 meters
- **Height:** 51.23 meters
- **Decks:** 8
- **Mass:** 347,800 metric tonnes
- **SUs Available:** 1,125
- **SUs Used:** 961

Hull

Outer	20
Inner	20

Resistance

Outer Hull: 8	9
Inner Hull: 8	9

Structural Integrity Field

Main: Class J (Protection 60/90) [1 Power/10 Protection/round]	23
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 89/14/1,230

Crew Quarters

Barracks: House 120 crewmembers	2
Spartan: 2	1
Basic: None	
Expanded: None	
Luxury: None	
Unusual: None	

Environmental Systems

Basic Life Support [9 Power/round]	20
Reserve Life Support [5 Power/round]	10
Emergency Life Support (30 emergency shelters)	10
Gravity [3 Power/round]	5
Consumables: 4 years' worth	40
Manufacturing Systems	
Food Processors: Mark III [3 Power/round]	13
Industrial Fabrication Units: Mark VII [5 Power/round]	15
Medical Facilities: 5 (+1) [5 Power/round]	25
Recreation Facilities: 5 [5 Power/round]	30
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	15
Fire Suppression System [1 Power/round when active]	5
Cargo Holds: 18,000 cubic meters	1
Locations: Five locations throughout ship	
Escape Pods	4
Number: 80	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

One-Way Warp Propulsion	60
Impulse Engine	
Type: Type 5A (.5*c*/.75*c*) [5/7 Power/round]	18
Location: Aft	
Reaction Control System (.025*c*) [2 Power/round when in use]	5

POWER SYSTEMS

Ion Power Generator (generates 150 Power/round)	50
Location: Amidships	
Solar Power (generates 30 Power/round)	9
Location: Amidships dorsal	
Impulse Engine[s]: 1 Type 5A (generates 23 Power/engine/round)	
Auxiliary Power: 2 reactors (generate 5 Power/reactor/round)	6
Emergency Power: Type C (generates 35 Power/round)	35
EPS: Standard Power flow, +80 Power transfer/round	33
Standard Usable Power: 203	

OPERATIONS SYSTEMS

Bridge: Forward dorsal	20
Computer	
Core 1: Forward ventral [5 Power/round]	10
ODN	15
Navigational Deflector [6 Power/round]	15
Range: 8/15,000/40,000/125,000	
Accuracy: 6/7/9/12	
Location: Forward ventral	
Sensor Systems	
Long-range Sensors [5 Power/round]	37
Range Package: Mark VIII (Accuracy 4/5/8/11)	
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: 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: 20	2
Sensors Skill: 3	

Flight Control Systems

Autopilot: Shipboard Systems (Flight Control) 2, Coordination 2 [1 Power/round in use]	8
Navigational Computer	
Main: Class 2 (+1) [1 Power/round]	2
Backups: Two	2
Inertial Stabilizers	
Main	10
Strength: 6 [3 Power/round]	
Number: 2	
Backup	1
Strength: 4 [2 Power/round]	
Number: 1	
Attitude Control [1 Power/round]	1

Communications Systems
- **Type: Mark V** [3 Power/round] 22
  - **Strength:** 5
  - **Security:** -3 (Type A uprating)
  - **Basic Uprating:** Type 1 (+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 ventral
- **Emitter: Class Beta** [3 Power/Strength used/round] 6
  - Accuracy: 5/6/8/11
  - Location: Aft ventral
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Hangar deck

Transporters
- **Type: Personnel** [5 Power/use] 13
  - Pads: 6
  - Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
  - Energizing/Transition Coils: Class E (Strength 5)
  - Number and Location: One forward
- **Type: Emergency** [7 Power/use] 14
  - Pads: 22
  - Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
  - Energizing/Transition Coils: Class E (Strength 5)
  - Number and Location: One forward
- **Type: Cargo** [2 Power/use] 16
  - Pads: 200 kg
  - Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
  - Energizing/Transition Coils: Class E (Strength 5)
  - Number and Location: Two in two largest cargo bays

Cloaking Device: Class 7 [40 Power/class/round] 26

Security Systems
- **Rating:** 4 16
- **Anti-Intruder System:** Yes [1 Power/round] 5
- **Internal Force Fields** [1 Power/3 Strength] 5

Science Systems
- **Rating** 2 (+1) [2 Power/round] 15
- **Specialized Systems:** 1 5
- **Laboratories:** 10 2

TACTICAL SYSTEMS

Forward Torpedo Launcher 13
- **Standard Load:** Plasma torpedo (see page 19)
- **Spread:** 1
- **Range:** See page 19
- **Targeting System:** Accuracy 5/6/8/11
- **Power:** [20 + 5 per torpedo fired]
- **Location:** Forward
- **Firing Arc:** Forward, but are self-guided

Torpedoes Carried: 50 plasma torpedoes 5

Torpedo Control Room 5

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 23 (x4)
- **Shield Generator:**
  - Class 2 (Protection 300) [30 Power/shield/round]
- **Shield Grid:** Type A (25% increase to 375 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Beta (Threshold 100)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 5

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): Capacity for 4 Size worth of ships 8
- **Standard Complement:** 2 shuttlecraft
- **Location(s):** Aft

Description And Notes

Fleet data: Built, according to Starfleet's best estimates, in 2260—several years before scientific and materiel exchanges with the Klingons provided the Star Empire with the means to vastly improve the quality of its starships—the *Argus*-class Battle Cruiser is in some ways very technologically unsophisticated for its time. Lacking a true warp propulsion system (and the power it provides), beam weaponry, and many shipboard amenities, it can be a quite trying vessel to serve on. Bridge officers stand in front of tiny viewscreens and control pads on a cramped bridge, and when off-duty must sleep in crowded, unpleasant barracks.

For all its problems, though, the *Argus* is not a ship to be trifled with. Though lacking phasers or disruptors, it possesses a powerful plasma torpedo launcher that can fire missiles capable of cracking open asteroids and destroying space stations with a single shot. Even deadlier is its cloaking device, which allows it to hide from pursuers and ambush enemy ships.

The *Argus* has a simple design, consisting of a large, flat main hull with a roughly teardrop-shaped profile when viewed dorsally or ventrally, and two pylons projecting at a forward dorsal angle from the ship's sides to hold the impulse engines. A large red "bird of prey" design is painted onto it ventral hull, giving the ship its fearsome nickname.

Subsequent to Romulan technological exchanges with the Klingons, some *Argus*-class ships had standard warp drives installed (Mark 5A nacelles, Class H PIS, and a Mark VI engine, for +44 SUs after removing the one-way warp propulsion system, ion power, and solar power).

Noteworthy vessels/service records/encounters: *Argus,* prototype; *Vek'lar,* crossed the Neutral Zone into Federation space to destroy several UFP outposts and test Starfleet's resolve, only to encounter and be destroyed by the *U.S.S. Enterprise* (2266); *Tarr'ek,* confronted and nearly destroyed the *U.S.S. Enterprise* when it entered the Neutral Zone while under command of Commodore Stocker because Kirk and crew were suffering from a hyperaging disease (2267).

ROMULAN *T'VAREK* CLASS

Class and Type: *T'varek*-Class Scout
Commissioning Date: 2279

HULL SYSTEMS

Size: 3
- **Length:** 83.42 meters
- **Beam:** 24.78 meters
- **Height:** 17.63 meters
- **Decks:** 4
- **Mass:** 55,000 metric tonnes
- **SUs Available:** 1,000
- **SUs Used:** 841

Hull
- Outer 12
- Inner 12

Resistance
- Outer Hull: 6 6
- Inner Hull: 6 6

Structural Integrity Field
- **Main:** Class J (Protection 60/90) [1 Power/10 Protection/round] 21
- **Backup:** Class J (Protection 60) [1 Power/10 Protection/round] 11
- **Backup:** Class J (Protection 60) [1 Power/10 Protection/round] 11

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 12/8/150

Crew Quarters
- **Barracks:** None
- **Spartan:** 20 1
- **Basic:** 2 1
- **Expanded:** None
- **Luxury:** None
- **Unusual:** None

Environmental Systems
- **Basic Life Support** [6 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 6
- **Manufacturing Systems**
  - Food Processors: Mark IV [4 Power/round] 9
  - Industrial Fabrication Units: Mark VIII [5 Power/round] 11
- **Medical Facilities:** 4 (+0) [4 Power/round] 20
- **Recreation Facilities:** 5 [5 Power/round] 30
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 9
- **Fire Suppression System** [1 Power/round when active] 3
- **Cargo Holds:** 2,500 cubic meters 1
  - Locations: Three locations throughout ship
- **Escape Pods** 1
  - Number: 8
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 6 92
  - **Speed:** 6.0/7.0/8.0 [1 Power/.2 warp speed]
- **PIS:** Class D (4 hours of Maximum warp) 8

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

Reaction Control System (.025*c*) [2 Power/round when in use] 3

POWER SYSTEMS

Warp Engine
- Type: Mark VI (generates 250 Power/round) 70
- Location: Amidships aft

Impulse Engine[s]: 1 Type 5A (generates 23 Power/engine/round)

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

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +100 Power transfer/round 25

Standard Usable Power: 273

OPERATIONS SYSTEMS

Bridge: Forward dorsal 15

Computer
- **Core 1:** Amidships [5 Power/round] 6
- **ODN** 9

Navigational Deflector [6 Power/round] 9
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward ventral of main hull

Sensor Systems
- **Long-range Sensors** [5 Power/round] 37
  - **Range Package:** Mark VIII (Accuracy 4/5/8/11)
    - 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:** 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) 2, Coordination 1 [1 Power/round in use] 7
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 12
    - Strength: 8 [3 Power/round]
    - Number: 2
  - **Backup** 4
    - Strength: 5 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
Type: Mark V [3 Power/round] 22
Strength: 5
Security: -3 (Type A uprating)
Basic Uprating: Type 1 (+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 ventral
Emitter: Class Beta [3 Power/Strength used/round] 6
Accuracy: 5/6/8/11
Location: Aft ventral

Transporters
Type: Personnel [5 Power/use] 13
Pads: 6
Emitter/Receiver Array: Personnel Mark 5 (20,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward amidships
Type: Emergency [5 Power/use] 12
Pads: 14
Emitter/Receiver Array: Emergency Mark 3 (8,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One amidships
Type: Cargo [2 Power/use] 16
Pads: 200 kg
Emitter/Receiver Array: Cargo Mark 3 (18,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One each in two largest cargo holds

Cloaking Device: Class 7 [40 Power/class/round] 24

Security Systems
Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 3
Internal Force Fields [1 Power/3 Strength] 3

Science Systems
Rating 2 (+1) [2 Power/round] 13
Specialized Systems: None
Laboratories: 3 2

TACTICAL SYSTEMS

Forward Disruptor 23
Type: 5
Damage: 120 [12 Power]
Number of Emitters: Up to 2 shots per round
Targeting System: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward module
Firing Arc: 120 degrees forward
Firing Modes: Standard, Pulse

Disruptor Control Room 3

Forward Torpedo Launcher 13
Standard Load: Plasma torpedo (see page 19)
Spread: 1
Range: See page 19
Targeting System: Accuracy 5/6/8/11
Power: [20 + 5 per torpedo fired]
Location: Forward
Firing Arc: Forward, but are self-guided

Torpedoes Carried: 15 plasma torpedoes 2

Torpedo Control Room 3

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

Weapons Skill: 4

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 15 (x4)
Shield Generator:
Class 2 (Protection 300) [30 Power/shield/round]
Shield Grid: Type A (25% increase to 375 Protection)
Subspace Field Distortion Amplifiers:
Class Beta (Threshold 100)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 3

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Developed by Romulan starship engineers in the decade following the technological exchange and alliance with the Klingons in 2267, the *T'varek*-class Scout incorporates many systems considered advanced or revolutionary by Romulan standards. These include a standard warp drive, disruptors, improved communications and sensor systems, and the like.

The *T'varek*'s design shows the influences of both Klingon and Romulan aesthetics. It consists of a shaft-like main hull with a command hull on the forward end, plus pylons projecting forward to port and starboard to hold the warp nacelles. The ship's overall sleek appearance suggests its Romulan origin. The disruptor and plasma torpedo launcher are both mounted in the command hull, allowing the crew to fire them even in the event that substantial damage to the main hull cuts the bridge off from the rest of the ship.

As a near-space scout vessel, the *T'varek* is not equipped for extremely long-range missions; typically the Star Navy uses it to patrol the Neutral Zone, covertly surveill UFP space, and explore systems immediately beyond the established boundaries of Romulan space. Its powerful cloaking device makes it well-suited for many clandestine missions.

Noteworthy vessels/service records/encounters: *T'varek,* prototype; *Na'chel,* conducted covert missions into the Neutral Zone to spy on Federation activity nearby (2281-83).

CHAPTER FOUR

THE CIVILIAN AND MISCELLANEOUS STARSHIP REGISTRY

ALTAIR CLASS

Class and Type: *Altair*-Class Cargo Carrier
Commissioning Date: 2258

HULL SYSTEMS

Size: 2
- **Length:** 30.73 meters
- **Beam:** 12.45 meters
- **Height:** 5.00 meters
- **Decks:** 1
- **Mass:** 26.21 metric tonnes
- **SUs Available:** 625
- **SUs Used:** 549

Hull
- Outer 8
- Inner 8

Resistance
- Outer Hull: 2 0
- Inner Hull: 2 0

Structural Integrity Field
- **Main:** Class G (Protection 30/45) [1 Power/10 Protection/round] 11
- **Backup:** Class G (Protection 15) [1 Power/10 Protection/round] 6
- **Backup:** Class G (Protection 15) [1 Power/10 Protection/round] 6

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 8/30/85

Crew Quarters
- **Barracks:** None
- **Spartan:** 4 1
- **Basic:** 30 3
- **Expanded:** None
- **Luxury:** None
- **Unusual:** None

Environmental Systems
- **Basic Life Support** [6 Power/round] 8
- **Reserve Life Support** [3 Power/round] 4
- **Emergency Life Support** (6 emergency shelters) 4
- **Gravity** [1 Power/round] 2
- **Consumables:** 1 month's worth 1
- **Manufacturing Systems**
  - Food Processors: Mark III [3 Power/round] 5
  - Industrial Fabrication Units: Mark V [4 Power/round] 4
- **Medical Facilities:** 2 (+0) [2 Power/round] 10
- **Recreation Facilities:** 4 [4 Power/round] 24
- **Personnel Transport:** Jefferies tubes [0 Power/round] 2
- **Fire Suppression System** [1 Power/round when active] 2
- **Cargo Holds:** 7,500 cubic meters 1
  - Locations: Four locations throughout ship
- **Escape Pods** 1
  - Number: 20
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 3B 37
  - **Speed:** 3.0/4.5/6.0 [1 Power/.2 warp speed]
- **PIS:** Class H (12 hours of Maximum warp) 16
- **Uprating:** Packages 2 and 3 for Sustainable 10

Impulse Engine
- **Type:** Type 4 (.4*c*/.6*c*) [4/6 Power/round] 12
- **Location:** Aft

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

POWER SYSTEMS

Warp Engine
- Type: Mark V (generates 200 Power/round) 60
- Location: Engineering

Impulse Engine[s]: 1 Type 4A (generates 15 Power/engine/round)

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

Emergency Power: Type C (generates 35 Power/round) 35

EPS: Standard Power flow, +80 Power transfer/round 18

Standard Usable Power: 215

OPERATIONS SYSTEMS

Bridge: Forward dorsal 8

Computer
- **Core 1:** Engineering [5 Power/round] 4
- **ODN** 6

Navigational Deflector [6 Power/round] 6
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward ventral

Sensor Systems
- **Long-range Sensors** [5 Power/round] 20
  - **Range Package:** Mark V (Accuracy 4/5/8/11)
    - 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
  - **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:** None
- **Sensors Skill:** 2

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 2, Coordination 2 [1 Power/round in use] 5
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 8
    - Strength: 6 [3 Power/round]
    - Number: 2
  - **Backup** 2
    - Strength: 4 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Mark III [3 Power/round] 9
  - **Strength:** 3
  - **Security:** -1
  - **Basic Uprating:** None
- **Emergency Communications:** No

Tractor Beams
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Forward ventral
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Aft ventral

Transporters
- **Type: Personnel** [4 Power/use] 18
  - Pads: 4
  - Emitter/Receiver Array: Personnel Mark 3 (10,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One forward, one aft
- **Type: Emergency** [4 Power/use] 27
  - Pads: 12
  - Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One forward, two aft
- **Type: Cargo** [3 Power/use] 21
  - Pads: 400 kg
  - Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One amidships, two aft

Cloaking Device: None

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

Science Systems
- **Rating** 1 (+0) [1 Power/round] 7
- **Specialized Systems:** None
- **Laboratories:** None

TACTICAL SYSTEMS

Forward Laser Bank 12
- **Class:** Magnusson
  - Damage: 100 [12 Power]
  - Shots per round: 2
  - Targeting System: Accuracy 6/7/9/12
- **Range:** 8/25,000/75,000/200,000
- **Location:** Forward
- **Firing Arc:** 120 degrees
- **Firing Modes:** Standard, Continuous, Pulse

Weapons Skill: 2

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 11 (x4)
- **Shield Generator:**
  - Class 1 (Protection 180) [18 Power/shield/round]
- **Shield Grid:** Type B (33% increase to 240 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Beta (Threshold 60)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 2

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: A common sight along the spacelanes and in the ports of the Federation (and other regions), this vessel consists of a central shaft about thirty meters long, with two flat, forward-curving nacelle pylons projecting from the port and starboard sides of the shaft's aft end. It's commonly used by free traders, small merchant firms, and the like.

Noteworthy vessels/service records/encounters:
Merchantman, used by Klingon spy Valkris to deliver information to Commander Kruge regarding the Genesis "torpedo," then destroyed by Kruge because she'd read the plans for the device (2284).

CIVILIAN SPACE CRUISER

Class and Type: Transport
Commissioning Date: 2240

HULL SYSTEMS

Size: 3
- **Length:** Varies (51-80 meters)
- **Beam:** Varies (13-18 meters)
- **Height:** Varies (8-12 meters)
- **Decks:** Varies (1-3)
- **Mass:** Varies (10,250-48,000 metric tonnes)
- **SUs Available:** 625
- **SUs Used:** 561

Hull
- Outer 12
- Inner 12

Resistance
- Outer Hull: 2 0
- Inner Hull: 2 0

Structural Integrity Field
- **Main:** Class H (Protection 40/60) [1 Power/10 Protection/round] 15
- **Backup:** Class H (Protection 20) [1 Power/10 Protection/round] 8
- **Backup:** Class H (Protection 20) [1 Power/10 Protection/round] 8

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 14/40/300, sometimes more

Crew Quarters
- **Barracks:** None
- **Spartan:** 10 1
- **Basic:** 40 4
- **Expanded:** None
- **Luxury:** None
- **Unusual:** None

Environmental Systems
- **Basic Life Support** [7 Power/round] 12
- **Reserve Life Support** [4 Power/round] 6
- **Emergency Life Support** (6 emergency shelters) 6
- **Gravity** [2 Power/round] 3
- **Consumables:** 6 months' worth 1
- **Manufacturing Systems**
  - Food Processors: Mark I [1 Power/round] 3
  - Industrial Fabrication Units: Mark V [4 Power/round] 6
- **Medical Facilities:** 4 (+0) [4 Power/round] 20
- **Recreation Facilities:** 3 [3 Power/round] 18
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 9
- **Fire Suppression System** [1 Power/round when active] 3
- **Cargo Holds:** 10,000 cubic meters 1
  - Locations: Five locations throughout ship
- **Escape Pods** 2
  - Number: 20
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 4 45
  - **Speed:** 4.0/5.0/6.5 [1 Power/.2 warp speed]
- **PIS:** Class E (6 hours of Maximum warp) 10

Impulse Engine
- **Type:** Type 4A (.4c/.66c) [4/6 Power/round] 13
- **Location:** Aft

Reaction Control System (.025c) [2 Power/round when in use] 3

POWER SYSTEMS

Warp Engine
- Type: Mark V (generates 200 Power/round) 60
- Location: Amidships

Impulse Engine[s]: 1 Type 4A (generates 18 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, +50 Power transfer/round 15

Standard Usable Power: 218

OPERATIONS SYSTEMS

Bridge: Forward dorsal 12

Computer (Pre-Duotronic)
- **Core 1:** Engineering [5 Power/round] 6
- **Wiring** 9

Navigational Deflector [6 Power/round] 9
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Ventral

Sensor Systems
- **Long-range Sensors** [5 Power/round] 14
  - **Range Package:** Mark III (Accuracy 4/5/8/11)
    - High Resolution: 3 light-years (.3/.4-.8/.9-1.8/1.9-3.0)
    - Low Resolution: 8 light-years (1/1.1-3.0/3.1-7.0/7.1-10)
  - **Strength Package:** Class 4 (Strength 4)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 8
  - **Strength Package:** Class 4 (Strength 4)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 8
  - **Strength Package:** Class 4 (Strength 4)
  - **Gain Package:** Standard
- **Probes:** None
- **Sensors Skill:** 2

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use] 4
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 12
    - Strength: 6 [3 Power/round]
    - Number: 2
  - **Backup** 4
    - Strength: 4 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
Type: Mark III [3 Power/round] 9
Strength: 3
Security: -1
Basic Uprating: None
Emergency Communications: No

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Forward ventral
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Aft ventral

Transporters
Type: Personnel [4 Power/use] 18
Pads: 4
Emitter/Receiver Array: Personnel Mark 3 (10,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: One forward, one aft
Type: Emergency [4 Power/use] 18
Pads: 12
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: One forward, one aft
Type: Cargo [3 Power/use] 14
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: One in two largest cargo bays

Cloaking Device: None

Security Systems
Rating: 1 4
Anti-Intruder System: Yes [1 Power/round] 3
Internal Force Fields [1 Power/3 Strength] 3

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

TACTICAL SYSTEMS

Weapons Skill: N/A

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 14 (x4)
Shield Generator:
Class 1 (Protection 200) [20 Power/shield/round]
Shield Grid: Type A (25% increase to 250 Protection)
Subspace Field Distortion Amplifiers:
Class Beta (Threshold 60)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 3

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Common throughout the Federation, and many other societies, in the 23rd century, the Civilian Space Cruiser comes in an endless variety of models, configurations, and variants. Small and cheap enough for individuals and small organizations to own them, they make ideal personal transports, free trader ships, and the like.

The template above represents a typical Civilian Space Cruiser. Narrators can easily create other versions by altering a parameter or two on this vessel. For example, wealthy persons often have Civilian Space Cruisers filled with luxury suits and other amenities this template does not have.

Noteworthy vessels/service records/encounters: *Aurora,* stolen by Dr. Severin and his followers to carry them on their quest for the mythical planet Eden (2269).

CLASS B CLASS

Class and Type: *Class B*-Class Cargo Carrier
Commissioning Date: 2220

HULL SYSTEMS

Size: 4
- **Length:** 113.26 meters
- **Beam:** 31.58 meters
- **Height:** 22.33 meters
- **Decks:** 5
- **Mass:** 89,000 metric tonnes
- **SUs Available:** 850
- **SUs Used:** 659

Hull

Outer	16
Inner	16

Resistance

Outer Hull: 2	0
Inner Hull: 2	0

Structural Integrity Field

Main: Class G (Protection 30/45) [1 Power/10 Protection/round]	13
Backup: Class G (Protection 15) [1 Power/10 Protection/round]	7
Backup: Class G (Protection 15) [1 Power/10 Protection/round]	7

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 20/50/200

Crew Quarters

Barracks: House 20 crewmembers	1
Spartan: None	
Basic: 30	2
Expanded: 25	5
Luxury: 5	5
Unusual: None	

Environmental Systems

Basic Life Support [6 Power/round]	16
Reserve Life Support [3 Power/round]	8
Emergency Life Support (6 emergency shelters)	8
Gravity [2 Power/round]	4
Consumables: 6 months' worth	1
Manufacturing Systems	
Food Processors: Mark I [1 Power/round]	4
Industrial Fabrication Units: Mark V [4 Power/round]	8
Medical Facilities: 4 (+0) [4 Power/round]	20
Recreation Facilities: 7 [7 Power/round]	42
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	12
Fire Suppression System [1 Power/round when active]	4
Cargo Holds: 20,000 cubic meters	1
Locations: Eight locations throughout ship	
Escape Pods	4
Number: 80	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Warp Drive

Nacelles: Mark 3A	33
Speed: 3.0/4.0/5.5 [1 Power/.2 warp speed]	
PIS: Class E (6 hours of Maximum warp)	10

Impulse Engine

Type: Type 4A (.4*c*/.66*c*) [4/6 Power/round]	13
Location: Aft	

Reaction Control System (.025*c*) [2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine

Type: Mark IV (generates 150 Power/round)	50
Location: Amidships	

Impulse Engine[s]: 1 Type 4A (generates 18 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, +50 Power transfer/round 25

Standard Usable Power: 168

OPERATIONS SYSTEMS

Bridge: Forward dorsal 16

Computer (Pre-Duotronic)

Core 1: Engineering [5 Power/round]	8
Wiring	
12	

Navigational Deflector [6 Power/round] 12
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward ventral

Sensor Systems

Long-range Sensors [5 Power/round]	14
Range Package: Mark III (Accuracy 4/5/8/11)	
High Resolution: 3 light-years (.3/.4-.8/.9-1.8/1.9-3.0)	
Low Resolution: 8 light-years (1/1.1-3.0/3.1-7.0/7.1-10)	
Strength Package: Class 4 (Strength 4)	
Gain Package: Standard	
Coverage: Standard	
Lateral Sensors [5 Power/round]	8
Strength Package: Class 4 (Strength 4)	
Gain Package: Standard	
Coverage: Standard	
Navigational Sensors: [5 Power/round]	8
Strength Package: Class 4 (Strength 4)	
Gain Package: Standard	
Probes: None	
Sensors Skill: 2	

Flight Control Systems

Autopilot: Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use]	4
Navigational Computer	
Main: Class 1 (+0) [0 Power/round]	0
Backups: Two	0
Inertial Stabilizers	
Main	16
Strength: 5 [3 Power/round]	
Number: 2	
Backup	4
Strength: 3 [2 Power/round]	
Number: 2	
Attitude Control [1 Power/round]	1

Communications Systems
Type: Mark II [3 Power/round] 6
Strength: 2
Security: -0
Basic Uprating: None
Emergency Communications: No

Tractor Beams
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Forward ventral
Emitter: Class Alpha [3 Power/Strength used/round] 3
Accuracy: 5/6/8/11
Location: Aft ventral

Transporters
Type: Personnel [4 Power/use] 18
Pads: 4
Emitter/Receiver Array: Personnel Mark 3 (10,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: One forward, one aft
Type: Emergency [4 Power/use] 18
Pads: 12
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: One forward, one aft
Type: Cargo [3 Power/use] 28
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: One in four largest cargo bays

Cloaking Device: None

Security Systems
Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 4
Internal Force Fields [1 Power/3 Strength] 4

Science Systems
Rating 1 (+0) [1 Power/round] 9
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS

Weapons Skill: N/A

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 18 (x4)
Shield Generator:
Class 1 (Protection 180) [18 Power/shield/round]
Shield Grid: Type B (33% increase to 240 Protection)
Subspace Field Distortion Amplifiers:
Class Beta (Threshold 60)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: A "Class IV stardrive vessel" like its later cousin, the Class J, the Class B is an average-sized cargo and personnel transport vessel used throughout known space. Its normal configuration consists of a central "spine" with six cargo or personnel compartments attached, plus a wedge-shaped forward section that includes the bridge and many ship's systems.

The template above represents a Class B maximized to carry passengers—many in luxurious conditions (the *Astral Queen,* out of Alpha Centauri, is a Class B vessel especially renowned for the quality of its accomodations, and it's by no means the only such Class B ship). To convert the ship for greater cargo capacity (maximum of 40,000 cubic meters), reduce the SUs in quarters and increase the SUs in cargo capacity.

Noteworthy vessels/service records/encounters: *S.S. Beagle,* built by Starfleet for a crew of 47 and used for survey missions, under Captain R. M. Merrick was damaged by meteors while exploring star system Eight Ninety-Two, causing it to drift helplessly towards the fifth planet of that system, whose inhabitants captured it (2261).

Class III Neutronic Fuel Carrier Class

Class and Type: *Class III Neutronic Fuel Carrier*-Class Cargo Carrier
Commissioning Date: 2260

Hull Systems

Size: 6
- **Length:** 237.58 meters
- **Beam:** 111.25 meters
- **Height:** 70.44 meters
- **Decks:** 4
- **Mass:** 147,943 metric tonnes empty, 244,943 fully loaded
- **SUs Available:** 1,200
- **SUs Used:** 951

Hull

Outer	24
Inner	24

Resistance

Outer Hull: 4	3
Inner Hull: 4	3

Structural Integrity Field

Main: Class J (Protection 60/90) [1 Power/10 Protection/round]	24
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12
Backup: Class J (Protection 30) [1 Power/10 Protection/round]	12

Personnel Systems

Crew/Passengers/Evac: 81/300/4,500

Crew Quarters

Barracks: House 80 crewmembers	2
Spartan: 100	5
Basic: 100	10
Expanded: 20	2
Luxury: 3	3
Unusual: None	

Environmental Systems

Basic Life Support [11 Power/round]	24
Reserve Life Support [6 Power/round]	12
Emergency Life Support (24 emergency shelters)	12
Gravity [3 Power/round]	6
Consumables: 1 years' worth	12
Manufacturing Systems	
Food Processors: Mark III [3 Power/round]	15
Industrial Fabrication Units: Mark VII [5 Power/round]	18
Medical Facilities: 5 (+1) [5 Power/round]	25
Recreation Facilities: 6 [6 Power/round]	36
Personnel Transport:	
Turbolifts, Jefferies tubes [2 Power/round]	18
Fire Suppression System [1 Power/round when active]	6
Cargo Holds: 300,000 cubic meters	9
Locations: Four large containers attached ventrally, 10 other locations throughout ship	
Escape Pods	7
Number: 140	
Capacity: 4 persons per pod	

Propulsion Systems

Warp Drive

Nacelles: Mark 2.5	23
Speed: 2.0/3.0/6.0 [1 Power/.2 warp speed]	
PIS: Class H (12 hours of Maximum warp)	16
Uprating: Packages 2 and 3 for Maximum	10

Impulse Engine

Type: Type 4 (.4c/.6c) [4/6 Power/round]	12
Location: Aft	

Reaction Control System (.025c) [2 Power/round when in use] 6

Power Systems

Warp Engine

Type: Mark VI (generates 250 Power/round)	70
Location: Amidships	

Impulse Engine[s]: 1 Type 4 (generates 15 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, +150 Power transfer/round 45

Standard Usable Power: 265

Operations Systems

Bridge: Forward module 24

Computer

Core 1: Engineering [5 Power/round]	12
ODN	18

Navigational Deflector [6 Power/round] 18
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward of Engineering hull

Sensor Systems

Long-range Sensors [5 Power/round]	37
Range Package: Mark VIII (Accuracy 4/5/8/11)	
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: 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: None	
Sensors Skill: 3	

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: Two	0
Inertial Stabilizers	
Main	24
Strength: 6 [3 Power/round]	
Number: 2	
Backup	6
Strength: 4 [2 Power/round]	
Number: 2	
Attitude Control [2 Power/round]	2

Communications Systems

Type: Mark IV [3 Power/round]	12
Strength: 4	
Security: -1	
Basic Uprating: None	
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 dorsal

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

Transporters

Type: Personnel [4 Power/use] 27
Pads: 4
Emitter/Receiver Array: Personnel Mark 3 (10,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: One forward, one amidships, one aft

Type: Emergency [4 Power/use] 18
Pads: 12
Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: One forward, one amidships, one aft

Type: Cargo [3 Power/use] 21
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
Energizing/Transition Coils: Class D (Strength 4)
Number and Location: One in three largest cargo bays

Cloaking Device: None

Security Systems

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

Science Systems

Rating 1 (+0) [1 Power/round] 11
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS

Weapons Skill: N/A

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 25 (x4)
Shield Generator:
Class 2 (Protection 220) [22 Power/shield/round]
Shield Grid: Type A (25% increase to 275 Protection)
Subspace Field Distortion Amplifiers:
Class Beta (Threshold 70)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 6

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: The Class III Neutronic Fuel Carrier, as its name indicates, primarily transports neutronic fuel (*i.e.,* deuterium and antideuterium, for use in impulse and warp drives). However, it's also capable of carrying up to 300 passengers, since captains have found they can profitably combine missions to meet starships in need of fuel with passenger runs between planets. Some variants, such as those used by Starfleet, lack most of the passenger capacity.

Physically, the Class III is an ugly beast. It consists of a relatively narrow central spine, with a bulky Engineering section aft and a small forward "module" containing the bridge and other systems. Attached ventrally to the spine are four enormous tanks for transporting fuel. It has additional cargo holds on board for non-liquid goods.

Noteworthy vessels/service records/encounters: *Kobayashi Maru,* fictitious ship used by Starfleet as part of an infamous training exercise for Starfleet Academy cadets.

CLASS J CLASS

Class and Type: *Class J*-Class Cargo Carrier
Commissioning Date: 2230

HULL SYSTEMS

Size: 2
- **Length:** 37.64 meters
- **Beam:** 8.60 meters
- **Height:** 5.00 meters
- **Decks:** 1
- **Mass:** 21.57 metric tonnes
- **SUs Available:** 475
- **SUs Used:** 425

Hull
- Outer 8
- Inner 8

Resistance
- Outer Hull: 2 0
- Inner Hull: 2 0

Structural Integrity Field
- **Main:** Class G (Protection 30/45) [1 Power/10 Protection/round] 11
- **Backup:** Class G (Protection 15) [1 Power/10 Protection/round] 6
- **Backup:** Class G (Protection 15) [1 Power/10 Protection/round] 6

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 12/20/150

Crew Quarters
- **Barracks:** House 12 crewmembers 1
- **Spartan:** None
- **Basic:** 20 2
- **Expanded:** None
- **Luxury:** None
- **Unusual:** None

Environmental Systems
- **Basic Life Support** [6 Power/round] 8
- **Reserve Life Support** [3 Power/round] 4
- **Emergency Life Support** (6 emergency shelters) 4
- **Gravity** [1 Power/round] 2
- **Consumables:** 1 month's worth 1
- **Manufacturing Systems**
  - Food Processors: Mark I [1 Power/round] 2
  - Industrial Fabrication Units: Mark V [4 Power/round] 4
- **Medical Facilities:** 2 (+0) [2 Power/round] 10
- **Recreation Facilities:** 4 [4 Power/round] 24
- **Personnel Transport:** Jefferies tubes [0 Power/round] 2
- **Fire Suppression System** [1 Power/round when active] 2
- **Cargo Holds:** 7,500 cubic meters 1
  - Locations: Four locations throughout ship
- **Escape Pods** 1
  - Number: 20
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 3A 33
  - **Speed:** 3.0/4.0/5.5 [1 Power/.2 warp speed]
- **PIS:** Class E (6 hours of Maximum warp) 10

Impulse Engine
- **Type:** Type 4A (.4*c*/.66*c*) [4/6 Power/round] 13
- **Location:** Aft

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

POWER SYSTEMS

Warp Engine
- Type: Mark IV (generates 150 Power/round) 50
- Location: Amidships

Impulse Engine[s]: 1 Type 4A (generates 18 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, +50 Power transfer/round 15

Standard Usable Power: 168

OPERATIONS SYSTEMS

Bridge: Forward dorsal 8

Computer (Pre-Duotronic)
- **Core 1:** Engineering [5 Power/round] 4
- **Wiring** 6

Navigational Deflector [6 Power/round] 6
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward ventral

Sensor Systems
- **Long-range Sensors** [5 Power/round] 14
  - **Range Package:** Mark III (Accuracy 4/5/8/11)
    - High Resolution: 3 light-years (.3/.4-.8/.9-1.8/1.9-3.0)
    - Low Resolution: 8 light-years (1/1.1-3.0/3.1-7.0/7.1-10)
  - **Strength Package:** Class 4 (Strength 4)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 8
  - **Strength Package:** Class 4 (Strength 4)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 8
  - **Strength Package:** Class 4 (Strength 4)
  - **Gain Package:** Standard
- **Probes:** None
- **Sensors Skill:** 2

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use] 4
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 8
    - Strength: 5 [3 Power/round]
    - Number: 2
  - **Backup** 2
    - Strength: 3 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type**: Mark II [3 Power/round] 6
  - **Strength:** 2
  - **Security:** -0
  - **Basic Uprating:** None
- **Emergency Communications:** No

Tractor Beams
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Forward ventral
- **Emitter: Class Alpha** [3 Power/Strength used/round] 3
  - Accuracy: 5/6/8/11
  - Location: Aft ventral

Transporters
- **Type: Personnel** [4 Power/use] 9
  - Pads: 4
  - Emitter/Receiver Array: Personnel Mark 3 (10,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One amidships
- **Type: Emergency** [4 Power/use] 9
  - Pads: 12
  - Emitter/Receiver Array: Emergency Mark 2 (5,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One amidships
- **Type: Cargo** [3 Power/use] 7
  - Pads: 400 kg
  - Emitter/Receiver Array: Cargo Mark 2 (12,000 km range)
  - Energizing/Transition Coils: Class D (Strength 4)
  - Number and Location: One in main cargo bay

Cloaking Device: None

Security Systems
- **Rating:** 2 8
- **Anti-Intruder System:** Yes [1 Power/round] 2
- **Internal Force Fields** [1 Power/3 Strength] 2

Science Systems
- **Rating** 1 (+0) [1 Power/round] 7
- **Specialized Systems:** None
- **Laboratories:** None

TACTICAL SYSTEMS

Weapons Skill: N/A

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 8 (x4)
- **Shield Generator:**
  - Class 1 (Protection 150) [15 Power/shield/round]
- **Shield Grid:** Type B (33% increase to 200 Protection)
- **Subspace Field Distortion Amplifiers:**
  - Class Alpha (Threshold 50)
- **Recharging System:** Class 0 (60 seconds)

Auto-Destruct System 2

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Also known as a "Class IV stardrive vessel," the Class J is a typical passenger and/or cargo transport of the sort common throughout Federation space and nearby regions during the 2200s. It consists of a central body with a chisel-shaped forward end, two downward-curving nacelle pylons amidships, and a bridge mounted forward dorsal. Its lack of weapons, poor shields, slow speed, and valuable cargoes often make it a target for Orion pirates and other criminals.

The template above represents a Class J maximized to carry passengers. To alter it for cargo, reduce the passenger capacity and increase cargo capacity; for every -10 Basic quarters (-1 SU), increase the cargo space by +7,500 cubic meters (+0 SUs).

DY-100 CLASS

Class and Type: *DY-100*-Class Transport
Commissioning Date: 1995

HULL SYSTEMS

Size: 3
- **Length:** 100.00 meters
- **Beam:** 23.37 meters
- **Height:** 34.9 meters
- **Decks:** 5
- **Mass:** 158,700 metric tonnes
- **SUs Available:** 250
- **SUs Used:** 204

Hull
- Outer 12
- Inner 12

Resistance
- Outer Hull: 4 3
- Inner Hull: 4 3

Structural Integrity Field: None

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 6/0/55

Crew Quarters
- **Cryogenic Suspension Chambers:** House 120 crewmembers 2
- **Barracks:** House 6 crewmembers 1
- **Spartan:** None
- **Basic:** None
- **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** (4 emergency shelters) 6
- **Gravity** [2 Power/round] 3
- **Consumables:** 6 months' worth 1
- **Manufacturing Systems**
  - Food Processors: Food stores [0 Power/round] 2
  - Industrial Fabrication Units: None
- **Medical Facilities:** 1 (+0) [1 Power/round] 5
- **Recreation Facilities:** 1 [1 Power/round] 6
- **Personnel Transport:** Jefferies tubes [0 Power/round] 3
- **Fire Suppression System** [1 Power/round when active] 3
- **Cargo Holds:** 5,000 cubic meters 1
  - Locations: Amidships
- **Escape Pods** 1
  - Number: 4
  - Capacity: 4 persons per pod

PROPULSION SYSTEMS

Chemical Propulsion 30

Reaction Control System (.025*c*) [2 Power/round when in use] 3

POWER SYSTEMS

Solar Power (generates 30 Power/round) 9
- Location: Amidships

Impulse Engine[s]: None

Auxiliary Power: 1 reactor (generates 5 Power/reactor/round) 3

Emergency Power: None

EPS: Standard Power flow 15

Standard Usable Power: 30

OPERATIONS SYSTEMS

Bridge: Forward 12

Computer (Pre-Duotronic)
- **Core 1:** Amidships [1 Power/round] 2
- **Wiring** 9

Navigational Deflector: None

Sensor Systems
- **Long-range Sensors** [5 Power/round] 2
  - **Range Package:** Pre-Warp (Accuracy 4/5/8/11)
    - Low Resolution: 1 light-year (.3/.4-.6/.7-.9/.91-1.0)
  - **Strength Package:** Class 0 (Strength 0)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 1
  - **Strength Package:** Class 0 (Strength 0)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 1
  - **Strength Package:** Class 0 (Strength 0)
  - **Gain Package:** Standard
- **Probes:** None
- **Sensors Skill:** 2

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 1, Coordination 1 [1 Power/round in use] 4
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 12
    - Strength: 1 [3 Power/round]
    - Number: 2
  - **Backup** 2
    - Strength: 1 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Type I Interplanetary Radio [3 Power/round] 1
  - **Strength:** 1
  - **Security:** -0
  - **Basic Uprating:** None
- **Emergency Communications:** No

Tractor Beams: None

Transporters: None

Cloaking Device: None

Security Systems
- **Rating:** 1 — 3
- **Anti-Intruder System:** No
- **Internal Force Fields:** No

Science Systems
- **Rating** 1 (+0) [1 Power/round] — 7
- **Specialized Systems:** None
- **Laboratories:** 2 — 2

TACTICAL SYSTEMS

Weapons Skill: N/A

Shields: None

Auto-Destruct System — 3

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Developed in 1995 by the United States of America as a successor to its Space Shuttle, the DY-100 was designed as the first interplanetary cargo vessel, able to carry goods and personnel from Earth to the Moon (or other planets) and back again on a single load of fuel.

The DY-100 resembles a typical Earth "rocket" of the period, with a chemical propulsion unit aft and a large stabilizing fin dorsal forward. Launching the ship from a planetary gravity well requires a linked set of six chemical booster rockets attached to the ship aft.

Wrapped around the mid-body of the vessel are five modules used to carry personnel or cargo. Personnel are transported in "sleeper" chambers during lengthy journeys, due to the ship's slow speed. (For a DY-100 used solely to transport cargo, remove the cryogenic suspension chambers and increase cargo capacity by 7,500 cubic meters [-1 SU]; for one used to carry passengers on short trips, remove the cryogenic suspension chambers and add 20 Spartan quarters [+0 SUs].)

The DY-100 fell out of general use by 2018, when significant developments in subluminal propulsion rendered their use as sleeper ships generally unnecessary. A few backwater planets still employ them, or variants of them, for limited cargo runs, and occasionally a starship encounters a long-lost DY-100 colony ship.

Noteworthy vessels/service records/encounters: *S.S. Botany Bay,* used by Khan Noonien Singh and his followers to escape Earth after losing the Eugenics Wars, encountered by the *U.S.S. Enterprise,* which freed Khan and his followers and was nearly captured by them (2267).

DY-500 CLASS

Class and Type: *DY-500*-Class Transport
Commissioning Date: 2116

HULL SYSTEMS

Size: 3
- **Length:** 100.00 meters
- **Beam:** 23.37 meters
- **Height:** 34.9 meters
- **Decks:** 6
- **Mass:** 300,000 metric tonnes
- **SUs Available:** 250
- **SUs Used:** 217

Hull

Outer	12
Inner	12

Resistance

Outer Hull: 4	3
Inner Hull: 4	3

Structural Integrity Field: None

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 3/0/55

Crew Quarters

Barracks: House 6 crewmembers	1
Spartan: 40	2
Basic: None	
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 (4 emergency shelters)	6
Gravity [2 Power/round]	3
Consumables: 6 months' worth	1
Manufacturing Systems	
Food Processors: Food stores [0 Power/round]	2
Industrial Fabrication Units: None	
Medical Facilities: 1 (+0) [1 Power/round]	5
Recreation Facilities: 1 [1 Power/round]	6
Personnel Transport: Jefferies tubes [0 Power/round]	3
Fire Suppression System [1 Power/round when active]	3
Cargo Holds: 5,000 cubic meters	1
Locations: Amidships	
Escape Pods	1
Number: 4	
Capacity: 4 persons per pod	

PROPULSION SYSTEMS

Impulse Engine

Type: Type 1 (.1*c*/.2*c*) [1/2 Power/round]	2
Location: Aft	

Reaction Control System (.025*c*) [2 Power/round when in use] 3

POWER SYSTEMS

Solar Power (generates 30 Power/round) 9
Location: Amidships

Impulse Engine[s]: 1 Type 1 (generates 3 Power/engine/round)

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

Emergency Power: Type A (generates 25 Power/round) 25

EPS: Standard Power flow 15

Standard Usable Power: 33

OPERATIONS SYSTEMS

Bridge: Forward 12

Computer (Pre-Duotronic)
- **Core 1:** Amidships [1 Power/round] 2
- **Wiring** 9

Navigational Deflector: None

Sensor Systems
- **Long-range Sensors** [5 Power/round] 8
  - **Range Package:** Mark II (Accuracy 4/5/8/11)
    - High Resolution: 3 light-years (.3/.4-.8/.9-1.5/1.6-3.0)
    - Low Resolution: 5 light-years (.5/.6-1.0/1.1-3.5/3.6-5.0)
  - **Strength Package:** Class 2 (Strength 2)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Lateral Sensors** [5 Power/round] 4
  - **Strength Package:** Class 2 (Strength 2)
  - **Gain Package:** Standard
  - **Coverage:** Standard
- **Navigational Sensors:** [5 Power/round] 4
  - **Strength Package:** Class 2 (Strength 2)
  - **Gain Package:** Standard
- **Probes:** None
- **Sensors Skill:** 2

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 1, Coordination 1 [1 Power/round in use] 4
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 12
    - Strength: 2 [3 Power/round]
    - Number: 2
  - **Backup** 2
    - Strength: 1 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Type II Interplanetary Radio [3 Power/round] 2
  - **Strength:** 2
  - **Security:** -0
  - **Basic Uprating:** None
- **Emergency Communications:** No

Tractor Beams: None

Transporters: None

Cloaking Device: None

Security Systems
- **Rating:** 1 — 3
- **Anti-Intruder System:** No
- **Internal Force Fields:** No

Science Systems
- **Rating** 1 (+0) [1 Power/round] — 7
- **Specialized Systems:** None
- **Laboratories:** 2 — 2

TACTICAL SYSTEMS

Weapons Skill: N/A

Shields: None

Auto-Destruct System — 3

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: The DY-500 is a 22nd and 23rd century cargo and personnel transport developed from the old DY-100 class. The two ships are virtually identical in most ways, but the DY-500 does have a low-powered impulse engine and some other improvements.

The template above represents a DY-500 configured to carry passengers. For a cargo vessel, remove the 40 Spartan quarters and substitute 7,500 additional cubic meters of cargo space (-1 SU).

Noteworthy vessels/service records/encounters: *S.S. Mariposa,* colony vessel commanded by Captain Walter Granger that carried colonists to Bringloid V and Mariposa (launched 2123).

WHORFIN CLASS

Class and Type: *Whorfin*-Class Transport
Commissioning Date: 2270

HULL SYSTEMS

Size: 4
- **Length:** 127.10 meters
- **Beam:** 37.66 meters
- **Height:** 22.33 meters
- **Decks:** 6
- **Mass:** 129,300 metric tonnes
- **SUs Available:** 1,050
- **SUs Used:** 851

Hull
- Outer 16
- Inner 16

Resistance
- Outer Hull: 4 3
- Inner Hull: 4 3

Structural Integrity Field
- **Main:** Class I (Protection 50/80) [1 Power/10 Protection/round] 19
- **Backup:** Class I (Protection 25) [1 Power/10 Protection/round] 10
- **Backup:** Class I (Protection 25) [1 Power/10 Protection/round] 10

PERSONNEL SYSTEMS

Crew/Passengers/Evac: 22/265/2,950

Crew Quarters
- **Barracks:** None
- **Spartan:** 60 3
- **Basic:** 140 14
- **Expanded:** 30 6
- **Luxury:** 7 7
- **Unusual:** None

Environmental Systems
- **Basic Life Support** [10 Power/round] 16
- **Reserve Life Support** [5 Power/round] 8
- **Emergency Life Support** (24 emergency shelters) 8
- **Gravity** [2 Power/round] 4
- **Consumables:** 3 months' worth 1
- **Manufacturing Systems**
  - Food Processors: Mark IV [4 Power/round] 12
  - Industrial Fabrication Units: Mark VII [5 Power/round] 12
- **Medical Facilities:** 6 (+1) [6 Power/round] 30
- **Recreation Facilities:** 7 [7 Power/round] 42
- **Personnel Transport:**
  - Turbolifts, Jefferies tubes [2 Power/round] 12
- **Fire Suppression System** [1 Power/round when active] 4
- **Cargo Holds:** 24,000 cubic meters 1
  - Locations: Eight locations throughout ship
- **Escape Pods** 5
  - Number: 80
  - Capacity: 8 persons per pod

PROPULSION SYSTEMS

Warp Drive
- **Nacelles:** Mark 5B 78
  - **Speed:** 5.0/6.5/7.5 [1 Power/.2 warp speed]
- **PIS:** Class E (6 hours of Maximum warp) 10

Impulse Engine
- **Type:** Type 4A (.4*c*/.66*c*) [4/6 Power/round] 13
- **Location:** Aft

Reaction Control System (.025*c*) [2 Power/round when in use] 4

POWER SYSTEMS

Warp Engine
- Type: Mark VI (generates 250 Power/round) 70
- Location: Engineering

Impulse Engine[s]: 1 Type 4A (generates 18 Power/engine/round)

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

Emergency Power: Type D (generates 40 Power/round) 40

EPS: Standard Power flow, +80 Power transfer/round 28

Standard Usable Power: 268

OPERATIONS SYSTEMS

Bridge: Forward dorsal 16

Computer
- **Core 1:** Engineering [5 Power/round] 8
- **ODN** 12

Navigational Deflector [6 Power/round] 12
- **Range:** 8/15,000/40,000/125,000
- **Accuracy:** 6/7/9/12
- **Location:** Forward ventral

Sensor Systems
- **Long-range Sensors** [5 Power/round] 20
  - **Range Package:** Mark V (Accuracy 4/5/8/11)
    - 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
  - **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:** None
- **Sensors Skill:** 2

Flight Control Systems
- **Autopilot:** Shipboard Systems (Flight Control) 2, Coordination 1 [1 Power/round in use] 4
- **Navigational Computer**
  - Main: Class 1 (+0) [0 Power/round] 0
  - Backups: Two 0
- **Inertial Stabilizers**
  - **Main** 16
    - Strength: 7 [3 Power/round]
    - Number: 2
  - **Backup** 4
    - Strength: 7 [2 Power/round]
    - Number: 2
- **Attitude Control** [1 Power/round] 1

Communications Systems
- **Type:** Mark IV [3 Power/round] 12
  - **Strength:** 4
  - **Security:** -1
  - **Basic Uprating:** None
- **Emergency Communications:** No

Tractor Beams

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

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

Transporters

Type: Personnel [5 Power/use] 39
Pads: 4
Emitter/Receiver Array: Personnel Mark 6 (26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward, two aft

Type: Emergency [4 Power/use] 36
Pads: 12
Emitter/Receiver Array: Emergency Mark 4 (13,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One forward, two aft

Type: Cargo [4 Power/use] 22
Pads: 400 kg
Emitter/Receiver Array: Cargo Mark 4 (26,000 km range)
Energizing/Transition Coils: Class E (Strength 5)
Number and Location: One each in two largest cargo bays

Cloaking Device: None

Security Systems

Rating: 3 12
Anti-Intruder System: Yes [1 Power/round] 4
Internal Force Fields [1 Power/3 Strength] 4

Science Systems

Rating 1 (+0) [1 Power/round] 9
Specialized Systems: None
Laboratories: None

TACTICAL SYSTEMS

Forward Phaser Bank 7
Type: IV
Damage: 80 [8 Power]
Number of Emitters: 40 (up to 1 shot per round)
Auto-Phaser Interlock: Accuracy 5/6/8/11
Range: 10/30,000/100,000/300,000
Location: Forward
Firing Arc: 120 degrees forward
Firing Modes: Standard, Continuous, Pulse, Wide-Beam

Phaser Control Room 4

Weapons Skill: 2

Shields (Forward (#1), Starboard (#2), Aft (#3), Port (#4)) 17 (x4)
Shield Generator:
Class 2 (Protection 230) [23 Power/shield/round]
Shield Grid: Type A (25% increase to 288 Protection)
Subspace Field Distortion Amplifiers:
Class Beta (Threshold 75)
Recharging System: Class 0 (60 seconds)

Auto-Destruct System 4

AUXILIARY SPACECRAFT SYSTEMS

Hangar Deck(s): None

Description And Notes

Fleet data: Originally developed by Starfleet for use as a diplomatic courier and personnel carrier, the *Whorfin*-class Transport has since been released to the civilian population for general use. Thousands of the vessels have been built. The ship consists of a forward module of "rounded wedge" shape, a rectangular Engineering hull, and a shaft connecting the two. Nacelle pylons jut straight to port and starboard from the aft ventral end of the Engineering hull.

Noteworthy vessels/service records/encounters: *U.S.S. Whorfin,* NCC-1024, prototype, proposed for use in rescue of James T. Kirk and Leonard McCoy from Klingon custody due to immediate availability for the mission (2293); *S.S. Robert Fox,* NFT-1327, destroyed by "energy ribbon" with loss of 265 passengers (2293); *S.S. Lakul,* NFT-7793, destroyed by "energy ribbon" after the rescue of 47 of 150 passengers (including Guinan and Dr. Tolian Soran) by the *U.S.S. Enterprise*-B (2293).

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